# Usenet Newsgroup Archive: comp.sys.atari.st

## 1997-01 - 1997-03

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Date span: 1997-01-01 through 1997-03-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 6,116

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

## 1. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <852111398_OASIS_@ping.be>
Source record: 130866

In article <xnDVc5N.greg_evans@delphi.com>
greg_evans@delphi.com said:-

>
>Is there a version of Gemview > 3.15? I registered mine a couple of
>years ago but never heard any news from the author, other than getting
>my key. Is thsi software still being supported? I don't have an
>emial address for Dieter.

IMHO the latest version is v3.16 date: 4 feb 1996. As I received my
copy from the Net I know for sure one can find it somewhere on the
Net but I can't remember me where. Search for gvw_v316.pax. You also
need the install program but I believe this is provided with the
masterdisk.
The e-mail address of Dieter is dieter_fiebelkorn@do2.maus.de
>
>On a related but different note: Anyone have a JPG import module for
>Pagestream and/or Calamus SL? I know ther's none with the packages
>themselves but didn't know if any have surfaced separately. How
>about newer printer drivers?

I don't have a jpg import module for Calamus but there excist one at
least here in Europe. I've shaw once an advertising but again I can't
remember me from who or where.
If you want to know more about some very usefull but very expencive
German Calamus modules go to http://www.geld.com/as/. (Adequate
Systems)

Go to http://www.dmcpublishing.com if you want to know more about the
forthcoming Calamus update.

Other places of interest
http://www.mgisoft.com/Calamus/calamidx.html MGI Home Page Calamus Index Page

http://users.aol/darrent The Round Table DTP Service (Calamus User Group U.S.A.)

Calamus user group England: caluser@cix.compulink.co.uk

Hope this help
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

## 2. Re: I need to talk on internet!

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: antltd@lodz.pdi.net
Message-ID: <5adcem$pfm@polonez.man.lodz.pl>
Source record: 130867

YES!, YES! I also want to speak by interne telephone!
Falcy has all hardware to use with it, and ours coders can do this
progie! (I believe... :-))

=>: Having said that... I think it would be *possible*... (although I
=>: know very little about how I.net phones work...)
=>
=>There is an InterNet phone for the Amiga, without using any DSP. I think
=>that the sources are available now, so perhaps this would be something to
=>port?

Take if from Amiga or from hell, if this helps! ;-))

Merry Xmas & Happy NY'97 !

Andrzej /```\
( O-O )
#-------------------------------------ooO--U--Ooo---------#
| email: antltd@lodz.pdi.net |
| in work: jtt3@lodz.pdi.net (Andrzej Michalski) |
| Falcon030/FPU/4Mb/1.2GB-ide-intern/modem28.8/FX-3in1 |
#-----------------------------------------------------------#

## 3. Re: Email Adresses:

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: antltd@lodz.pdi.net
Message-ID: <5adcep$pfm@polonez.man.lodz.pl>
Source record: 130868

```
=>
=>I am trying to get ahold of the makers of the BlowUp-FX card for the falcon.

=>Keith
=>
=>--
=> _____/| With one of these things I can take out | Keith Bilinsky
=>(__|__\|______ the first ten rows of the audience. | bili6745@mach1.wlu.ca
=>
=>

I've just buy it.
email is:

Georg Acher, acher@informatik.tu-muenchen.de
http://www.informatik.tu-muenchen.de/~acher/
"Oh no, not again !" The bowl of petunias

Happy New Year `97!

Andrzej /```\
( O-O )
#-------------------------------------ooO--U--Ooo---------#
| email: antltd@lodz.pdi.net |
| in work: jtt3@lodz.pdi.net (Andrzej Michalski) |
| Falcon030/FPU/4Mb/1.2GB-ide-intern/modem28.8/FX-3in1 |
#-----------------------------------------------------------#
```

## 4. British magazines for sale (US)

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: trek@ihgp15.ih.att.com
Message-ID: <5adl46$eu4@ssbunews.ih.lucent.com>
Source record: 130869

England has had some very good Atari magazines over the years.
Here's your chance to own some of them without paying the normal
high costs (~$8 no disk and ~$10 with disk).

Atari ST Users/with disk: 10/90 (#56 - complete guide to making music)
4/91 (#62 - public domain special)
11/91 (#69 - art and sound special)
3/94 (#98 - desktop publishing special)

Atari ST Users/no disk: 12/90 (#58 - paint packages, space games)
3/91 (#61 - 3d graphics tutorial)
6/92 (#76 - word processing and emulation)

Atari ST User-JUST disk: 7/90 (#53); 1/92 (#71); 10/93 (#92)

Atari ST Formats/no disk: 4/91 (#21 - animation special)
5/91 (#22 - fix broken disk, dtp secrets)
7/91 (#24 - making video masterpieces)
8/91 (#25 - 37 ways to expand ST power)
9/91 (#26 - virus special)
9/94 (#62 - ST expansions)

Atari ST Formats/with disk: 2/90 (#7 - first color digitizer)
10/90 (#15 - Art special, Dpaint & user guide)
2/91 (#19 - 30p to tips, guides, help, jargon)

Atari ST Format-JUST disk: 3/90 (#8)
11/91 (#28)
1/92 (#30 - both disks)
12/92 (#41 - 1 disk - Protext v4.3)

Minimum order $5. Buyer pays shipping from Chicago suburb.
(all prices US$)
Magazine - $1.00 Magazine + disk - $1.25 disk only .50

Wayne Booth wayne.booth@lucent.com

## 5. Atari magazines for sale (US)

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: trek@ihgp15.ih.att.com
Message-ID: <5adl5r$euc@ssbunews.ih.lucent.com>
Source record: 130870

```
Why not get some reading for the New Year.

My bookcase was and still is bursting at the seams so the dups have
to go. Save them from the recycle bin (where who knows what they
will become.)

Magazine collection #1 Current Notes-9 magazines, 3 disks
$10 + shipping

NOTE: all but one of these have articles from Dave Small
Current Notes: V9#5 (6/89); V10#6-9 (7-11/90);
V11#3, #4, #6, #7 (4-9/91 less 6/91)
CN Disk of the Month: 2/94 (#0-ST Zip, LZH); 3/94 (#1);
4/94 (#2)

Magazine collection #2 AIM-8 magazines $5 + shipping

Atari Interface (AIM) 10/90(V2#9); 11/90(V2#10); 1/92(V4#1);
2/92(V4#2); 3/92(V4#3); 4/92(V4#4);
5/92(V4#5); 6/92(V4#6)

Magazine collection #3 STart-14 magazines+9 disks $5 + shipping

STart no disk 10/89 (V4#3); 4/90 (V4#9); 11/90 (V5#3);
12/90 (V5#4); 2-3/91 (V5#6)
STart with disk Fa87 (V2#2); Sp88 (V2#5); Su88 (V3#1);
5/90 (V4#10); 6/90 (V4#11); 7/90 (V4#12);
10/90 (V5#2); 11/90 (V5#3); 1/91 (V5#5)

Magazine collection #4) Miscellaneous-6 magazines: $5 + shipping

ST Log 1/87 (#10); 2/87 (#11); 3/87 (#12); 5/87 (#14)
ST Journal 4-5/90 -word processing, midi - super magazine
ST World (UK) 3/90 #49 - ST repair special)

Magazine Disk Collection #1) STart disks-14 disks $5 + shipping

Start disks SU87 (V2#1); WI87 (V2#3); 2/88 (SI#2);
5/88 (V2#6); 6/88 (V3#1); 8/88 (V3#2);
10/88 (V3#3); 11/88 (V3#4); 12/88 (V3#5);
1/89 (V3#6); 2/89 (V3#7); 12/89 (V4#5);
8/90 (V5#1); 12/90 (V5#5)

Shipping is from Illinois - Chicago suburb.

Wayne Booth - wayne.booth@lucent.com
```

## 6. Re: ZIP Question

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: trek@ihgp15.ih.att.com
Message-ID: <5adnsp$f5j@ssbunews.ih.lucent.com>
Source record: 130871

In article <851978878_OASIS_NEWS@aholt.demon.co.uk>,
Andrew Holt <andy@aholt.demon.co.uk> wrote:
> In article <32B8F53C.37E@bruker.de>
> Uwe Seimet <us@bruker.de> wrote:-
>
>>Andrew Holt wrote:
>>>
>Thanks for the information.
>I got the demo version of HDDRIVER, but could not install it on my hard
>disk. I kept getting messages that the driver could not be written because
>my hard disk was write protected. I also got a copy of BIGDOS.

The write protection of zip disks is done in software. Have the zip
disk un-protected on a friends pc. Or get the new software from
Oregon Research that has the capability of twiddling with the write
protect bits on the zip. Wayne Booth

## 7. Re: Toad and Emulators, Inc.

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: trek@ihgp15.ih.att.com
Message-ID: <5adnlm$f4h@ssbunews.ih.lucent.com>
Source record: 130872

In article <373_9612310630@to.org>,
James Alexander <James.Alexander@taf.to.org> wrote:
> In message 0/32/948, tbmarc@webspan.net writes:
>
> > guitarra@afn.org wrote in article <5a4dit$gc1@huron.eel.ufl.edu>...
> > | <
> > | Just thought I'd warn you all about buying Gemulator 96 from Toad unti
> > | they resolve some issues.
> > |
> > | Namely, Darek of Emulators, Inc. refuses to support my copy of Gemula
> > | 96 because its not 'registered.' But Toad will not send out registrat
> > | cards with Gemulator because they say Darek has not sent them any.
> > | ==============
> > Same here with my Gemulator, NO SUPPORT!! And I sent the DAMN card in to
> > I am so disappointed and disillusioned with this product. I believe it'
> > capabilities were falsely advertised too!
> > Sound and Joystick support! BAH!
> > -Marc
>
>Hi there.
>I've had the misfortune of reading several of Dereks posts online and
>meeting him once at a an Atari show almost 2 years ago. I can state that
>I would NEVER buy anything from that person under any circumstances.
>
>Besides, emulators, espesicially Derek's specialty, software emulators
>have never worked properly on any CISC processor. The best ST emulator is
>to have a REAL ST!

And the real ST is cheaper and correctly "emulates" all of the STs
functionality.

Darek never learned what a customer is.

I too won't buy any Darek product because of his attitude towards
customers. (Had one once then tried dealing with him. Never again.)
Wayne

## 8. Re: MPEG In a Window.

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HABLEBAIUP@cabal.shnet.org>
Source record: 130873

In <32C2BCFC.446B9B3D@esc.de> Guido Vollbeding wrote:
>dave wrote:
>>
>> That's a shame, your 1stguide is a good product. I know Guillaume Tello was
>> looking for mpg decoding routines to put in his m_player, perhaps he woul;d
>> swap you for his assembler routines. His AVI and MOV player works very
>> acceptably on my TT... That way you could both get some benefit. His email
>> address is gtello@planete.com if you are interested...
>
>Sorry, I'm not interested in AVI/MOV, since these are *not* real
>video codec standards (only kind of 'framework'), and all available
>AVI/MOV codecs are inferior in compression/quality tradeoff compared
>to MPEG.

Maybe, but they are vastly superior in _speed_, as far as I can tell.
That's the problem with 1stGuide: I'd only need it for MPEGs, and all
those I have ever seen are just too slow to enjoy on my hardware
(TT030/Crazy Dots HC). So, I just keep 1stGuide somewhere on my drive
without ever using it - for everyday use, I just take Graftool (which
also plays .FLIs, .GLs and .DLs in windows!).

>So, it's a waste of time IMHO to deal with AVI/MOV,

Well, if you get ready-to-install routines, I guess the result would
be worth the effort.

Thorsten

--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

## 9. Atari Web Browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32CA6724.12CE@con2.com>
Source record: 130874
Cross-posted to: alt.atari,alt.binaries.atari,alt.crews.atari,comp.binaries.atari.st,comp.sources.atari.st,comp.sys.atari.st,ctdl.sys.atari.st,maus.sys.atari.software,rec.games.video.atari,stgt.atari

hi,

Is there an Atari Web Browser? If so, will it run on an Atari 1040Stf?
TOS 1.0? Where can I get my hands on it? Is it shareware? Commercial?
Please e-mail me with info as I don't get all the newsgroups.

Thanks

Mykle

## 10. Sell me your Atari junk!

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32CA6C4B.5A42@con2.com>
Source record: 130875
Cross-posted to: alt.atari,alt.binaries.atari,alt.crews.atari,comp.binaries.atari.st,comp.sources.atari.st,comp.sys.atari.st,ctdl.sys.atari.st,maus.sys.atari.software,rec.games.video.atari,stgt.atari

Hi,

Keep those offers coming!

Some of you know me. I've bought quite a bit of atari "junk" in the past two weeks, from complete ST systems to hardware to software. Well, I'm not done yet. I still need software and I still need an external floppy for an Atari 1040Stf. I "WILL" buy from the best offers that I receive so send me your lists and get some money for that junk and regain some closet space.

Hurry, I won't be buying forever and you'll be stuck with it!

Mykle@con2.com

## 11. Re: MODEM2 mod

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970101Z132756.238dave@mbha.demon.co.uk>
Source record: 130876

In article <25578_SSweet@mettav.demon.co.uk>
SSweet@mettav.demon.co.uk "Steve Sweet" writes:

] Yo!, Harry Baby.
]
] d>> I use modem2 port all the time on the TT. I understand there is an easy
] d>> mod to connect the modem2 port to the serial2 clock making faster baud
] d>> rates possible on modem2.
]
] HS> Am I misunderstanding something here? Modem 2 is capable of at least
] HS> 115k2 in its unmodified state. I'm using 57600 on Modem 2 with a Mega
] HS> STe (same as the TT) with Semper, STiK and CixComm.
]
] I use 115200 all the time, and can set to 153600 but my modem chokes.
]
] d>> I *must* get 115200 or 150K+ going, being stuck at 38400 is a bummer!
]
] HS> Is this a limitation of the terminal you use? In cases like that I
] HS> reassign the lower baud rates in conjunction with HSModem's SCC.PRG.

Hmmm. Well I use modem2 on the TT, hsmodem7 (drvin, mpf, mfp_tt, scc), and I have never been able to get an OK response from the modem (Courier dual standard or the new sporster voice) at more than 38400. I have tried with just about every terminal prog in existence, including CoNnect95 and CoMa.

It is probably me buggering it up but I don't know where :-(

Is there a kind soul out there who is getting 115200 on the TT modem2 and can zip up their hsmodem executables and send them to me?

Pretty please?
--
dave

## 12. Re: Sweet Geneva!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5adr04$bs2@ratatosk.uio.no>
Source record: 130877

>A refund from who? The Falcon's inherently flaky - that's the whole reason
>why I wouldn't have one at any price to be quite frank. That's not to say I
>think Magic's not also inherently flaky, but I think the ST range is quite
>consistent in its build quality and its faults can be considered part of the
>specification of the machine and should be worked around. I'm not sure the
>same can be said of a Falcon.

With all due respect, Harry - this is utter rubbish!
Of all the Atari's I've owned (and I went right from the start with a
520ST with tos on disk), the Falcon is the most stable. In my
experience, crashes and errors are in 95% of all cases a result off faulty
user settings and configurations and incompatible autoprogs and accs.

- Petter -

## 13. Re: ** Atari Falcon & Ethernet **

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: trek@ihgp15.ih.att.com
Message-ID: <5adpvp$fbm@ssbunews.ih.lucent.com>
Source record: 130878

In article <5aa09c$2vv@mars.sunlink.net>,
George W. Garner <quantum@sunlink.net> wrote:
>
> Hi! I plan to bring my Atari Falcon 030 with me when I move
>on campus next semester, and I'd like to use the ISDN lines they
>have installed in the dorms. I'm not sure, however, how or even
>if my Falcon can use it. Of course a regular Ethernet card won't
>work, but I've never heard of an Ethernet card for a Falcon.
>My questions are, can it be done, and if so how?

ISDN line would require an ISDN modem (the industries term - but
its not a traditional modem - it doesn't convert from digital to
analog.) The hard part would be getting driver software for it
for the Falcon.

My son, also a Falcon owner, faced a somewhat similar quandry
when he went to the Illinois Math and Science Academy (IMSA)
but there they provide ethernet to the rooms (not ISDN).

First we went for an Adeptec Nodem, a box that sits off of
the scsi port and does ethernet. The driver software that
comes with the Nodem is Mac software (System 6). Jonathan
decided he was going to write the driver software so it was
native Atari - but in the weeks while we waited for the device
to arrive, he found an old SUN 4-110 for very cheap so he
bought that and was up on ethernet (null modemed the Falcon
to the sun, set up tables on the sun, had an IP address
assigned to his Falcon) and was in business. That still
left him with some problems but the sun had solutions for
most of those (no mosaic on the Atari - this was several
years ago before Netscape days.) He hooked up the nodem
and got lights on the front from it but never did write
the software. And he didn't try the mac software under
GCR unfortunately.

Anyway, I have one Adeptic Nodem T LIU (line interface
unit - a very professional box that stands upright, about
2" wide by 5 1/2" deep by 8" tall - 3 activity lights on the
front - complete with power, 2 scsi connectors, scsi id
setting switches (external) and an T connector (for ethernet
running over unshielded twisted pair - the 8 contact
telephone like jack - wider than a normal telephone jack
though) and manual for sale if anyone is interested.

I'd like $75 plus shipping (from Chicago Suburb) for it,
if anyone is interested. Wayne Booth

wayne.booth@lucent.com

## 14. Re: PC mice and ST Mice

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970101085832.24411B-100000@moose.erie.net>
Source record: 130879

Yes, it's possible. You can use the common PC serial mouse by
running a serial mouse drive like Cyrel's or MOUSE24. This is most useful
on a Mega STe or TT which have multiple serial ports.

You can also use a PS/2 (bus) mouse in the regular mouse port if
you change the connector on the mouse from a 6-pin mini-DIN to a DB-9F.

On Tue, 31 Dec 1996, Yanez Sambiglyon wrote:

>
> Is it possible to use a PC mouse on an Atari or a Atari mouse on a PC.
> Sorry if this sounds a dumb question, but I had heard that they were
> pin compatable.
>
> Regards
>
>
>

## 15. Re: MPEG In a Window.

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970101Z141618.521dave@mbha.demon.co.uk>
Source record: 130880

In article <HABLEBAIUP@cabal.shnet.org>
guenther@cabal.shnet.org "Thorsten Guenther" writes:

] In <32C2BCFC.446B9B3D@esc.de> Guido Vollbeding wrote:
] >dave wrote:
] >>
] >> That's a shame, your 1stguide is a good product. I know Guillaume Tello was
] >> looking for mpg decoding routines to put in his m_player, perhaps he woul;d
] >> swap you for his assembler routines. His AVI and MOV player works very
] >> acceptably on my TT... That way you could both get some benefit. His email
] >> address is gtello@planete.com if you are interested...
] >
] >Sorry, I'm not interested in AVI/MOV, since these are *not* real
] >video codec standards (only kind of 'framework'), and all available
] >AVI/MOV codecs are inferior in compression/quality tradeoff compared
] >to MPEG.
]
] Maybe, but they are vastly superior in _speed_, as far as I can tell.
] That's the problem with 1stGuide: I'd only need it for MPEGs, and all
] those I have ever seen are just too slow to enjoy on my hardware
] (TT030/Crazy Dots HC). So, I just keep 1stGuide somewhere on my drive
] without ever using it - for everyday use, I just take Graftool (which
] also plays .FLIs, .GLs and .DLs in windows!).
]
] >So, it's a waste of time IMHO to deal with AVI/MOV,
]
] Well, if you get ready-to-install routines, I guess the result would
] be worth the effort.
]
] Thorsten

Hi thorsten,

Yes to all the above, you are right, but Guido's response didn't seem that
friendly so I didn't bother. Guillaume's m_player is a great product and I
hope he will support mpg's in due course...

Didn't know about graftool, I will have to have a look.

--
dave

## 16. Re: MODEM2 mod

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: a1960563@athena.rrz.Uni-Koeln.DE
Message-ID: <5ae88h$rb0@news.rrz.uni-koeln.de>
Source record: 130881

Hi Dave,

dave (dave@mbha.demon.co.uk) wrote:

: I use modem2 port all the time on the TT. I understand there is an easy mod to
: connect the modem2 port to the serial2 clock making faster baud rates possible
: on modem2.

In the German docs included in the HSModa07-package the procedure is
described (SCC_X.TXT). It says something about one cable has to be removed
or isolated (pin 17 of TT-MFP [MC68901]), pin 32 of the SCC (Z85C30)
reconnected to pin 13 of the SCC and the set of serial speeds changes to
speeds understandable for modems (57600, 115200 bps). In the settings of
the SCC.PRG you have to select "Falcon" instead of "TT".

I gave my TT to a technician to do the hardware modification and it works.

: Can anyone come up with a schematic or picture showing where the track should
: be cut and where the new wire should be soldered?

I tried to translate this short text, but I am not a technician! It says
in the subtitle "for experts only". So perhaps try to find somebody to
cross-check this thing before you start to dissect your TT!

Bye,

Kerstin

## 17. Re: Mega St Keyboard Cords

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <5aeckl$1dq@nnrp1.news.primenet.com>
Source record: 130882
Cross-posted to: comp.sys.atari.st,comp.sys.st.tech

```
gregor@goldengate.net wrote:
: I have a Mega ST4 and wish to extend the Keyboard cord. I bought a standard telephone
cord and it didn't seem to work!
: Any ideas or mods? thanks in advance!

: ************************************
: * Bradley F. Maurer *
: * gregor@goldengate.net *
: * Minneapolis, Minnesota USA *
: * http://www.goldengate.net/~gregor *
: ************************************

There are two kinds of telephone cords, known as class A and class C,
otherwise distinguishable for having 4 wires and 8 wires. For any
computer-related use, you need 8 wires, or class c.
-----------------------------------------------------_-----------------------
jimd1 __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /
```

## 18. Re: EPS, IMG and GEM convert to GIF?

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: tgl@netcom.com
Message-ID: <TGL.97Jan1110126@netcom17.netcom.com>
Source record: 130883

hsideras@mettav.demon.co.uk (Harry Sideras) writes:
> *Hi Terry*, on 24 Dec 96 you wrote: ...respect, brethren
TM> I was under the impression that they only wanted royalties from
TM> commercial and shareware programs, and that they didn't mind
TM> "freeware" programs using the GIF format without giving them
TM> compensation.

> That's right AFAIAA. The following *edited* extracts come from the Graphics
> File Format FAQ - see section 3 in particular:

Unfortunately, that info is obsolete (you seem to be looking at an
old copy of the GFF FAQ). Recently, Unisys have been actively trying
to suppress freeware/shareware implementations of GIF.

The info I have is -
* Unisys now considers unlicensed freeware LZW code to be legit
only if it comes from an "educational or charitable institution"
and is distributed directly to end users. At least one freeware
programmer I know has been threatened with a lawsuit by Unisys
if anyone else used his freeware GIF library in a commercial
product without a license. That is obviously not something
under the programmer's control; his only way to satisfy Unisys
is to pull his library off the net.
* Unisys will no longer grant licenses for LZW-using programs that
are distributed as shareware. The shareware author must cripple
GIF load/save capability in unregistered copies, so that GIF can
be used only after a shareware fee is paid (at which point Unisys
is due its percentage). To my mind, a crippled program is not
shareware at all, just a demo for a commercial program.

The "LZW licensing Q&A" document (which used to contain Unisys' promise
that freeware GIF programs were OK) has disappeared from www.unisys.com,
and all you will find there now is a terse statement that they have
changed their licensing terms for LZW. The above info is second-hand from
developers who have actually contacted Unisys recently.

I think it's high time the net community said "Enough" and stopped
using GIF. Consider PNG instead (http://quest.jpl.nasa.gov/PNG/).

regards, tom lane
organizer, Independent JPEG Group
member, PNG development group

## 19. Re: dBase III+ compatible database application

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: "Thomas R. Mccartney" <tmccartn@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.93.970101122221.19086A-100000@srv1.freenet.calgary.ab.ca>
Source record: 130884
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 31 Dec 1996, Kenneth Hartlen wrote:

> Although I use and program on PCs on a daily basis, I still use my MegaST
> at home for my personal computing tasks. I have various productivity apps,
> compilers for programming, games, etc. but don't have a proper database
> application. I now there was a commerical app called DBMan. Is this still
> available? If not, are there any shareware/freeware database applications
> that use dBase III+ compatible file formats?
>
> Thanks in advance.
>
> --
> Ken Hartlen
> khartlen@interlog.com
>
>

DBman - last atari version 5.3 was still available through toad up untill
a year ago. It is completely file and program compatible with dbase III
and has some of the dbase IV functions as well. I have been using it as a
database program since 1986. It is much better than any of the other
available alternatives. (although I would reccommend using version 5.2 as
it appears to work better than 5.3 on an ST. According to versasoft, the
5.3 version was compiled on a TT to use the 68030. BTW we tested the
same dbase program on a 8 MHz ST, a 12 MHZ 286, a 16 MHz 386, a 33 MHz 486
and 32 MHz TT.The program was run on dbase III on the PC and dbman on the pcs with the
same data files. The results were something like:

ST - 1min 26 second
286 - 4 min 18 seconds
386 - 1 min 18 seconds
486 - 22 seconds
TT - 8 seconds

Remember thius was exactly the same program and data files so there was no
difference in approach. I never bad mouthed the speed of my ST again.

BTW I wouldn't compare these times to the same program running on FOX it
is 4 - 8 times as fast as dbase.

If you are looking for a program that will import dbase files, try atari
works. It unfortunately doesn't have the same relational capapilities.

## 20. Re: KIDPRGS

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <60f_9701011205@genesplicer.org>
Source record: 130885

On 31 Dec 96, after being hired by Jack Tramiel, Anna Chiavetta said:

AC> Most of Dorothy's programs were designed to be run from floppy which
AC> allowed each kid in a class room to have their own disk. You may not
AC> be able to run them off your hard drive.

I tried at least one of them on floppy, putting all files in the root directory, but still got the Error -33. Nothing in the docs say anything about putting them on floppy or having certain files in certain folders. I also looked inside the program with a binary editor and A:/ is not hardwired into the program (nor does it access A: if I try to run it from the hard drive). Thanks for the suggestion, though.

* LED v1.50 * For a good time call 702/736-2282!

## 21. Re: MODEM2 mod

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970101Z133610.042dave@mbha.demon.co.uk>
Source record: 130886

In article <25579_SSweet@mettav.demon.co.uk>
SSweet@mettav.demon.co.uk "Steve Sweet" writes:

] FROM: SSweet@mettav.demon.co.uk
] SUBJ: MODEM2 mod
]
] L> Boy, I hate to sound like an AOL lamer, but me too! Just got a TT and
] L> need the same info, though I am a little handier with a soldering iron
] L> than Dave admits to!
]
]
] I dont see what your probs are, i can get 153600 wich chokes my modem, and
] 115200 all the time wich it lurves.
]
] Are you both using HSMODEM, specificaly DRIVIN and SCC

Don't know about Tom but I sure am and my modem *always chokes* on anything
over 38400. It is a Sportster Voice 33.6 so it sure as hell should be OK.

Bummer.

Double bummer. I wish I could fix this...
--
dave

## 22. Re: U.S. Robotics Modems

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970101Z133800.502dave@mbha.demon.co.uk>
Source record: 130887

In article <25498_Spencer@mettav.demon.co.uk>
Spencer@mettav.demon.co.uk "Spencer Davies" writes:

] Out of the ether, the following was mentioned by taf@io.org...:
]
] t> Has anyone connected a U.S. Robotics 33,600 baud modem to modem port 2
] t> on their TT (or any TT port for that matter) and successfully
] t> downloaded large files at a sustained rate of 3000 cps?
] I've a USR Courier V.34 upgraded to 33.6k and when I get a good highspeed
] connect (I generally get 28,800, but have occaisionally got 31,200 and once
] managed 33,600) I tend to get a download speed of around 2600-2800 cps using
] Serial 2.
]
] I never did manage to get a good reliable download using Modem 2 as I believe
] it uses the standard MFP 68901 chip as used in the ST where as Serial 2 uses
] the Zilog SCC chip which is similar in spec to the 16550 UART which PC's tend
] to use (actually better than it).
]
] I would therefore suggest using Serial2 in conjunction with HSModem for your
] modem connections on your TT.
]
] Spencer

Hi Spencer,

Problem is, I don't think serial2 has the line needed for auto-answer. Also, I
have never been able to get 115200 or more on serial2 or modem2.

Maybe there is a hardware mod...

--
dave

## 23. Re: Nemesis board - when ?

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <852134498_OASIS_@mbedford.demon.co.uk>
Source record: 130888

```
In article <25539_hsideras@mettav.demon.co.uk>
hsideras@mettav.demon.co.uk (Harry Sideras) said:-

>
>I certainly know one person who's had it fitted for a few weeks - I thought
>it was available right now. Give Dave a ring on 0121 693 6669.
>
Must be a beta tester. Been told unavailability is down to manual not being
ready.
--

--------------------------------------------------------------------------
mike@mbedford.demon.co.uk
--------------------------------------------------------------------------
```

## 24. Re: Help HDDriver & IDE

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <852134838_OASIS_@mbedford.demon.co.uk>
Source record: 130889

In article <25540_hsideras@mettav.demon.co.uk>
hsideras@mettav.demon.co.uk (Harry Sideras) said:-

>*Hi David*, on 30 Dec 96 you wrote: ...respect, brethren
>
> j>
> j> Help, I installed HDDriver & now I can't get into my Falcon's internal
> j> drive. Here's what I did. First I installed HD Driver (6.0) on my

>It sounds very much like you've got hddriver.sys but with C:\ being on SCSI 0
>it's trying to continue from there, so when the Syquest is not connected
>there's nothing to boot from.
>
>
># Regards, Harry Sideras - UK Association of Atari User Groups #

I reckon it's problems with HDDRIVER 6. I have had exactly the same sort of hassle. I use an internal Seagate IDE along with a Quantum SCSI, and Syquest drive. Upgrading (there's an oxymoron) from V5 was a badd! move. For some unfathomanable reason V6 consistently misses the IDE. Disconnect all the SCSI devices, reformat the IDE should solve the problem (so says System Solutions). Even on a bare-bones system the programme is useless. Better yet the bloody thing managed to screw the C partition and I lost V5. Why do suppliers assume that the old programme is not wanted and insist on having your original disk so they can wipe it off?
Three months have past and still got no joy, as usual must be the customer's fault. No one else has had problems so I'm told, but then why did this thread start?
--

---
mike@mbedford.demon.co.uk
---

## 25. IRC/Demon answer

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: Mark Gardiner <100550.3170@compuserve.com>
Message-ID: <970101200403_100550.3170_EHK33-2@CompuServe.COM>
Source record: 130890

OK,

I had problems with IRC on Demon after they changed their Servers. A lengthy telcon with support was virtually useless as they claim not to support IRC ???

Anyway you won't get anywhere with AtarIRC now if you try to log on to either dismayl or irc-client(.demon.co.uk) but you can access via:

irc.stealth.net

when connected you can get the efnet(or other) connection by issuing the /server xxx - where xxx = the url

*NOW can someone help me???*

I logon as above on the ST to IRC but for speed often use my Palmtop PC.
This is a DOS machine and using Nettamer I Telnet to dismayl.demon.co.uk (I know silly isn't it!) and have to accept a no terminal ASCII setup. This is OK but I can't DCC ???

Now I have received OK on the ST but sending is too slow for people to be bothered with so I thought I'd try the PC.

The commands I use are as follows:

/DCC send <nickname of recipeant> <file and path>

I get back a message that the file is not found but with two forward slashes in front of it so for example I want to send a file called IRC.TXT

/DCC send You a:\IRC.TXT

I get "Cant find file //a:/IRC.TXT"

The forward slash is I assume a Unix dir indicator and similar to HTML local directory indicators? Even placing the file in the root dir is no use?

Another thought I have is that I can only log on with ASCII (IRC11) emulation. I have tried VT100 but it returns "Unknown terminal type"

Any thoughts appreciated.

Mark.

## 26. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: Ron Pothier <falken@tstonramp.com>
Message-ID: <01bbf822$5e63dcc0$259a37ce@quantex-200>
Source record: 130891
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Toad is about the ONLY company tha still regards Atari computers as real computers. Most of you guys still think of Atari as nothing more than a game platform and sell them as a simple game server. Its the users of Atari computers who have driven the prices down in private sales. A guy buys a 1040 for $700 and a few years later nobody will pay more than $50 for it. C'mon now folks, the hardware is much better than that. These are REAL computers, not nintendos.

Toad recognizes this fact and sells their stuff as real computers. They also stand behind their sales if something goes wrong. Toad currently sells a 1 meg 1040 for $199 and thats a very good and realistic price, but if a guy advertised one here for sale as an owner looking to sell his stuff, most of you would say thats too much for a 1040. SO admit it folks, either you have real computers or nintendos for sale in this group. I say that Atari made real computers and I bought them as such and will sell them as such when the time comes.

Raj Rijhwani <raj@courtfld.demon.co.uk> wrote in article
<852052484snz@courtfld.demon.co.uk>...
> In article <5a7n72$ogi$1@news.ptd.net>
> bendokus@postoffice.ptd.net "Greg Bendokus" writes:
>
> > sale...Anyway, I appreciate that they support Atari after all these
> > years, but get real...they have always charged close to full retail
> > for EVERYTHING, since the very beginning. How the hell did they
> > survive this long dealing Atari wares when all the good vendors fell
> > by the wayside?
>
> I know not the people of which you speak, but as a business man myself,
> I would suggest that the answer to your query lies in the question.
>
> They charge what the market will bear, and in so doing maintain the
> viability of their endeavour. Or to turn it the other way round, the
> ones you like because they charge less disappear because in keeping
> you happy they are themselves unviable in the long term.
> --
> Raj Rijhwani (umtsb5/16) | This is the voice of the Mysterons...
> raj@courtfld.demon.co.uk | ... We know that you can hear us
Earthmen
> scarlet@fido.zetnet.co.uk | "Lieutenant Green: Launch all
Angels!"
> http://www.courtfld.demon.co.uk/raj/ (demon, and gods, willing...)
>

>

## 27. Re: Transparent GIFs

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <25602_hsideras@mettav.demon.co.uk>
Source record: 130892

*Hi Wayne*, on 31 Dec 96 you wrote: ...respect, brethren

t> Organization: Lucent Technologies
t>
t> Jared Addington <jdaddin9@airmail.net> wrote:
>> How is it possible to set a color in a GIF to transparent? I read in
>> HTML books that many PC art programs do this for you as the file is
>> saved but they give no technical explanation for it so I've no clue as
>> to how to duplicate the process.
t>
t> Easiest way is to use something like Imagecopy 4.0.

I've just noticed the FaST Club advert in Atari Computing that they've taken
10ukp off the price and are including a free copy of Textstyle atm, so go get
it B^{)

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 28. Re: PCB software

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: Chris Crosskey <chrisc@zetnet.co.uk>
Message-ID: <19970101202011750 23@zetnet.co.uk>
Source record: 130893

In message <666_RCain@nest.demon.co.uk>
RCain@nest.demon.co.uk (Roger Cain) writes:

> Hi arudzki@m3.sprynet.com, on 28 Dec 96 you wrote:

> a> Does anyone know of any PCB layout software for a Mega STE?
> a> I would love to get a hold of a demo if possible.

> You need to look for PCC_DEMO.ZIP or SCOOTER.ZIP. Both are very good PCB
> design programs but are in German only. I don't know of their ftp addresses

I thought I'd add my thoughts on this matter as no-one else seems to have mentioned the following trio of programs. First off Multi-layer, main problem is it's all in German, and the German-2-English translator programs, even supposedly technically oriented ones, came up with a particularly hilarious, if completely unusable, translation of it's documentation when I found its demo on a CDROM. PCBoard Designer wasn't bad, but restricted itself to Eurocards as far as I can tell. Platon looked the best of the three demos I saw, easy to use (very GEM) to the point where you hardly needed the manual at all, it did photoplotting on a huge range of plotters, and given you can pick up an HP7475A for less than 100 UKP you could probably justify getting one purely for PCB use, it also did Gerber/NC output, its only problems are it only supports two-layers plus two screens, and it isn't available anymore. That said, Goodmans, the software people, have promised to try and get the rights from the original publisher. It used to cost about 300 UKP, but so did Technobox Drafter, and that now costs 25UKP from Goodmans. If they manage to get it I'll be at the front of a queue waving a cheque at them.....
chrisc

## 29. Atari 1040ST for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: brianj@iwl.net
Message-ID: <5adu9v$1se@news.iwl.net>
Source record: 130894

I am selling an Atari 1040ST, color monitor, GTS 100 external floppy, cordless mouse, 30 Meg supra hard drive and over 50 programs (games and applications). Am asking $225.00 and will pay shipping in the US. E-mail to brianj@iwl.net.

Thanks

## 30. Re: Help HDDriver & IDE

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: jklimch@curly.cc.emory.edu
Message-ID: <5aekhd$eds@curly.cc.emory.edu>
Source record: 130895

I got my IDE drive back up but Mike's response has me worried about HD Driver 6.0. I tried all of Harry's suggestions (thanks Harry!) but I could not get into the IDE drive to fix any driver problems. The HD utilities program showed my IDE drive in the IDE parameters window. Setting up the device configuration with I0 then S0 seemed to do no good. The odd thing was that if I used the Auto config approach the the device config window then showed that there was no IDE 0 installed. Something's not right here. Anyway I got the system running by reinstalling the old atari drivers (AHDI 6.04) into the IDE drive from a plain default desktop with no harddrives available. This got me into the IDE. Then I erased the HDdriver files in the ide, reconnected the scsi chain rebooted & presto both SCSI drives and my CD Rom (with extendos) reappeared. I had originally assumed that I had just made some kind of mistake configuring HDDriver when I started adding to the SCSI chain. Now with mike's similar problem, I'm not so sure. I think I'll wait before trying again, at least until Uwe has a chance to comment on this problem. After all, at least my system works now although with a less powerful driver.

David Klimchak
Composer & Performer

## 31. Re: IRC/Demon answer

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: mrmaddog@prolog.net
Message-ID: <19970101220359.1457.qmail@mail1.ptd.net>
Source record: 130896

> From: Mark Gardiner <100550.3170@compuserve.com>
>
>OK,
>
>I had problems with IRC on Demon after they changed their Servers. A lengthy
>telcon with support was virtually useless as they claim not to support IRC ???

Yeah, sounds just like my provider. After my college account was
erased(year after I stopped going to scholl but I used it anyways), I had
to use some stone age IRC program on the shell account that hardly works
right. Then they stop providing it because some idiot kids were ever
hacking or doing some other abuse. Well, I'm done ranting... :)

> *NOW can someone help me???*
>
>I logon as above on the ST to IRC but for speed often use my Palmtop PC.
>This is a DOS machine and using Nettamer I Telnet to dismayl.demon.co.uk (I kno
>w
>silly isn't it!) and have to accept a no terminal ASCII setup. This is OK but I
>can't DCC ???
>
>Now I have received OK on the ST but sending is too slow for people to be
>bothered with so I thought I'd try the PC.
>
>The commands I use are as follows:
>
> /DCC send <nickname of recipeant> <file and path>
>
>I get back a message that the file is not found but with two forward slashes in
>front of it so for example I want to send a file called IRC.TXT
>
> /DCC send You a:\IRC.TXT
>
>I get "Cant find file //a:/IRC.TXT"
>
>The forward slash is I assume a Unix dir indicator and similar to HTML local
>directory indicators? Even placing the file in the root dir is no use?
>
>Another thought I have is that I can only log on with ASCII (IRC11) emulation.
>I
>have tried VT100 but it returns "Unknown terminal type"
>
>Any thoughts appreciated.

I'm not sure if you are using a text-only shell account to which you are telnetting into. Ok, with those you can't send the files on your disk straight through IRC. But, you can upload those files to your home directory on your account. You may try to FTP(on your SLIP connection) or typing rz filename.txt, perhaps you might want to ask your provider on how to do this.

Eric Noss
a.k.a
Mr. Maddog

*!* Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

## 32. Reposts for C tutorial now available

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101222600.RAA23245@ladder01.news.aol.com>
Source record: 130897

```
OK, reposts for the entire C Tutorial Introduction, and Lessons 1 through
3 are now available in Comp.sys.atari.programmer. The entire series is
there, get them before they are gone.

And thanks to everyone for their kind support.
```

## 33. Announcement for C Tutorial

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970101223400.RAA23581@ladder01.news.aol.com>
Source record: 130898

C Tutorial Lesson for will be posted in Comp.sys.atari.programmer on January 4th. I originally said I was going to space the lessons out every two weeks, but do to the brevity of the articles I am afraid everyone would get bored if I waited that long...

Thanks,

Robert

## 34. Web Page Counter with Unix Shell Account!

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: dooley@infomatch.com
Message-ID: <5aess1$eiv$1@berlin.infomatch.com>
Source record: 130899

Hi all!

I want to include a web page counter in my homepage but i'm not to sure
how to do it! I know there is a CGI script I can use.. but I think this
is only Useable with HTML 2 /NETScrap

Any idea's / info??
I'm useing C-Shell if it makes any difference!
Thanks
Johnny

## 35. FS/T: Atari ST Hardware

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0101971619100001@ppp16-stk.sonnet.com>
Source record: 130900

I have the following items for sale OR I will trade them for TurboGrafx
games or Sega Genesis Carts/CDs.

If you are interested please e-mail me. All prices are OR BEST OFFER.
Everything works!

******ALL PRICES INCLUDE SHIPPING*********
******If the price is too high make an offer******
******Trades PREFFERRED******************

Atari SF354 3.5" SSDD Disk drive w/ power supply $25 shipped
Atari SF314 3.5" DSDD Disk drive w/ power supply $35 shipped

Atari 520ST w/ TOS 1.0 in ROM AND 1.0 MB RAM
Includes EXTERNAL power supply $30 SHIPPED

Atari SLM805 Laser Printer with Interface $70 shipped
WORKS but does not have software (tested with shareware LazerBrain)

Thanks

-Marlin
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE: 220 / Lynx: 80 / Jaguar: 51 / CEDs: 1025
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

## 36. Re: Atari Works Printer Drivers

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970101215410.2186C-100000@viking.cris.com>
Source record: 130901

Atari Works uses any version of GDOS for it's font handling and printer
output, be it GDOS ver.1 or SpeedoGDOS ver.5 or even NVDI 4! I'd recommend
either Speedo 5 or NVDI5 since you have a Falcon! Speedo5 come with an ACC
for installing fonts and drivers, NVDI uses a couple of CPXs. You must
have some form of GDOS installed right now or it wouldn't print at all!!
If it is speedo then there should be a couple of programs on your hard
drive somewhere, driver.prg and outline.prg, just rename them to
driver.acc and outline.acc and they should solve your problem.

On Tue, 31 Dec 1996, Ted Parrett wrote:

>When I bought my Falcon it came with Atari Works already installed on the hard
>drive. I haven't used the programme much but just recently started to use it
>for the occasional letter requiring vector fonts. I find that there seems to be
>no way to install a different printer driver to that supplied. In fact the
>driver that came with the prg. seems to be inside the programme file and not
>as a seperate printer.sys file. The manual is silent on the issue.
>Can anyone advise ?.
>
> ================================================
> |tparrett@fast.co.za | Ted Parrett |
> |City: Johannesburg | Tel No.++27 11 476 5242 |
> |Country: South Africa | Fax No.++27 11 474 2985 |
> ================================================
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>

Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 245MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

## 37. WTB: Fate: Gates of Dawn

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: ud264@freenet.Victoria.BC.CA
Message-ID: <E3CGnA.H02@freenet.victoria.bc.ca>
Source record: 130902
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,comp.sys.amiga.games

Steve Jordan requested that I post the following message:

I don't have access to the newsgroups and I was wondering if you could
post this on your atari news group for me. I will pay up to $30 for just
the english manual, $40 for a full amiga version of the game(english).
Also, if anybody has any faqs/hint sheets on the game I would really be
in your debt, Im not getting very far in it.

Thanx for your attention,
steve

P.S. dont REply to this e-mail .Send e-mail to
sgjordan@cat.e-mail.com

## 38. Re: Atari software

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: atari@teleport.com
Message-ID: <5aeec5$3jn$3@nadine.teleport.com>
Source record: 130903
Cross-posted to: alt.atari,alt.binaries.atari,alt.crews.atari,comp.binaries.atari.st,comp.sources.atari.st,comp.sys.atari.st,ctdl.sys.atari.st,maus.sys.atari.software,rec.games.video.atari,stgt.atari

```
This discussion does not belong in alt.binaries.atari - you can discuss it
in alt.binaries.atari.d if you like, but future articles in this thread,
in a.b.a, will be cancelled.

Please read the newsgroup charter.

--
----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------
```

## 39. Re: IRC/Demon answer

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <852161782_OASIS_@pwomar.demon.co.uk>
Source record: 130904

In article <970101200403_100550.3170_EHK33-2@CompuServe.COM>
Mark Gardiner <100550.3170@compuserve.com> said:-

>OK,
>
>I had problems with IRC on Demon after they changed their Servers. A lengthy
>telcon with support was virtually useless as they claim not to support IRC ???

That is quite right, like virtually everything that Demon provide
(except Mail and basic connectivity) it is unsupported. Fair enough
really they haven't got the time to mess around with it or help people
out as it is hardly a high priority service, better unsuported than
not existing atall I say.

>Anyway you won't get anywhere with AtarIRC now if you try to log on to either
>dismayl or irc-client(.demon.co.uk) but you can access via:

I don't find getting onto demon any problem atall, I just type:
/server irc.demon.co.uk 6667
and off it goes and connects me!

>I logon as above on the ST to IRC but for speed often use my Palmtop PC.
>This is a DOS machine and using Nettamer I Telnet to dismayl.demon.co.uk (I know
>silly isn't it!) and have to accept a no terminal ASCII setup. This is OK but I
>can't DCC ???

>The commands I use are as follows:
>
> /DCC send <nickname of recipeant> <file and path>
>
>I get back a message that the file is not found but with two forward slashes in
>front of it so for example I want to send a file called IRC.TXT
>
> /DCC send You a:\IRC.TXT
>
>I get "Cant find file //a:/IRC.TXT"

I think that DCC is impossible via telnet, a normal IRC connection has
something like:
YOUR MACHINE-IRC SERVER-THE REST OF IRC
whereas going via a telnet gateway you get:
YOUR MACHINE-TELNET CLIENT-IRC SERVER-REST OF IRC

In the first example you send your commands to the IRC server and it
carries them out, in the 2nd example your machine sends the commands
in ASCII to the telnet server which then issues them o the IRC server
and so the IRC server thinks that the telnet server hass issued teh

commands, the telnet server tries to send said file and it finds that
it doesn't have any such file on it's disks and you get the error.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

## 40. Re: switchable tos question

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <852162280_OASIS_@pwomar.demon.co.uk>
Source record: 130905

In article <19961231200734750 23@zetnet.co.uk>
Chris Crosskey <chrisc@zetnet.co.uk> said:-

>In message <01bbf66b$74b875c0$4a3bd4cc@Primenet.Primenet.com>
> "Satcom2" <svenhard@primenet.com> writes:
>
>> Does anyone know if a switchable TOS (2.06/1.4 or 1.2) will work on an STE
>> with a 16 mhz accelerator? If it would,which is the easiest to install? I
>> can't play a lot of my games on this machine,because I have TOS 2.06,but I
>> would like to.

>Hi Sven,
>I'd have thought that TOS2.06 would have run better on 16MHz than
>eight, after all it started life in the MegaSTE. If anyone has an ICD
>Adspeed 16e or a T16e they want to sell me then I'll nail it to ny
>machine and find out.

What you say is quite true but many boards such as the Compo one, fit
directly onto the 68000 so may cause problems, if you have a board
like mine which has a manual switch then all should be fine, it is a
small board with 2 sets of chips on it which plugs straight into the
ROM sockets and uses an manual switch, this will work fine.

--

---

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

## 41. Re: Atari Web Browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: ntw5miku@rhds01.rz.fht-esslingen.de
Message-ID: <32cc2f1c1a01c70@rhds01.rz.fht-esslingen.de>
Source record: 130906
Cross-posted to: alt.atari,alt.binaries.atari,alt.crews.atari,comp.binaries.atari.st,comp.sources.atari.st,comp.sys.atari.st,ctdl.sys.atari.st,maus.sys.atari.software,rec.games.video.atari,stgt.atari

Mykle schrieb:

M>Is there an Atari Web Browser?

yes, there are two:
1) CAB (from Alexander Clauss, Germany) fine working, together with STIK
2) ??? another one, who just can only read local files and who ist just in a early development state.

M>If so, will it run on an Atari 1040Stf?

yes, but 1MByte of RAM is very less!

M>TOS 1.0?

??? i'm not shure... TOS 1.2 (I guess) or better 1.4 (shure) ist preferred.

M>Where can I get my hands on it?

Somewhere in Germany, visit the STIK support page, there is a link.
Or use archie for seraching.

Michael.

## 42. Making Animated Gifs [Falcon]

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5ae4ec$l5r@einstein.ebicom.net>
Source record: 130907

Aloha,
Is there software, commercial, share-ware, or free-ware that
will allow me to make and view animated gifs with a stock Atari Falcon
030?

Thanks,
Brian

## 43. Email address for Lacescan author

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: DCroker@mettav.demon.co.uk
Message-ID: <25618_DCroker@mettav.demon.co.uk>
Source record: 130908

Does anyone know if Ulf Ronald Andersson has an email address? Or can confirm
his snail-mail address?

TIA.

Regards, Derryck

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 44. Re: Atari Works Printer Drivers

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: whitema@vance.cig.mot.com
Message-ID: <5aeept$26f@trotsky.cig.mot.com>
Source record: 130909

In article <852137318_OASIS_@parrett.fast.co.za> tparrett@fast.co.za writes:
>When I bought my Falcon it came with Atari Works already installed on the hard
>drive. I haven't used the programme much but just recently started to use it
>for the occasional letter requiring vector fonts. I find that there seems to be
>no way to install a different printer driver to that supplied. In fact the
>driver that came with the prg. seems to be inside the programme file and not
>as a seperate printer.sys file. The manual is silent on the issue.
>Can anyone advise ?.

Included with Speedo should be a program called "DRIVERS.PRG" or
"DRIVERS.ACC". Start this up. It will allow you to change printers.

Mike White

## 45. Thousand golden wishes oasis

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: dipching@ping.be
Message-ID: <852147354_OASIS_@ping.be>
Source record: 130910

This is a second version of my mail to make possible to owners of
Oasis 1.35E to read the complete message.

```
************************************************
* ******************************************** *
* * ****************************************** * *
* * * * * * * * *
* * * THOUSAND AND ONE GOLDEN WISHES * * *
* * * * * *
* * * TO EVERYONE * * *
* * * * * * * * *
* * ****************************************** * *
* ******************************************** *
************************************************

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~ THOUSAND AND ONE GOLDEN WISHES ~
~ TO EVERY SENSITIVE BEING ~
~ ALL OVER THE ~
~ WORLD AND UNIVERSE ~
~ ~
~ FOR THIS NEW 1997 YEAR ~
~ EVEN IF TIME REALLY DOESN'T EXIST ~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

My thousand and one wishes for the new year are;

- Peace all over the world and nations.
- Compassion and love to each sensitive being.
- Free Tibet coming soon.

And also;

- Atari passion & enthusiasm continuing ...

* first for developers
* secondly for publishers & vendors
* and above all for users who are the engine of the
whole market ... whises to not forget to give their
contribution to the developers. It's the silver key
to make them continue their golden work ...

- And a special wish to the developers of Oasis to bring them
to a quality product more and more stable; the program
deserves quality not obtained until now;

Note to the Oasis developers; after three weeks of use and
help received from Martin Byttebier to configure the program,
I'm now decided to register even if I'm not yet convinced
of the stability/quality of the new 2.10 version. I hope it
will incite the developers to go further.
Whathever I can say, it's with that program I write to you
now, and at least that's the miracle ! Thank you.
--

---

*** *** *** *** *** * ** *** *** Jo Vandeweghe
** *** ** ** * * * * ** * 13D, rue de la B.Leclercq
* * * *** *** * * *** *** * B-7711 Dottignies
********************************** BELGIUM
"Perhaps the highest mountains Tel : (+32) 056 48 62 04
are not made of stone" E-mail : dipching@ping.be
********************** A*C*M*S

---

## 46. Looking for a Tester

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: Stu@shaw1.demon.co.uk
Message-ID: <852126902_OASIS_@shaw1.demon.co.uk>
Source record: 130911

I'm looking for some testers to test some of the programmes I Write.
You will not get payed but your name will be in it.
I will not be making money out of my programmes anyway.

If you want to test programmes for me email:
Stu@shaw1.demon.co.uk

Thanks
Happy New YEar
Stuart

--

```
*** ~~~_\\// Live Long And Prosper~~~~~ * * *
* * | Stuart Shaw | * * *
****** ****** | Stu@shaw1.demon.co.uk | * * *
****** ** ****** | Look out for me on IRC for details| * * *
****** * * ****** | or you don't know IRC email me. | * * *
* * * * | IRC=Stu Channels=#atari + #shaw1 | * * *
*** **** |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~| ** * **
```

## 47. Re: ZIP Question

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: andy@aholt.demon.co.uk
Message-ID: <852147798_OASIS_NEWS@aholt.demon.co.uk>
Source record: 130912

In article <5adnsp$f5j@ssbunews.ih.lucent.com>
trek@ihgp15.ih.att.com (-Booth,W.A.) wrote:-

- snip -

>>Thanks for the information.
>>I got the demo version of HDDRIVER, but could not install it on my hard
>>disk. I kept getting messages that the driver could not be written because
>>my hard disk was write protected. I also got a copy of BIGDOS.
>
>The write protection of zip disks is done in software. Have the zip
>disk un-protected on a friends pc. Or get the new software from
>Oregon Research that has the capability of twiddling with the write
>protect bits on the zip. Wayne Booth
>.

The issue was that the software said the hard-disk was write protected, the
zip disk is ok.

--

--

---
andy@aholt.demon.co.uk
---

## 48. Robinsons Requiem

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <799_9612311048@conchbbs.com>
Source record: 130961

a > I cannot get past the tyranosarus.

You will need to get the flare gun first. It is found in the purple
desert in the SW corner. To get to the purple desert, use the cave
in the SE corner of the cactus desert.

Hint: the T.Rex only comes out at night.

BTW, have you found the coal deposits? I have saltpeter and sulfur,
but no coal.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

## 49. FREE EDUCATIONAL VIDEO/CDs

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: help@spry.com
Message-ID: <5ackjg$5g3@chile.earthlink.net>
Source record: 130962

FREE ACCESS: WORLDS LARGEST COLLECTION OF SELF-HELP, EDUCATIONAL, INSRUCTIONAL,AND INFORMATIONAL VIDEO TAPES AND CD ROMs.

http://www.totalmarketing.com "IMPORTANT" ACCESS CODE FOR SITE IS "69589" (69589) PLEASE MAKE A NOTE OF THIS ACCESS CODE, AS YOU WILL NOT BE ABLE TO USE SITE WITHOUT IT.

" LEARN AT HOME "

## 50. Re: FS: UK Books

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <25601_hsideras@mettav.demon.co.uk>
Source record: 130963

*Hi Denesh*, on 31 Dec 96 you wrote: ...respect, brethren

d>
d> Harry Sideras wrote:
>> e> So are you staying or going as Harry voiced...
>> Eh? When/what did I say?.
d> Nah, I think he meant Harry, as in 'Every Tom, Dick and Harry' ;-)))

Must have - I remember saying you were otherwise occupied a month or two
back, but I don't remember saying you'd gone for good! <g>

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 51. Atari ST with hard drive for sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: Sean Henry <shenry@orc.ca>
Message-ID: <01bbf7ab$c01fd300$3bf42fce@jupiter.orc.ca>
Source record: 130964

Subject: Atari ST for sale

Hi, I'm a teacher in Stratford (Ontario, Canada) and I've recently,
reluctantly (for my
kids), made the move to PC.

I have put a lot of time and money into my
Atari ST, complete with SyQuest hard drive ( plus two SQ400 44 megabyte
disk cartridges),

C-LAB Notator SL (MIDI sequence and score/edit printout
system, etc - paid a fortune for it...),

all of the Band in a Box series,
plus Jazz Guitarist and Pianist, etc.

I also purchased the Easy Draw
packages (including Supercharger) from Migraph.

-Computereyes - Video digitizer

I could go on...

I have all the original software and manuals.
I'm looking for a good home for this very complete system - specifically a
musician who would appreciate the mountain of music software.

I would also like to get a few dollars...

If you would like more information...

(I could deliver the system to Toronto, Ontario, Canada, if necessary)

Please Email me at
shenry@orc.ca

Sincerely,
Sean Henry
Nor'wester Coffee House
http://www.orc.ca/~shenry/index.htm
See you there!

## 52. Thousand golden wishes

Newsgroup: comp.sys.atari.st
Date: 1997-01-01 00:00:00 UTC
From: dipching@ping.be
Message-ID: <852108440_OASIS_@ping.be>
Source record: 130965

```
**************************************************
* ********************************************** *
* * ******************************************** * *
* * * * * * * * *
* * * THOUSAND AND ONE GOLDEN WISHES * * *
* * * * * * *
* * * TO EVERYONE * * *
* * * * * * * * *
* * ******************************************** * *
* ********************************************** *
**************************************************

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~ THOUSAND AND ONE GOLDEN WISHES ~
~ TO EVERY SENSITIVE BEING ~
~ ALL OVER THE ~
~ WORLD AND UNIVERSE ~
~ ~
~ FOR THIS NEW 1997 YEAR ~
~ EVEN IF TIME REALLY DOESN'T EXIST ~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

My thousand and one wishes for the new year are;

- Peace all over the world and nations.
- Compassion and love to each sensitive being.
- Free Tibet coming soon.

And also;

- Atari passion & enthusiasm continuing ...

* first for developers
* secondly for publishers & vendors
* and above all for users who are the engine of the
whole market ... whises to not forget to give their
contribution to the developers. It's the silver key
to make them continue their golden work ...

- And a special wish to the developers of Oasis to bring them
to a quality product more and more stable; the program
deserves quality not obtained until now;

Note to the Oasis developers; after three weeks of use and
help received from Martin Byttebier to configure the program,
I'm now decided to register even if I'm not yet convinced
of the stability/quality of the new 2.10 version. I hope it
```

will incite the developers to go further.
Whathever I can say, it's with that program I write to you
now, and at least that's the miracle ! Thank you.
--

---

*** *** *** *** *** * ** *** *** Jo Vandeweghe
** *** ** ** * * * * ** * 13D, rue de la B.Leclercq
* * * *** *** * * *** *** * B-7711 Dottignies
********************************** BELGIUM
"Perhaps the highest mountains Tel : (+32) 056 48 62 04
are not made of stone" E-mail : dipching@ping.be
********************** A*C*M*S

---

## 53. Re: Stewart

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: baldrick@zeus.netset.com
Message-ID: <5afm5s$11s@zeus.netset.com>
Source record: 130816

Stewart 1.04 E is finally available at atari.archive.umich.edu.

Dan

## 54. Re: PC mice and ST Mice

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: Yanez@netcomuk.co.uk
Message-ID: <5afn4m$jpg@morgana.netcom.net.uk>
Source record: 130817

chuckbri@midwest.net (chuck bridgeland) wrote:

>Once upon a time I rewired an old Logitech bus mouse to work
>with my ATari ST. The hardest part of the whole project was
>finding docementation of the pin assigmnents of the
>Logitech.

Could somone post the atari mouse pinouts then? Then it would then be
just a case of rewiring a PC mouse :)

## 55. Cookie jar patch program

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: kabbott@islandnet.com
Message-ID: <5afr8d$i91$1@sanjuan.islandnet.com>
Source record: 130818

I'm looking for a patch program that will retro fit my 520ST with the system cookie jar so I can run STiC and AtarIRC etc. where can I find such a program? Any help is great as I am a PC man (yes, yes, I know, kill me later) and don't know much about the world of Atari. Thanks much!

```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
|\\\\\\\\\"Put your message/////\\\\\\\\kabbott@islandnet.com//|
|\\\\\\\\\\\\in a modem////////\\\\\\\\\\\\\\\\\\\\is//////////|
|\\\\\\\\\\and throw it//////\\\\\\\\\\\\\\\Kam Abbott/////|
|\\\\\\\\in a cyber sea"/////\\\\\\\\\\\\\\\Nanaimo B.C.///|
|\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\Canada/////|
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

## 56. Re: Sweet Geneva!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5ag2kb$o6c@newsserver.rrzn.uni-hannover.de>
Source record: 130819

Gary Priest (gary@the-gap.demon.co.uk) wrote:
: That's right! Blaming Atari for their board design seems a very shaky answer
: to me! If Geneva etc. can work with these 'doomed' machines then so could
: magic, with a bit of effort!!

As I mentioned, all system except MagiC use the ROMs for hardware access.
When the falcons were created, the final test (if there was one) was done
with the ROMs, not with MagiC.
When Windows NT does not run with an old PC system, you have to buy a new
system. That's life. Or be happy with DOS 5.0.

: I for one, am extremely annoyed at Andreas' arrogant attitude of 'it's your
: fault for having a 'unstable' Falcon'. Yeah right! Nobody mentioned 'Falcon

No, that's not fault but bad luck.

: compatible (if you're extremely lucky)' when I spent all that money on it!
: So am I likely to get a refund? I blooming well doubt it!!

The fact is that we tested some falcon machines without any hardware changes
and without AUTO programs etc. On some machines MagiC simply does not work.
I understand that this is annoying for you, but there is no way to change
this. If we had known this problem earlier, we would have described MagiC
as "Falcon-compatible, but critical on some special machines, so try it".

The old machines (ST,TT) just cause less trouble. The difference between
two individuals is much smaller.

--

-----------------------
ANDREAS KROMKE

.....................................................
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

## 57. Re: Run MagiC on a Falcon - Noooo!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5ag3dn$o6c@newsserver.rrzn.uni-hannover.de>
Source record: 130820

Chris Wilkinson (chriswil@southern.co.nz) wrote:
: NVDI 3.01
: ADDMEM

OK

: LETEMFLY
: MACCEL34

CRITICAL

: JPEGD (often, not always)

don't know this

: CACHEnnn
: A-MAN (needed by WinCom, only with WinCom though)

CRITIAL.

:
: Software I run parallel to MagiC includes:
:
: APPLINE (not very often)
: START

OK

: STEWART (most of the time, not compatible with PhotoLine)

CRITICAL

: WBDAEMON

OK

: WINCOM (sometimes)

I NEVER USED THIS

As some users reported, the CRITICAL utilities sometimes cause problems
or/and crashes. Every program that tries to enhance the system by replacing
OS functions is a big risk.
As hard disk driver one should use HDDRIVER, because this one did never
cause any problems.

--

------------------------
ANDREAS KROMKE

## 58. Re: Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5ag3mg$o6c@newsserver.rrzn.uni-hannover.de>
Source record: 130821

Andrew Holt (andy@aholt.demon.co.uk) wrote:
: How do you add additional icons to the icon file in Magic 5's Gemdesk ?

Copy the RSC file to /gemsys/gemdesk/rsc

--

------------------------
ANDREAS KROMKE

## 59. Eureka a graph describer and 3D modeler

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: lecoat@tokay.ief-paris-sud.fr
Message-ID: <5ag53h$rml@upsn6.u-psud.fr>
Source record: 130822
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello everybody,

I'm a french developper working on a program called Eureka 2.12.
It's a 2D numerical analysis program, and a 3D modelling of
mathematical shapes. It also includes 4D presentation, because
a time parameter is available. It's quite easy to make movies
showing the evolution of a formula in 3D rotating, morphing from
a shape to another etc... Data files can be loaded so that you can
manipulate series, or even stereo/mono sample files manipulating
sounds. Images can be produced, computing them with formulas to
draw fractals such as Julia or Madelbrot sets. You can even map
these images on a 3D surface, producing impressive representations.
Since recent revision of my program it is now in two languages
French and English. The english translation of the documentation
will be soon available. My goal is to make a program like some
on other platform such as Mathematica or Matlab. It has been
tested with success on MAGIC, TOS2WIN and STonX.
My work is a complete package including the program and some
accessory like a snapshot, an unusual recording accessory that
allow you to demonstrate the program like a mecanical piano would
play Stravinsky (?). There's a program that can show your movies
etc ...
The latest english version is available on my home page at :
http://www.ief.u-psud.fr/~lecoat/
That page is mainly illustrated with my program so that you can
see what is possible to do. Eureka has 3D2 Raw and VRML exports
so you will see Virtual reality demonstrations of objects, and
movies or images produced with Persistence Of Vision.
The latest revision will also be available soon by FTP on the
"Conservatoire National des Arts et Metiers" at :
ftp://ftp.cnam.fr/pub/Atari/Applications
Anyway for any problem report in my mailbox at :
lecoat@ief.u-psud.fr
Any suggestions are also welcomed ...
Have fun with my production, bye for now ...

-- Francois LE COAT

## 60. Re: MPEG In a Window.

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: Guido Vollbeding <guivol@esc.de>
Message-ID: <32CBA22F.167EB0E7@esc.de>
Source record: 130823

Thorsten Guenther wrote:
>
> for everyday use, I just take Graftool (which
> also plays .FLIs, .GLs and .DLs in windows!).

But did you ever ask why these authors support
all kind of crappy and stupid formats, except
MPEG?
Because they are obviously *unable* to do the
*real* thing!
And they are in good community with users like
you who are unable to evaluate technology in
terms of common and open standards, future
potentials, and quality.
If you ever took the effort to study the MPEG
technology, you would immediately forget
about AVI, MOV, and other stuff.

I'm sorry to say that, but I've nothing in
common with your kind of approach.

> >So, it's a waste of time IMHO to deal with AVI/MOV,
>
> Well, if you get ready-to-install routines, I guess
> the result would be worth the effort.

Again: I won't waste my time with this stuff,
and I won't waste any space on my drives with
this kind of data and programs.
Of course, that's *my* approach, if you are
happy with this stuff, please keep it.

But, as said before, your approach retards
development and usage of *real* digital video
and only adds confusion to users by wildgrowth
of incompatible formats.

BTW, I don't expect that you accept my viewpoint,
but I thought I express it clearly here to help
understanding it :-).

Regards,
Guido

## 61. Re: MODEM2 mod

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: a1960563@athena.rrz.Uni-Koeln.DE
Message-ID: <5ag8f7$gt1@news.rrz.uni-koeln.de>
Source record: 130824

Hi,

Harry Sideras (hsideras@mettav.demon.co.uk) wrote:
: *Hi Dave*, on 29 Dec 96 you wrote: ...respect, brethren

: d>
: d> I use modem2 port all the time on the TT. I understand there is an easy
: d> mod to connect the modem2 port to the serial2 clock making faster baud
: d> rates possible on modem2.

: Am I misunderstanding something here? Modem 2 is capable of at least 115k2
: in its unmodified state. I'm using 57600 on Modem 2 with a Mega STe (same as
: the TT) with Semper, STiK and CixComm.

He was asking about the TT modem 2 port which is different. The original setting of modem 2 of the TT goes up to 153x00 bps. But the speeds from 38400 on upwards are not standard and not supported by most modems.

With HSModa07 you can use serial 2 even up to 230000 bps without any hardware modifications and this port has got the standard modem speeds but for incoming calls you have got to trick a little bit, because one type of signal is missing. Anyway, V.34 modems only support up to 115200 bps. External ISDN-adaptors should work at 230 k and perhaps V.34+ modems.

So to get 115200 bps either modify modem 2 or change to serial 2 with limitations in receiving calls.

Bye,

Kerstin

## 62. Re: FS: UK Books

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32CBA960.2C4D@cyberstrider.org>
Source record: 130825

Harry Sideras wrote:
> Must have - I remember saying you were otherwise occupied a month or two
> back, but I don't remember saying you'd gone for good! <g>.

Well.. it was probably the impression people got of me anyway.. ;)

--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk

## 63. SLM Laser Printer questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <5agadb$i12$1@preeda.internex.net.au>
Source record: 130826

Is anyone using an SLM laser printer?

Can they also be connected to a PC or only an Atari?

Can you still get cartridges for them and if so, approx. cost?

Any info gratefull received.

Thanks, Julian.

--

/| |\ o _, /`` o |\ |\ _ |
| | | | |/ | / | /|/| ( _ | |/ |/ / _|/`/`|
\|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
(| julian@connexus.apana.org.au |) |)

## 64. Re: MODEM2 mod

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0201970924150001@dwilga.comm.mtholyoke.edu>
Source record: 130827

> d> I use modem2 port all the time on the TT. I understand there is an easy
> d> mod to connect the modem2 port to the serial2 clock making faster baud
> d> rates possible on modem2.
>
> Am I misunderstanding something here? Modem 2 is capable of at least 115k2
> in its unmodified state. I'm using 57600 on Modem 2 with a Mega STe (same as
> the TT) with Semper, STiK and CixComm.
>
> d> I *must* get 115200 or 150K+ going, being stuck at 38400 is a bummer!
>
> Is this a limitation of the terminal you use? In cases like that I reassign
> the lower baud rates in conjunction with HSModem's SCC.PRG.

It's not a question of the maximum rate, it's a question of the possible values. The clock used for the Modem 2 port it as such an odd value that it is not possible for it to generate anything close enough to 57600 or 115200 for most modems to handle.

Doing the hardware modification in the HSMODEM docs essentially re-routes the clock signal used for Serial 2 into the portion of the SCC used by the Modem 2 port.

Dan Wilga
dwilga@mtholyoke.edu

## 65. FS: UK - ST and Falcon Games

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32CBE234.2175@cyberstrider.org>
Source record: 130828
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

```
Prices in UKP

Dragons Breath 5
Outrun 3
Road Blasters 3
Civilisation 10
Black Box (Obsession/Substation) 20
Steel Talons (Falcon) 15
Ishar 8
Llamazap (Falcon) 15
Ping 2000 (Falcon) 10

Go on.. make an offer. :) Bulk buy is most welcome...
--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk
```

## 66. FS: UK - Lynx II and Games

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32CBDC92.BE6@cyberstrider.org>
Source record: 130829

I have the following for sale.. offers welcome. Current prices (in UKP)
on Brand new in brackets:

Atari Lynx II in original box and in vgc. (30)
6 Games
Rygar (20)
Slime World (1 - 8 Players) (15)
Klax (15)
Paperboy (25)
Batman Returns (15)
Chips Chalenge (10)
All games boxed too.

(Total current brand new price - 130 UKP)

I am looking for around 50 Pounds for the whole lot. The more the
merrier. :) I may sell ther games separately if I am unable to sell as
one whole bundle (come on.. buy the whole bundle). Please make offers on
games at at least a third of the current price if you wish to reserve.

--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk

## 67. FS: UK - Atari hardware and software

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32CBE898.686@cyberstrider.org>
Source record: 130830
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

```
Prices in UKP

Minix (mini-UNIX) OS 50
Multiprint 5
Outside Virtual memory for Falc 30
Ease Desktop 20
TwiLight v1 15

BMS-100 SCSI adaptor 35
Power computing external drive 35 - extra useful for editors who copy
disks for the AC mag. ;)
Blowup Hard II - screen expander 30
Tabby Pen Mouse 25

--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk
```

## 68. FS: UK- Atari graphics software

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32CBE973.4778@cyberstrider.org>
Source record: 130831
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

```
Prices in UKP

Cyber Control
Cyber Paint
Spectrum 512
7 Pounds each or 15 for all 3

Easy Draw 2 15
Easy Draw 10

--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk
```

## 69. FS: UK - PC Emulators for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32CBE9F9.161B@cyberstrider.org>
Source record: 130832
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

```
Prices in UKP

Vortex AT-Once 386SX emulator 70
Supercharger PC Emulator 60

Or make me an offer. :)
--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk
```

## 70. Re: Thousand golden wishes

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: allmidd@xs4all.nl
Message-ID: <5agpg5$170@news.xs4all.nl>
Source record: 130833

```
>
>
> - And a special wish to the developers of Oasis to bring them
> to a quality product more and more stable; the program
> deserves quality not obtained until now;
>
> Note to the Oasis developers; after three weeks of use and
> help received from Martin Byttebier to configure the program,
> I'm now decided to register even if I'm not yet convinced
> of the stability/quality of the new 2.10 version. I hope it
> will incite the developers to go further.
> Whathever I can say, it's with that program I write to you
> now, and at least that's the miracle ! Thank you.
>__
I fully agree! But did you get a higher speeds than 9600 in a reliable
way? I did not get it! And only SLIP worked with me. (I go to 57600
with STiK).

Johan
*************************************************************************
* allmidd@xs4all.nl: the address of Johan Middendorp & Marianne Braun *
* johmid@dds.nl
* j.middendorp@nia-tno.nl *
*=======================================================================*
* "Logic takes you from A to B but imagination takes *
* you anywhere" Albert Einstein *
*************************************************************************
```

## 71. FS: UK - Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32CBED76.657A@cyberstrider.org>
Source record: 130834
Cross-posted to: comp.sys.atari.st,uk.adverts.computer

```
Prices in UKP

ST User, ST Review, ST Format, ST World with and without cover disks.
Listed below
75 pence each (offers on bulk also accepted)

These are surplus to requirements as i already have a full set ;-)

ST Format
With Disks
19 - 27, 29 - 35, 37, 38
Without Disks
28

ST Review Magazines
With Disks
5, 7, 7, 21, 26, 27, 28, 29, 30, 30, 31, 32, 34, 35
Without Disks
33

ST User Magazines
With Disks
1991: Feb - May, Aug - Dec
1992: Feb - Jul
Without Disks
1989: Aug, Dec
1991: Jun, Jul
1992: Jan, Sep, Sep
1993: Jan, Feb

--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk
```

## 72. help w/ 1040stf & external HD

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: alphalnk@inetnebr.com
Message-ID: <alphalnk-0201971203360001@lin-pm4-018.inetnebr.com>
Source record: 130835
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,

I have a 40meg external mac HD, and would like to connect to my 1040. Is there a standard cable that would work? What would be the best driver/editor software to start 'er up once I get a cable?
Also, I'm looking for the best way to download software from my mac, and transfer it to the ST. I've had some success after unzipping, and saving to a 800K DOS disk, but looking for a more reliable system.
I've hooked the ST to my mac with a null modem cable before, and it transfered ascii just fine. would this be a better solution for transfer?

Thanks in advance,
Mark
"TV drug of the nation, breeding ignorance, feeding radiation."
-Disposable heros of hypocrocy

## 73. Re: MODEM2 mod

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970102Z185436.701dave@mbha.demon.co.uk>
Source record: 130836

In article <dwilga-0201970924150001@dwilga.comm.mtholyoke.edu>
dwilga@mtholyoke.edu "Dan Wilga" writes:

] Doing the hardware modification in the HSMODEM docs essentially re-routes
] the clock signal used for Serial 2 into the portion of the SCC used by the
] Modem 2 port.
]
] Dan Wilga
] dwilga@mtholyoke.edu

Hi Dan,
That's what *I* thought!

Now all I need is the schematic for the mod...

--
dave

## 74. Re: Mega St Keyboard Cords

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <xTFUkpQ.johnhechtman@delphi.com>
Source record: 130837

Jim DeClercq <jimd1@primenet.com> writes:

>gregor@goldengate.net wrote:
>: I have a Mega ST4 and wish to extend the Keyboard cord. I bought a standard telephone cord and it didn't seem to work!
>: Any ideas or mods? thanks in advance!

I just happen to have the cord to my Mega 4 ST handy - system was just taken down for sale. It's a 6 wire plug - repeat _6_ wire. Also, it's wired as a "pass-through" rather than a "mirror-image". In other words, the two plugs look identical - what's on the left on plug 1 is also on the left on plug 2. Telephone plugs IIRC are wired as a "mirror-image" - or at least I've seen some that were. Any 6 wire cord that is wired "pass-through" to the right plugs (6 pin male) should work - though likely you'd pick up some noise if made a _very_ long one. Restrain yourself to 5 feet or less and it should work fine.

>There are two kinds of telephone cords, known as class A and class C,
>otherwise distinguishable for having 4 wires and 8 wires. For any
>computer-related use, you need 8 wires, or class c.
>-------------------------------------------------_-----------------------
>jimd1 __ __ ____ ___ ___ ____

This response was obviously written by a well-meaning soul who _didn't_ have a Mega 4 keyboard cord sitting in front of him (grin). Please be _sure_ of your facts before you advise (and confuse) other users. If there was a non-standard way to do something, Atari would be sure to use it!

## 75. Re: dBase III+ compatible database applicat

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: faehnle.3@osu.edu
Message-ID: <5ah3t6$lt4@charm.magnus.acs.ohio-state.edu>
Source record: 130838

>Although I use and program on PCs on a daily basis, I still use my MegaST
>at home for my personal computing tasks. I have various productivity apps,
>compilers for programming, games, etc. but don't have a proper database
>application. I now there was a commerical app called DBMan. Is this still
>available? If not, are there any shareware/freeware database applications
>that use dBase III+ compatible file formats?

I don't know about any shareware programs, but I know that the spreadsheet in
AtariWorks is able to import dbase III format. I don't remember what I bought
it for, but I don't think it is all that expensive now.

Matt Faehnle

## 76. thousand golden wishes again

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: dipching@ping.be
Message-ID: <852230910_OASIS_@ping.be>
Source record: 130839

This is a second version of my mail to make possible to owners of
Oasis 1.35E to read the complete message.

```
************************************************
* ******************************************** *
* * ************************************** * *
* * * * * * * *
* * * THOUSAND AND ONE GOLDEN WISHES * * *
* * * * * *
* * * TO EVERYONE * * *
* * * * * * * *
* * ************************************** * *
* ******************************************** *
************************************************

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~ THOUSAND AND ONE GOLDEN WISHES ~
~ TO EVERY SENSITIVE BEING ~
~ ALL OVER THE ~
~ WORLD AND UNIVERSE ~
~ ~
~ FOR THIS NEW 1997 YEAR ~
~ EVEN IF TIME REALLY DOESN'T EXIST ~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

My thousand and one wishes for the new year are;

- Peace all over the world and nations.
- Compassion and love to each sensitive being.
- Free Tibet coming soon.

And also;

- Atari passion & enthusiasm continuing ...

* first for developers
* secondly for publishers & vendors
* and above all for users who are the engine of the
whole market ... whises to not forget to give their
contribution to the developers. It's the silver key
to make them continue their golden work ...

- And a special wish to the developers of Oasis to bring them
to a quality product more and more stable; the program
deserves quality not obtained until now;

Note to the Oasis developers; after three weeks of use and
help received from Martin Byttebier to configure the program,
I'm now decided to register even if I'm not yet convinced
of the stability/quality of the new 2.10 version. I hope it
will incite the developers to go further.
Whathever I can say, it's with that program I write to you
now, and at least that's the miracle ! Thank you.
--

---

*** *** *** *** *** * ** *** *** Jo Vandeweghe
** *** ** ** * * * * ** * 13D, rue de la B.Leclercq
* * * *** *** * * *** *** * B-7711 Dottignies
********************************** BELGIUM
"Perhaps the highest mountains Tel : (+32) 056 48 62 04
are not made of stone" E-mail : dipching@ping.be
********************** A*C*M*S

---

## 77. Looking for secondhand softwares

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: TSINGOS Micha&#65533;l <s962449@student.ulg.ac.be>
Message-ID: <32CC2065.2720@student.ulg.ac.be>
Source record: 130840

Please read the following message (announce in HTML format)

If you have any problem to read this message, you may contact me by
mail. Thanks a lot, and a happy new yea r !!!

Patrick.

## 78. Re: SLM Laser Printer questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: bochmann@kandel.ds.freinet.de
Message-ID: <5ahdcq$9fg@belchen.freinet.de>
Source record: 130841

Julian Gifford (julian@connexus.apana.org.au) wrote:

: Is anyone using an SLM laser printer?

Yup.

: Can they also be connected to a PC or only an Atari?

I can't think of making them work without an Atari... Except perhaps
if someone had developed a replacement for the laser interface that
works with something else than ACSI...

: Can you still get cartridges for them and if so, approx. cost?

Try finding a dealer who has a goodcompatibility list. Both SLM printers
are compatible to some model from TEC, usually it's no problem to get toner
and drums. For the SLM804 they are more expensive than for the 605, though.

Alex.

## 79. Re: IRC/Demon answer

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: john@whalley.demon.co.uk
Message-ID: <852237040_OASIS_@whalley.demon.co.uk>
Source record: 130842

In article <970101200403_100550.3170_EHK33-2@CompuServe.COM>
Mark Gardiner <100550.3170@compuserve.com> said:-

>I had problems with IRC on Demon after they changed their Servers. A lengthy
>telcon with support was virtually useless as they claim not to support IRC ???
>
>Anyway you won't get anywhere with AtarIRC now if you try to log on to either
>dismayl or irc-client(.demon.co.uk) but you can access via:

Well I'm not an IRC-er (though I am thinking of trying it out), but I
am a Demon customer and subscribe to the demon.announce newsgroup.

Most of the following is from memory, so its accuracy may be doubtful:
I'd check the web pages if I were you.

IIRC dismayl was never a supported name: the machine is called
irc.demon.co.uk, and is now only connected to IRCnet. The new Efnet
server in beta testing is called efnet.demon.co.uk. IIRC (again...)
irc-client is for telnetting into a public IRC client if you don't
have an IRC client available on your machine, so it won't work with
the AtarIRC client.

From a posting in demon.announce:

Details of IRC and the Demon service can be found at:

http://www.demon.net/connect/services/irc/ and
http://www.demon.net/faq/config.html#ircserver

HTH
John

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

## 80. Re: MagiC 5 patch?

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: john@whalley.demon.co.uk
Message-ID: <852236316_OASIS_@whalley.demon.co.uk>
Source record: 130843

In article <25500_hsideras@mettav.demon.co.uk>
hsideras@mettav.demon.co.uk (Harry Sideras) said:-

>*Hi John*, on 28 Dec 96 you wrote: ...respect, brethren
>
> j>
> j> I've just been looking around Toad's Atari site and found a free patch
> j> program for MagiC 5 (at http://www.ataricentral.com:80/magic/atari).
> j> However there doesn't seem to be any information about it. Does anyone
> j> know what it patches and how you use it?
>
>Is this magpatch.ttp? It ought to have docs in an archive called MPATCH14.
>If so, the most recent I've seen is as follows:

<snip>

I don't think so: it's just called M5PATCH.PRG and doesn't seem to be
an archive. I though it might be and tried running it without MagiC
loaded (to be on the safe side) and it just crashed IIRC, no sign of
it trying to unpack itself. Sort of hints that it might want to be in
the Auto folder or something but I didn't want to risk it without
knowing precisely what it does.

Thanks anyway!

John

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

## 81. WTB: MIDI Software for ATARI ST / Technics KN1000

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: Daniel Heppler <heda@spectranet.ch>
Message-ID: <01bbf8f5$b5068540$67e19ec2@gd2j1n>
Source record: 130844
Cross-posted to: ch.general,comp.music.midi,comp.sys.atari.st

I'm looking for MIDI Software for my old ATARI ST:
Cubase
Band in a Box
...

Also for Software for my Keyboard Technics KN1000:
Styles
Bankloader, Style-Editor, ...

Daniel Heppler

___ heda@spectraweb.ch
/\/ __ Daniel Heppler
/__|| | ___ Burgergasse 35, 3400 Burgdorf
||==|| | | | Switzerland

## 82. Re: Stewart

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: faehnle.3@osu.edu
Message-ID: <5ahgrr$ol0@charm.magnus.acs.ohio-state.edu>
Source record: 130845

> 
> Stewart 1.04 E is finally available at atari.archive.umich.edu.
> 
> Dan
>.

I was unable to get into umich, but I could not find it at any of the mirror sites when I looked on January 2. What directory is it in?

Matt Faehnle

## 83. Re: Run MagiC on a Falcon - Noooo!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: martinr@martinr.hookup.net
Message-ID: <49427812_000007_OASIS_NEWS@martinr.hookup.net>
Source record: 130846

Well Malcolm, I use HDriver 6 along with Magx 5.03 and NVDI 4 -see list of
programs that I use.
-Papyrus 3
-Imagecopy 4
-Apexmedia
-Calamus SL
-Pagestream 2.2
-Extendos...The list could go on a while !
The point being I have a lot of top notch programs that mysteriously seem to
come up with memory faults under Magx 5.03 that were working under version 4
but not now . Why ? I think that's the question everyone wants answered
instead of a crap answer like it must be the Falcon that is the problem .
Until someone from the Magx group of writers addresses this situation then
the problem will continue . Maybe it's time to try out Geneva to see how
this operates with a Falcon .
In article
<5a48jq$s2a@posgate.acis.com.au>
mcooke@tyndale.apana.org.au (Malcolm Cooke) wrote:-
Edited for context !
>
>Must be something to do with falcons. I have been running MagiC4 and
>now 5.3 NVDI 4 and HD driver6 on the TT for ages with very rare problems.
>
>
>Marcel is a real problem I gave up using it ages ago as even in normal
>tos it caused crashes. The aamem prg should be in the app folder etc.
>What it does who knows letem fly is really not necessary. What
>disk driver are you using the cache system is built into HDdriver and
>ICD etc. I found stewart and the other start it etc caused problems.
>Since I removed them the system runs very stable. I you use the latest
>version of everest it works brillaintly with magic. Using the latest
>programs is also recomended. My Old version of Pagestream 2.2 works
>fine Calamus Sl works great Papyrus 3+ and 4 are brilliant CAB 1.5 030
>also works great.
>Regards
>
>
> ___ _____ _____ _ _ ____ ____
> / __)( _ )( _ )( )/ )(_ _)( ___)
>( (__ )(_)( )(_)( ) ( _)(_ )__)
> ___)(_____)(_____)(_)_)(____)(____)
>Malcolm Cooke email: mcooke@tyndale.apana.org.au
>Snail mail: 7 Naas Rd Tharwa 2620 Australia :-)
>http://www.spirit.net.au/~mcooke

>.

--

---------------------------------------------------------------------------
martinr@martinr.hookup.net
---------------------------------------------------------------------------

## 84. Llamatron on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <5ahgac$q9$1@news.aros.net>
Source record: 130847

Has anyone tried running Llamatron on the Falcon? A compatibility list I looked at claims it should run just fine, but it locks up even if I use Backward.

Thanks in advance for any help...

## 85. Re: Sweet Geneva!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <60487925_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 130848

In article <5ag2kb$o6c@newsserver.rrzn.uni-hannover.de>
and@sun1.imr.uni-hannover.de (Andreas Kromke) wrote:-

>Gary Priest (gary@the-gap.demon.co.uk) wrote:
>: That's right! Blaming Atari for their board design seems a very shaky answer
>: to me! If Geneva etc. can work with these 'doomed' machines then so could
>: magic, with a bit of effort!!
>
>As I mentioned, all system except MagiC use the ROMs for hardware access.
>When the falcons were created, the final test (if there was one) was done
>with the ROMs, not with MagiC.
>When Windows NT does not run with an old PC system, you have to buy a new
>system. That's life. Or be happy with DOS 5.0.

That's fine if you're a rich corporate user. Just throw it out and buy a new
one. Hardly practical (or desirable) for a home enthusiast is it?
Anyway, how many home users run NT. Not a lot!! Maybe that's why!

>The fact is that we tested some falcon machines without any hardware changes
>and without AUTO programs etc. On some machines MagiC simply does not work.
>I understand that this is annoying for you, but there is no way to change
>this. If we had known this problem earlier, we would have described MagiC
>as "Falcon-compatible, but critical on some special machines, so try it".
>
>The old machines (ST,TT) just cause less trouble. The difference between
>two individuals is much smaller.

But the thing is, you must have some idea as to what is causing the
problems! If you were willing to try and fix it, I'm sure plenty of people
(myself included) would be more than eager to help test any fixes for you!

I just want a stable o/s that exploits my Falcon to the full. I've invested
in MagiC! So I'll willingly help out if it means I get a stable o/s.

I shall probably be upgrading my Falcon with a Nemesis board this week.
I'm just praying that MagiC is going to cope with it!

I'm currently trying MagToRom 1.2 to try and prevent the memory problems.
It seems to have sorted it, but it's a bit early to tell yet :)

Regards, Gary

--

---

Gary Priest gary@the-gap.demon.co.uk Southampton,England
http://www.the-gap.demon.co.uk/ The Home of CoSTa for Ataris

---

## 86. Re: Stewart

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: baldrick@zeus.netset.com
Message-ID: <5ahne3$1df@zeus.netset.com>
Source record: 130849

Stewart 1.04 e is on a.a.u.e. under atari/Utilties/Desktop/stwt104e.zip

Dan

## 87. Midex

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: Ron Phillipchuk <keyboard@netcore.ca>
Message-ID: <01bbf901$16e1c940$4201d3cd@default>
Source record: 130850

Is there anyone who would like to part with MIDEX + ??????
keyboard@netcore.ca

## 88. Re: Sweet Geneva!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: martinr@martinr.hookup.net
Message-ID: <41896110_000007_OASIS_NEWS@martinr.hookup.net>
Source record: 130851

```
>.uk!mettav.demon.co.uk!hsideras
>From: hsideras@mettav.demon.co.uk (Harry Sideras)
>Newsgroups: comp.sys.atari.st
>Subject: Re: Sweet Geneva!!
>Date: Tue, 31 Dec 96 04:22:28
>Organization: The Tavern BBS
>Lines: 105
>Message-ID: <25538_hsideras@mettav.demon.co.uk>
>Reply-To: hsideras@mettav.demon.co.uk
>NNTP-Posting-Host: mettav.demon.co.uk
>X-NNTP-Posting-Host: mettav.demon.co.uk
>Content-transfer-encoding: 8BIT
>X-Mailer: Net2Net (3.572) BETA (NON WINDOW VERSION)
>Xref: nic.ott.hookup.net comp.sys.atari.st:74245
>
>*Hi Gary*, on 30 Dec 96 you wrote: ...respect, brethren
>
> >>>> So how come that these can run stable on the Falcon, but not MagiC?
> >>>> Yeah, blame the hardware, not the software. The hardware only does
> >>>> what you tell it and others manage to do it right. I guess it's pure
> >>>> luck then.
> g>>> That's right! Blaming Atari for their board design seems a very shaky
> g>>> answer to me! If Geneva etc. can work with these 'doomed' machines
> g>>> then so could Magic, with a bit of effort!!
>
>I'm not sure they're trying to achieve the same thing in every department,
>are they? (I don't have Geneva so I couldn't say for sure).
>
You are probably right on this point as Geneva at least seems to work with
programs that were working perfect under Tos . Not true with Magx is that
just a coincidence or a case of sloppy programming ?
> g>>> I for one, am extremely annoyed at Andreas'
arrogant attitude of
> g>>> 'it's your fault for having a 'unstable' Falcon'. Yeah right! Nobody
> g>>> mentioned 'Falcon compatible (if you're extremely lucky)' when I
> g>>> spent all that money on it! So am I likely to get a refund? I
> g>>> blooming well doubt it!!
>
>A refund from who? The Falcon's inherently flaky - that's the whole reason
>why I wouldn't have one at any price to be quite frank. That's not to say I
>think Magic's not also inherently flaky, but I think the ST range is quite
>consistent in its build quality and its faults can be considered part of the
>specification of the machine and should be worked around. I'm not sure the
>same can be said of a Falcon.
```

>
Hum , again your statement has to be questioned as I have also had a
520,1040 ST/E and a TT before getting my Falcon Tos 4.04 and this machine is
a hell of a lot more stable and advanced than any of the previous Atari
machines. If you discount the famous sound bug that seems to have been the
only reason why a so called German Falcon came about ie: C-Lab which is no
longer supported by themselves even then the Falcon walks all over
everything previous . The only exception to thisis the speed of a TT .
> >> While I've already expressed my doubts about Magic before now
> >> (remember, I still refuse to boot without it so I'm not *that* unhappy
> >> with it) I'd also say that it's no good saying that the Falcon hardware
> >> is without many faults. We all know that Atari fixed the minimum they
> >> could get away with after the first abortive models hit the shelves.
> >> ISTM that all the posts we see only confirms that the Falcon is pretty
> >> shaky at the best of times with many machines exhibiting individual
> >> problems thatput a whole question mark about its build quality.
> g>
> g> I use Magic a lot too! I'm not saying that it's crap and unuseable. But
> g> it does have problems that Andreas refuses to acknowledge!
>
>Yes, I agree with this. However (correct me if I'm wrong) Andreas has
>written MagxDesk, not Magic itself - isn't that right? At least he's
>prpeared to discuss it publicly, which deserves some credit, whereas 2B who
>are the main culprits ISTM are nowhere to be seen. The only responses I've
>heard from them are in the form of "we're right, everyone else is wrong, so
>there" which is even less encouraging than what we've already heard...
>
> g> I'm also not saying that Falcon hardware has no faults. But my Falcon
> g> is a TOS4.04 based one. Certainly not one of the 'first abortive
> g> models'!!
>
>I'd still put it in that category tbh.
>
Again till you get one you won't know how good it is or not !
> g> The fact that MagiC has problems with some Falcons should:
> g>
> g> a)be mentioned when purchasing MagiC and a refund offered
> g>
> g> b)Andreas et al should make some effort to sort it out!! After all, we
> g> are not talking shareware here, we are talking a commercial product
> g> that people pay a lot of money for! And the support is dreadful!
>
>On the basis that Andreas is here, I'm sure he's listening. Now, if 2B were
>listening too instead of just giving us the cast-off's from the work they do
>on other platforms I'd say we'd be getting somewhere.
>
> g> I'm sure MagiC must have quite a few bugs in it, but you never see a
> g> new version or any patches. Is there actually any ongoing
> g> development/improvement?
>

>On other platforms, yes. This shouldn't be a surprise though - I've never
>thought that much of NVDI support either and that comes from the same stable.
> Look at the quality of the NVDI manuals and english-language support.
>
> >> We've all done some hacking to our machines one way or another so it's
> >> hardly surprising when the components fail to gel together on a regular
> >> basis even with perfect software. I mean, how many times have you
> >> heard about programs performing completely differently on identical
> >> hardware (re: CAB/STiK for example)?
> g>
> g> Oh dear. The fact is that Ataris are a hobbyist machine. And as a
> g> hobbyist machine there are numerous 'hacks' and bolt-ons that can be
> g> done to improve it. I for one am still waiting for my Nemesis board. I
> g> don't think the attitude of 'ah well, it's my fault for improving my
> g> machine' is a healthy one.
>
>I'm not saying that at all. I'm saying that the base machine is inconsistent
>and that any variation to an already inconsistent product could bring any
>sort of result imaginable. It's not the 'fault' of anyone - it's just a
>natural and obvious consequence of inadequate standards.
>
> g> Using the STiK/CAB analogy, at least the authors are trying to make it
> g> compatible with all machines (and I know it's not easy). The big point
> g> is that Andreas gives the impression that he couldn't give a stuff!!
>
>I don't think the solution is entirely up to him. If he can influence the
>other people involved we may get some results.
>
His name appears in the copyright so this makes him along with his other
partners the owners of this software therefore all of them are responsible
for their products shortcomings no matter on what system it is used on . Is
this going to be their excuse when it bombs out on the PC side that because
it was made primarily for the Atari line of computers that some bugs in the
coding makes some programs unworkable ? I hardly think so but having read
the arrogance of these guys it should go over pretty good with Bill Gates's
attitude towards his customers . Can you tell the difference ?
>#  Regards,
Harry Sideras - UK Association of Atari User
Groups #  >*#*#*#

## 89. Re: Sweet Geneva!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <25647_hsideras@mettav.demon.co.uk>
Source record: 130852

*Hi Petter*, on 01 Jan 97 you wrote: ...respect, brethren

>> The Falcon's inherently flaky - that's the whole reason why I wouldn't
>> have one at any price to be quite frank. That's not to say I think
>> Magic's not also inherently flaky, but I think the ST range is quite
>> consistent in its build quality and its faults can be considered part
>> of the specification of the machine and should be worked around. I'm
>> not sure the same can be said of a Falcon.
p>
p> With all due respect, Harry - this is utter rubbish!

You may hold that opinion if you like, but I'd suggest popular experience
indicates the opposite.

You'll already know from Doug that a good summary of the reasons for the
delay in shipping Nemesis is that they were increasing the build quality to
such a level that the inconsistencies from one Falcon to the next were
finally overcome. I think that tells its own story, don't you...?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 90. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <25646_hsideras@mettav.demon.co.uk>
Source record: 130853

*Hi Martin*, on 01 Jan 97 you wrote: ...respect, brethren

MB>
MB> greg_evans@delphi.com said:-
>> Is there a version of Gemview > 3.15? I registered mine a couple of
>> years ago but never heard any news from the author, other than getting
>> my key. Is this software still being supported? I don't have an email
>> address for Dieter.
MB> IMHO the latest version is v3.16 date: 4 feb 1996.

v3.17 here - dated 14 Feb 1996 ...

No idea where I got it from tbh...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 91. Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <25649_hsideras@mettav.demon.co.uk>
Source record: 130854

*Wotcha Andy*, on 01 Jan 97 you wrote: ...respect, brethren

a>
a> How do you add additional icons to the icon file in Magic 5's Gemdesk?

Simply drop an RSC file in C:\GEMSYS\GEMDESK\RSC\ then click any file and
choose 'Assign Icon' in the MagxDesk 'Options' menu. You don't even need to
reboot.

This folder can cope with up to 10 different RSC files IIRC.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 92. Re: Nemesis board - when ?

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <25648_hsideras@mettav.demon.co.uk>
Source record: 130855

*Hi Mike*, on 01 Jan 97 you wrote: ...respect, brethren

m>
m> hsideras@mettav.demon.co.uk (Harry Sideras) said:-
>> I certainly know one person who's had it fitted for a few weeks - I
>> thought it was available right now. Give Dave a ring on 0121 693 6669.
m> Must be a beta tester. Been told unavailability is down to manual not
m> being ready.

Strange - a few more people are popping out of the woodwork in NeST and on
CiX to brag already...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 93. Stos

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: Gambit <m_collins@hp.com>
Message-ID: <32CC543A.2587@hp.com>
Source record: 130856

Looking to buy Stos and its extensions, needs to be latest rev of stos and any stos books.

m_collins@hp.com
gambit@netone.com

ps. any recomendations on getting a falcon

## 94. For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: danbrown@cet.com
Message-ID: <5af1bd$mge@legends.cet.com>
Source record: 130913

F O R S A L E

* 1040STf *

720K Internal Drive TOS 1.4 ("Rainbow TOS")
2.5mb RAM (Upgradable to 4mb) Z-Keys
IBM (External) Keyboard included! Tweety Board!! (Stereo sound)
Original Box Power cable
Z-Keys Documentation Great Condition!!
Mouse Mouse Pad
Extension cable for IBM Keyboard

NOTE: This computer has the nicest, CLEANEST upgrades to it that I
have ever seen.
***** For $20 (If I have the chips straight) this can be upgraded to
4mb, threw B & C ComputerVisions.

Asking $150 + shipping

* Futures Systems 3.5" floppy drive model GTS-100 *

External double sided drive w/

Power Supply Full black case
Good Condition LED display

These types of drives work exellently, and this one is in NEW condition!

Asking $50 + Shipping

** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR **

If you buy the 1040 or both

I'll throw in (FOR FREE) at your discretion:

* Magazines : (10) Current Notes
* Chip : PAL chip. Works. Supports HD drive. #: C301901-002.
* Chip : Floppy Drive Controller. Works!. #: WD1772-PH
* Chip : TOS 2.05 . Works. Will work on any Ste!
* Joystick : (6) Misc joysticks
* Covers : Atari Monitor, 520ST, and the ext. atari floppy drive.
* Power Supply : 1040 Power Supply. Rev 6

If you have any questions, or your interested in one of the items
listed above, PLEASE Email me! All funds must be in US Dollars.
If you respond here, PLEASE keep the same title so that I can easily
find it.... I will ship ANYWHERE.

Internet: danbrown@cet.com
Voice # : (509) 326-1128 (anytime)

Thanks for your time!

Dan Brown

P.S. - Fine Print

I will not sell any of the items listed under the "FOR FREE" section.
They are for the buyer of the 1040 (or both) to choose from.

"FOR FREE" means I won't charge you for them. But you must pay the
shipping on the items you want.

((====================================))((======================))
=)) Dan Brown --- Matrixx of IRC ((==)) A Program is used ((=
(( danbrown@cet.com ))(( To Turn Data Into ))
=)) http://www.cet.com/~danbrown/ ((==)) ERROR Messages! ((=
((====================================))((======================))

## 95. Still banned from efnet

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5afhb5$p84$1@nadine.teleport.com>
Source record: 130914

Well, folx, this does it for me. I just tried to get onto irc on efnet and recevied the message "You are banend from this server <no reason>.

I'm sending email to the admins at efnet immediately after this article is posted, asking them to diable all bots and clear all existing K-lines. Of course, they may decline. However, they will then get a REAL bad rep with admins world-wide. We'll see what happens.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
------------------ftp://ftp.teleport.com/users/atari----------------------

## 96. Help w/ 1040st and external HD

Newsgroup: comp.sys.atari.st
Date: 1997-01-02 00:00:00 UTC
From: melkweg@inetnebr.com
Message-ID: <melkweg-ya023580000201970032180001@news.inetnebr.com>
Source record: 130915

I have a 40meg external mac HD, and would like to connect to my 1040. Is there a standard cable that would work? What would be the best driver/editor software to start 'er up once I get a cable?
Also, I'm looking for the best way to download software from my mac, and transfer it to the ST. I've had some success after unzipping, and saving to a 800K DOS disk, but looking for a more reliable system.
I've hooked the ST to my mac with a null modem cable before, and it transfered ascii just fine. would this be a better solution for transfer?

Thanks in advance,
Mark
"TV drug of the nation, breeding ignorance, feeding radiation."
-Disposable heros of hypocrocy

## 97. Re: Llamatron on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <5aji59$2kk$1@news.aros.net>
Source record: 130716

Richard Karsmakers (cronos@worldaccess.nl) wrote:

: I got it to work...try full compatibility with Backward, but 3 Mb, and you have
: to do something to get the hiss out of the sound (I forgot which thing in
: Backward takes care of that). It doesn't always run...but try it a few times
: and you'll get it working (well, I did anyway).

Thanks, I'll try that.

: It's too good a game not to be able to get it running on the bird...

My sentiments exactly. And I simply don't have room to set up the ol' ST.

## 98. Re: Toad and Emulators, Inc.

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Ray Mitchell <ray@toad.net>
Message-ID: <32CD2A25.5AFA@toad.net>
Source record: 130717

Hey there, I would like to set the record straight. Our policy for gemulator registration is now that everyone who bought one from Toad will have the info sent by us directly to Derek. I know I had in the past said that the cards were not here. If you have had trouble getting support from Derek, try again and he should have your info. If for some reason it did not work, send email to info@toad.net. Some times people fall through the cracks.

-Ray

## 99. Re: Magic Apps Folder

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <25654_SSweet@mettav.demon.co.uk>
Source record: 130766

FROM: SSweet@mettav.demon.co.uk
SUBJ: Magic Apps Folder

g> If you have accessories which are also capable of running as applications
g> then you could put them in it. That way, you could terminate them if you
g> needed the memory.

You can terminate an ACC running as an ACC, just control click on the menu
entry.

>> I do know that I am unable to open any applications when my cdplayer
>> is open. All programs seem to work fine, so I thought maybe this has
>> something to do with the apps folder.

Something to do with the disk driver i would have thought

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= The Last Borg Scout: Starring Locutus.
--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 100. Re: U.S. Robotics Modems

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <25655_Spencer@mettav.demon.co.uk>
Source record: 130767

Out of the ether, the following was mentioned by Harry...:

HS> Not true. The MFP is connected externally through Modem 1 and Serial
HS> 1 on the TT (respectively Serial Port 1 and 2 of the chip itself,
HS> which is where the confusion probably is). The SCC is connected
Ok I stand corrected. Still I have never got a reliable highspeed download
through either of the Modem ports, perhaps something funny with my HSModem
setup?

SD>> I would therefore suggest using Serial2 in conjunction with
SD>> HSModem for your modem connections on your TT.
HS> It seems a matter of personal preference, going by the comments we've
HS> seen in the past, but for people like you and I with VME cards the
HS> decision is made for us ISTM.
Not necessarily so. ;-)

The cables to the two serial ports slip nicely underneath my Matrix TC1208e
card and rest behind the TT providing the serial ports still (though not as
neatly as before as they just hang out of the back now).

Spencer

spencer@mettav.demon.co.uk

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 101. Is there a List if Atari Shows for 1997?

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: steve.2@pop.service.ohio-state.edu
Message-ID: <steve.2.3.32CC8E5A@pop.service.ohio-state.edu>
Source record: 130768

Well, First off I'd like to wish all a good New Year, and may all of us still get use out of our Ataris.

With that out the way, I'd like to know if there is a list or information on what Atari shows will be occuring in North America this year. It may be a bit premature to expect exact dates, but it will be helpful to know what months would be good to avoid so that we aren't stepping on larger shows (or they squashing our own).

ACEC, the Atari Computer Enthusiasts of Columbus, is thinking on putting on a bigger event than our annual swap meet for this year. So far it looks as if it will be in the fall, but there seem to be some bigger shows that also frequent that time frame.

Any good information (I'll look in the tabloids for nasty rumors) would be greatly appreciated. If there isn't a web page handy, I may just create one for this year with whatever data I can accumulate.

Thank you for your time.

Michael Steve jr.
The Sequel
Current Vice President of ACEC

~^~^~^~^~^~^~^~^~^~^^~^~^~^~^~^~^~^^~^~^~^~^~^~^~^^~^~

We have a page!
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

## 102. Atari SLM and the Mac (ST Computer)

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5aiajq$abl@ash.ridgecrest.ca.us>
Source record: 130769

I just got a copy of the Februar '96 issue of ST Computer.
There is an article about utilizing an SLM on a Mac.
I can make out some of the article, but it looks like
there is a control module and harware interface that
either needs to be made or purchased.
If any German readers could go into a little depth
with this article (in English:) I would be
thankful.

Mike

## 103. Cookie jar patch program

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <675_RCain@nest.demon.co.uk>
Source record: 130770

Hi kabbott@islandnet.com, on 02 Jan 97 you wrote:

k> I'm looking for a patch program that will retro fit my 520ST with
k> the system cookie jar so I can run STiC and AtarIRC etc. where can I
k> find such a program?

You need JARxx.PRG in your AUTO folder. Call it JAR10.PRG - this will be big enough.

Have you had a look in the distribution archive? In my copy of WWW115 there is a JARxx provided.

Roger
rcain@nest.demon.co.uk

--

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Via the Net2Net NeST gateway - 90:100/999

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## 104. Eureka a graph describer and 3D modeler

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <676_RCain@nest.demon.co.uk>
Source record: 130771

Hi lecoat@tokay.ief-paris-sud.fr, on 02 Jan 97 you wrote:

l> Hello everybody,

Hi Francois,

l> The latest english version is available on my home page at :
l> http://www.ief.u-psud.fr/~lecoat/

l> The latest revision will also be available soon by FTP on the
l> "Conservatoire National des Arts et Metiers" at :
l> ftp://ftp.cnam.fr/pub/Atari/Applications

l> Any suggestions are also welcomed ...

I'm very interested in Eureka but will find it hard to get a copy as I have mail-only access to WWW.

I wonder whether you could put a version on Herve Piedvache BBS? If it was there Herve might make it more widely available through the NeST FAN files network.

Bye.

Roger
rcain@nest.demon.co.uk

--

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Via the Net2Net NeST gateway - 90:100/999

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## 105. For Sale: Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: William Sikkens <sikkens@knight.reno.nv.us>
Message-ID: <01bbf944$58a94040$ada25ecc@knight.reno.nv.us>
Source record: 130772

System includes some software, most boxes and manuals. All equipment in
top, working condition.

Atari SM124 Monitor
Atari SF354 Disk Drive
Atari 520ST Computer w/mouse
Okidata Okimate 20 color printer w/ some paper.

Will take best offer. Please e-mail sikkens@knight.reno.nv.us

## 106. Re: DynaCADD on a TT or a Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: mike@bbsgate.interware.it
Message-ID: <1663_mike@bbsgate.interware.it>
Source record: 130773

In uno strano messaggio del 22 Dec 96 trek@ihgp15.ih.att.com (2:333/608.1)
scrisse al povero All :
t> So I tried it on a Falcon with VGA, selecting ST compatible mono
t> and I get the protection cart. error message. THen I tried the
t> mono monitor on the Falcon and still get the same error.
t>
t> So, does this wonderful package just not work with 68030 based
t> machines??? Anyone? Thanks, Wayne Booth

ASAK the Flacon has a different cartridge port, DynaCADD should run on a TT,
and using the math coprocessor too AFAICR.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The new Pentium Overheat, CPU and water boiler in a single chip!

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

## 107. Re: Problems with NOS/PPP and 'kick nntp'

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: mike@bbsgate.interware.it
Message-ID: <1664_mike@bbsgate.interware.it>
Source record: 130774

In uno strano messaggio del 22 Dec 96 aa728@FreeNet.Carleton.CA (2:333/608.1)
scrisse al povero All :
a> I've _finally_ gotten a PPP connection with NCF using NOS (0.45), the
a> 030 version for the TT/Falcon. When I try to 'kick' the news, I get
a> the following:
a>
a> .....
a> - sl0 dialer: cwait 30000 "oix :" "NO CARRIER"
a> - sl0 dialer: wait 1000

This is a log from the dialer, are you really getting a good connection ?

a> 134.117.136.21:119 - NNTP Connect failed: timeout
a> .....
a> Now, if I'm reading this right, I'm connecting to the DNS
a> (134.117.136.24) OK and it is telling me that I have made some kind of

Try to connect via telnet, connect and then write

telnet 134.117.136.21 119

and see what happens.....

I don't know how a newsserver deals with passwords, any specification around
? Or should you first send the password via telnet and then kick nntp ?

You can join the NOS mailing list writing to: net2net@bbsgate.interware.it
with a subject of "SUBSCRIBE NOS".

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

## 108. Re^2: Atari NOS 0.44 available

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: mike@bbsgate.interware.it
Message-ID: <1665_mike@bbsgate.interware.it>
Source record: 130775

In uno strano messaggio del 20 Dec 96 gary@the-gap.demon.co.uk (2:333/608.1)
scrisse al povero All :
g> Err. No it still doesn't work!! Is this a CAB thing or something at
g> your end?

I cannot update the html page each time, and www access to the directory is
not available, no errors here, you MUST use ftp, sorry.

Net versions will be hatched somewere else also.

g> I'm not knocking the support that you're giving the Atari community. A
g> supported version of NOS is GREAT news. (It's just getting hold of damn
g> thing <grin> )

I will do the best I can. Thank you for your report.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

## 109. Help w/ 1040st and external HD

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <674_RCain@nest.demon.co.uk>
Source record: 130776

Hi melkweg@inetnebr.com, on 02 Jan 97 you wrote:

m> I have a 40meg external mac HD, and would like to connect to my 1040.
m> Is there a standard cable that would work? What would be the best
m> driver/editor software to start 'er up once I get a cable?

I guess it's a SCSI drive if it's from a Mac. This will be OK on a 1040 but you cannot make a direct connection as with Mac - you need a host adapter (ICD adSCSI, Link etc.) between the 1040 DMA port and the SCSI device.

There is a great freeware driver around - CBHD by Claus Brod and Steffen Engels, check it out. v5.01 is the latest I've seen.

Roger
rcain@nest.demon.co.uk

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

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## 110. Re: Sweet Geneva!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32CCB99D.44D5@ridgecrest.ca.us>
Source record: 130777

Harry Sideras wrote:
> 
> *Hi Petter*, on 01 Jan 97 you wrote: ...respect, brethren
> 
> >> The Falcon's inherently flaky - that's the whole reason why I wouldn't
> >> have one at any price to be quite frank. That's not to say I think
> >> Magic's not also inherently flaky, but I think the ST range is quite
> >> consistent in its build quality and its faults can be considered part
> >> of the specification of the machine and should be worked around. I'm
> >> not sure the same can be said of a Falcon.
> p>
> p> With all due respect, Harry - this is utter rubbish!
> 
> You may hold that opinion if you like, but I'd suggest popular experience
> indicates the opposite.
> 
> You'll already know from Doug that a good summary of the reasons for the
> delay in shipping Nemesis is that they were increasing the build quality to
> such a level that the inconsistencies from one Falcon to the next were
> finally overcome. I think that tells its own story, don't you...?
> 

I see no evidence of "popular experience" in this newsgroup concerning
problems with Falcon hardware. More Intel boards are returned in a day
at my local PC dealer that have problems than Falcon problems posted
here in the last year. Most software conflicts come from those who
think the Falcon is an expensive STE, which it is not. There is a
difference. What "experiences" are you talking about? The guy who
makes his own SCSI2 cable then smokes his board? The guy who connects
his IDE drive up backward and blows a chip? People desoldering CPUs?
People installing German hardware with only German Docs when they
only speak English? Sorry guys, I just don't see the problem. Maybe
I was lucky and purchased three nice one's. The point is the Falcon
is not easily upgradeable to faster CPU and bus speeds by the laymen.
Has anyone ever gotten 12mb of ram to work the the STE without the PAK?
How many have had problems installing a T-28 or T-36 in their ST?
Why cant I run GFA Raytrace on TOS 2.06? Why dosen't Speed of Light
or Doug's slick picture viewer for the ST only run at 8mhz? Wahaaaa!
I want it to run at 16mhz on my MSTE! That machine must be flakey.

I would hope that the "build quality" was designed into the Nemesis
before it went to production. I'm sure that the designers of the
Nemesis are well aware of problems that arise when trying to drive
chips beyond specification. If the Nemesis can operate at 24/24mhz
bus and cpu on all Falcons, it will have achieved it's goal.

Falcon owners with CPU's that were tossed back into the 16mhz bin because they couldn't qualify at 20% over 33mhz speed, but operate well at 33mhz will benifit from the option to run at 33mhz. Maybe even some will install a heatsink and fan and run at 48mhz, but probably not for long ;).

I don't know the designers, or have ever talked to them, but I would hazard a guess that a lot of the delay was making the board "compatible" with the A/B 040. It is only with this board and the Nemesis that the Falcon will reliably run at CPU speeds nearing 50mhz. Wizztronics tried, and it's looks as if they have given up, or ran out of money:). I was told that the A/B has not been tested at 48mhz because the 33mhz CPUs they have for testing won't run that fast. I have a 40mhz 040 that i'm poping in as soon as it arrives. It should be interesting to see how "flakey" the Falcon is then.

I like my story better:)

Mike

## 111. Re: Sweet Geneva!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32CCBB15.585A@ridgecrest.ca.us>
Source record: 130778

Gary Priest wrote:
>
> In article <5ag2kb$o6c@newsserver.rrzn.uni-hannover.de>
> and@sun1.imr.uni-hannover.de (Andreas Kromke) wrote:-
>
> >Gary Priest (gary@the-gap.demon.co.uk) wrote:
> >: That's right! Blaming Atari for their board design seems a very shaky answer
> >: to me! If Geneva etc. can work with these 'doomed' machines then so could
> >: magic, with a bit of effort!!
> >
> >As I mentioned, all system except MagiC use the ROMs for hardware access.
> >When the falcons were created, the final test (if there was one) was done
> >with the ROMs, not with MagiC.

So Andreas, are you saying that burning MagiC into a ROM for the
Falcon would make it more reliable? (your opinion).

Mike

## 112. Re: Ansi Font For NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5aiq9k$81f@orm.southern.co.nz>
Source record: 130779

Hi there!

Brian Roland (bjr@edison.ebicom.net) wrote:
: Aloha,
: I'm looking for an ANSI "Outline" font for use with NVDI.
: Anyone know where I can get a TT or Spedo ANSI font?

I have asked this question in the past and it seems as though such a thing doesn't exist. The major problem would be for the shaded block characters that make up part of the ANSI character set. These are VERY dependant on the resolution one is using. To emulate pixel by pixel shading on an outline font would be difficult to say the least. I've a few bitmap ones that you can have if you wish...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

## 113. Re: SLM Laser Printer questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <32CD041B.1E5F@undine.physik.uni-erlangen.de>
Source record: 130780

Julian Gifford wrote:

> Can they also be connected to a PC or only an Atari?

We have written a program for the ST, that emulates a HP laser printer.
That way you can print from a Macintosh (or perhaps(!) a PC) via your ST
to the Atari laser.

## 114. Re: SLM Laser Printer questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: trek@ihgp15.ih.att.com
Message-ID: <5aivfl$2cf@ssbunews.ih.lucent.com>
Source record: 130781

In article <5agadb$i12$1@preeda.internex.net.au>,
Julian Gifford <julian@connexus.apana.org.au> wrote:
>Is anyone using an SLM laser printer?

Works great.

>Can they also be connected to a PC or only an Atari?

Only an Atari without a tremendous amount of work. Besides being
an asci interface they also use the Atari to format the page (no
internal memory to do page formatting as expected by the pcs.

>Can you still get cartridges for them and if so, approx. cost?

Toner and drum kits are still available - I think Toad still carries
them (I suspect you were asking mail order or local - in AU you can
find local dealer who can match them. There weren't that many
different engines used in laser printers.)

Wayne Booth

## 115. need SM124 (in Cologne Germany)

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Michael Peters <mp@harold-scholz.de>
Message-ID: <01bbf97c$a584def0$16689bc1@mp>
Source record: 130782

I need an SM124. Anyone in the Cologne/Germany area?

Michael Peters 100041.247@compuserve.com

## 116. WTD:Line art module for Calamus SL

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: af366@chebucto.ns.ca
Message-ID: <5aj2tu$qli@News.Dal.Ca>
Source record: 130783

```
--
not outline art which is a separate program.line art is a module that can
be used within calamus sl

THANKS
dick
```

## 117. Re: Magic Apps Folder

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <852285756_OASIS_@swampdog.demon.co.uk>
Source record: 130784

In article <25654_SSweet@mettav.demon.co.uk>
SSweet@mettav.demon.co.uk (Steve Sweet) said:-

>FROM: SSweet@mettav.demon.co.uk
>SUBJ: Magic Apps Folder
>
> g> If you have accessories which are also capable of running as applications
> g> then you could put them in it. That way, you could terminate them if you
> g> needed the memory.
>
>
>You can terminate an ACC running as an ACC, just control click on the menu
>entry.

True, which is just one more reason why most people do not use #_APP.
All I have in it is a clock utility.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

## 118. Re: Llamatron on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.010397.150852.83@wxs3-3.worldaccess.nl>
Source record: 130785

> Has anyone tried running Llamatron on the Falcon? A compatibility list I
> looked at claims it should run just fine, but it locks up even if I use
> Backward.
>
> Thanks in advance for any help...
I got it to work...try full compatibility with Backward, but 3 Mb, and you have
to do something to get the hiss out of the sound (I forgot which thing in
Backward takes care of that). It doesn't always run...but try it a few times
and you'll get it working (well, I did anyway).
It's too good a game not to be able to get it running on the bird...

```
--
*%\@/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\^/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\@/*%*
* X ! X ! X ! X ! . ! X ! X ! X ! X *
* O O O O .|. O O O O *
* -*- *
* Athbhliain Faoi Mhaise! '|` Happy New Year! *
* Frohliche Weihnachten! *:* Chag Sameach! *
* Sarbatori Fericite! * . * Boas Festas! *
* Joyous Solstice! ** ** Gut Yontif! *
* Mele Kurisumasu! *** o *** Iyi YIllar! *
* Mele Kalikimaka! *\ O * Wesolych Swiat! *
* Merry Christmas! ** \\ ** Velelykh Svyat! *
* Happy Hanukkah! *** \\ *** Stastny Novy Rok! *
* Pari Dzounount! * o \\ * Kellemes Unnepeket! *
* Happy Holidays! ** O \\** Season's Greetings! *
* Veseli Vanoce! ***\\ o \*** Gung Hay Fat Choy! *
* Feliz Navidad! * \\ o * Felican Jarfinon! *
* Joyeux Noel! ** o \\ O ** Joy to the World *
* Bom Natal! **** \\ o **** - And to All a *
* God Jul! ** o o \\ o ** Good Night! *
* Cheers! *** O \\ *** *
* **************************** *
* === *
* === *
************************************************************************
Richard Karsmakers cronos@worldaccess.nl
************************************************************************
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
************************************************************************
```

## 119. GEMulator newsgroup in the making (probably)

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.010397.150856.12@wxs3-3.worldaccess.nl>
Source record: 130786

There are plans to start a GEMulator newsgroup with accompanying FAQ. I am checking here to see if perhaps people are interested in this, and especially to ask if all GEMulator users who've had problems that they've also actually *solved* would please send the problem description plus a down-to-earth solution to my email address please. You will receive full credit, of course, and eternal gratitude.

Cheers,
--
```
*%\@/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\^/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\@/*%*
* X ! X ! X ! X ! . ! X ! X ! X ! X *
* O O O O .|. O O O O *
* -*- *
* Athbhliain Faoi Mhaise! '|` Happy New Year! *
* Frohliche Weihnachten! *:* Chag Sameach! *
* Sarbatori Fericite! * . * Boas Festas! *
* Joyous Solstice! ** ** Gut Yontif! *
* Mele Kurisumasu! *** o *** Iyi YIllar! *
* Mele Kalikimaka! *\ O * Wesolych Swiat! *
* Merry Christmas! ** \\ ** Velelykh Svyat! *
* Happy Hanukkah! *** \\ *** Stastny Novy Rok! *
* Pari Dzounount! * o \\ * Kellemes Unnepeket! *
* Happy Holidays! ** O \\** Season's Greetings! *
* Veseli Vanoce! ***\\ o \*** Gung Hay Fat Choy! *
* Feliz Navidad! * \\ o * Felican Jarfinon! *
* Joyeux Noel! ** o \\ O ** Joy to the World *
* Bom Natal! **** \\ o **** - And to All a *
* God Jul! ** o o \\ o ** Good Night! *
* Cheers! *** O \\ *** *
* *************************** *
* === *
* === *
************************************************************************
Richard Karsmakers cronos@worldaccess.nl
************************************************************************
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
************************************************************************
```

## 120. Re: Stos

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32cd005d.7646892@news.airtime.co.uk>
Source record: 130787

On Thu, 02 Jan 1997 17:35:06 -0700, Gambit <m_collins@hp.com> wrote:

>Looking to buy Stos and its extensions, needs to be latest rev of stos and any
>stos books.

See my sig for url, all the extensions you would want are available
from there,also plenty of support files, STOS diskmags and tutorials
and even manuals?
As for STOS itself, if you haven't got what you want then send me a
stamped addressed envalope and I will send you an original
copy...sorry no spare manuals, but the text on the STOS ftp site will
be ample enough:)

>ps. any recomendations on getting a falcon

Personaly I would love to be set free on a Falcon armed with STOS,
amazing things can be done with STOS<>Falcon :)

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

## 121. Re: Atari Works Printer Drivers

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32CD1B65.3DFE@cfcsc.dnd.ca>
Source record: 130788

Ted Parrett wrote:
> When I bought my Falcon it came with Atari Works already installed on the hard
> drive. I haven't used the programme much but just recently started to use it
> for the occasional letter requiring vector fonts. I find that there seems to be
> no way to install a different printer driver to that supplied. In fact the
> driver that came with the prg. seems to be inside the programme file and not
> as a seperate printer.sys file. The manual is silent on the issue.
> Can anyone advise ?.

most unusual. :^)
SpeedoGDOS 4.2 was supplied with AtariWorks, and you should be have a manual
there. SpeedoGDOS is loaded from your autofolder. Outline(prg or acc -
rename at your convenience) controls the number and type of fonts loaded,
Drivers(prg or acc) allows you to load the printer drivers for your
particular printer(or closest one!)
have fun.fait fun!

## 122. Re: Stewart

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: charlie.rigg@zetnet.co.uk
Message-ID: <5aj78l$mgr@irk.zetnet.co.uk>
Source record: 130789

>
>Does anyone know where I could find a copy of the STEWART application for
>Magic to download? I tried interactive, but it says there is currently no ftp
>site available.
>
>
>Thanks,
> Matt Faehnle
>.
You can FTP the german version from:

ftp.leo.org/pub/comp/platforms/atari/magic/

but I have no idea where to get the English version.
Malcolm Rigg

## 123. help with atari 520ST and Mac...

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: caul@concentric.net
Message-ID: <caul-0301970623150001@news.concentric.net>
Source record: 130790

I have a 520ST and a Performa 635- can I hook them together via the scsi ports so that I can download software with my Mac and then dump it over to the Atari? Any help would be much appreciated!

Brett Smith

## 124. TOS error # 35

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32CD2707.4253@con2.com>
Source record: 130791

After d/l Atari software thru a Mac the Atari gives me this message
TOS Error # 35. Can someone tell me what this means?

Thanks

Mykle

## 125. Atari ST emulator for the PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Tony <abreck@globalnet.co.uk>
Message-ID: <01bbf96f$7e9e24c0$d4547ec2@User.globalnet.co.uk>
Source record: 130792

```
Anyone know where I can download one?
Cheers
Tony :)
```

## 126. Re: Looking to Buy

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: donmetzler@aol.com
Message-ID: <19970103162000.LAA17934@ladder01.news.aol.com>
Source record: 130793

I have an Atari 520STFM just sitting here. I'll let it go for the best price I get for it.

Don

Don Metzler
Barefoot Productions
http://members.aol.com/noshoes/
---
"It's not the volts but the amps that kill you..."

## 127. Re: dd-disks with 11 spt - how?

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32CD2DAD.12DE@cfcsc.dnd.ca>
Source record: 130794

Udo Stenzel wrote:
> Does anyone know, how the 11 sectors format as used by copystar or
> fastcopy works exactly?
> What do I need to know to read them on a PC?
> Please respond via email. Thanx in advance.
> -Udo Stenzel

There are some DOS only alternative disk formatters that need to be loaded either through your config.sys file or autoexec.bat file. you will then be able to format and read various disk formats, including 11 track I believe. I have not personally tried this, but did use these formatters briefly on my 386.
good luck.bonne chance

## 128. Re: Atari SLM and the Mac (ST Computer)

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: a1960563@athena.rrz.Uni-Koeln.DE
Message-ID: <5ajd3c$ck3@news.rrz.uni-koeln.de>
Source record: 130795

Hi Michael,

Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:

: I just got a copy of the Februar '96 issue of ST Computer.
: There is an article about utilizing an SLM on a Mac.
: I can make out some of the article, but it looks like
: there is a control module and harware interface that
: either needs to be made or purchased.

They connected the SLM to an Atari and the Atari to a Mac. The 0 modem cable connecting RS422 of the Mac with RS232 of the Atari has to be modified. On Mac side a HP Laserjet or Deskjet driver has to be installed, on Atari side the Diablo printer driver and an accessory called magicslm.acc.

The hardware part of it is explained in ST Computer issue 1/96 and includes graphics how to modify the cable.

Bye,

Kerstin

## 129. Cookie jar patch program

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <175_9701031051@conchbbs.com>
Source record: 130796

RAM_LEAK includes COOKIE.PRG, which will install a cookie jar on a computer which does NOT normally have one.

It can be ftped, but I don't know where.

I can send you assembly source code (it is very short), if you are interested.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

## 130. Re: MPEG In a Window.

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HADPBBARUP@cabal.shnet.org>
Source record: 130797

In <32CBA22F.167EB0E7@esc.de> Guido Vollbeding wrote:
>Thorsten Guenther wrote:
>>
>> for everyday use, I just take Graftool (which
>> also plays .FLIs, .GLs and .DLs in windows!).
>
>But did you ever ask why these authors support
>all kind of crappy and stupid formats, except
>MPEG?

Because Ataris are _s_l_o_w_?

>Because they are obviously *unable* to do the
>*real* thing!

Ah yes, would you care to tell Joergen yourself?

>And they are in good community with users like
>you who are unable to evaluate technology in
>terms of common and open standards, future
>potentials, and quality.

I don't give a damn for future technology if it's not usable on my
hardware. It is not, even a 160*120 MPEG plays only about 3-4 fps.

So, our POVs are incompatible.

Thorsten

--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

## 131. Re: Llamatron on the Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HADPBBAOUP@cabal.shnet.org>
Source record: 130798

In <5ahgac$q9$1@news.aros.net> Lawrence Gold wrote:
>Has anyone tried running Llamatron on the Falcon?

It runs on the TT, so it should also run on the Falcon.

>A compatibility list I
>looked at claims it should run just fine, but it locks up even if I use
>Backward.

Perhaps your copy is broken?

Thorsten

--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

## 132. Re: Still banned from efnet

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: list@flinny.demon.co.uk
Message-ID: <852318910_OASIS_@flinny.demon.co.uk>
Source record: 130799

In article <5afhb5$p84$1@nadine.teleport.com>
atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) said:-

>I'm sending email to the admins at efnet immediately after this
>article is posted, asking them to diable all bots and clear all
>existing K-lines. Of course, they may decline. However, they will
>then get a REAL bad rep with admins world-wide. We'll see what
>happens.

This means your klined and has nothing to do with bots... you may not
have done anything wrong at all but once a few people on a particular
isp start making trouble the whole site seems to get banned..
was this efnet or ircnet btw efnet is the old US side of the big EFNET
with a few other servers whilst IRCnet is the European side of the old
EFNET.

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

## 133. Re: IRC/Demon answer

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: list@flinny.demon.co.uk
Message-ID: <852318722_OASIS_@flinny.demon.co.uk>
Source record: 130800

In article <970101200403_100550.3170_EHK33-2@CompuServe.COM>
Mark Gardiner <100550.3170@compuserve.com> said:-

>I had problems with IRC on Demon after they changed their Servers. A lengthy
>telcon with support was virtually useless as they claim not to support IRC ???
>
>Anyway you won't get anywhere with AtarIRC now if you try to log on to either
>dismayl or irc-client(.demon.co.uk) but you can access via:

ermm if I remember dismayl is now the telent machine aliased as
irc-client.demon.co.uk which once connected connects to
irc.demon.co.uk a totally different machine which works fine.. the
irc-client and dismayl dont have an ircd running on them at all I
think..

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

## 134. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5aj8nr$nu8@lana.zippo.com>
Source record: 130801
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

```
In article <01bbf822$5e63dcc0$259a37ce@quantex-200>, "Ron says...
>
>Toad is about the ONLY company tha still regards Atari computers as real
>computers. Most of you guys still think of Atari as nothing more than a
>game platform and sell them as a simple game server. Its the users of Atari
>computers who have driven the prices down in private sales. A guy buys a
>1040 for $700 and a few years later nobody will pay more than $50 for it.

Not just a few years later... 8 YEARS later.
RAM is dirt cheap, the disk drive is obsolete & the CPU is
nearly 20 years old. 50bux is about right.

Demand is another matter.
```

## 135. Falcon serial ports?

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199701030113.a11912@do2.maus.de>
Source record: 130802

GE>I read somewhere that a second serial port can be added to a Falcon
GE>because the logic was already on the motherboard. Any truth to
GE>this, and if yes, how can it be done?

Yes, this is possible, but I would recommend to use the LAN-Port of the
Falcon because it is easier to build a RS-232C from that port.

Tschuess
Frank

## 136. Re: Making Animated Gifs [Falcon]

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5ak2k1$ogb@irk.zetnet.co.uk>
Source record: 130803

On 1 Jan 1997 16:47:08 , Brian Roland wrote:
>Aloha,
> Is there software, commercial, share-ware, or free-ware that
>will allow me to make and view animated gifs with a stock Atari Falcon
>030?
>

Yes, you can view them with CAB v1.42 and above :-)

But no program to make them yet :-(

The only program to make animated gifs is 'Gif construction kit' available
only for PCs :-(

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

## 137. Re: Making Animated Gifs [Falcon]

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <5ak0al$1asu$1@news-feed.inet.tele.dk>
Source record: 130804

>Aloha,
> Is there software, commercial, share-ware, or free-ware that
>will allow me to make and view animated gifs with a stock Atari Falcon
>030?
>
>Thanks,
>Brian
>.
yes, get hold of CAB 030, the web browser, it support animated GIF's

Joergen

Joergen Bak

ATARI Falcon 030 = 36 Mhz = 16 Mb FX-Ram
Surfing the Net with CAB & STik

Nykoebing Falster. > Home of the Medieval Center of Technology <

e-Mail: prunus@post3.tele.dk

## 138. Re: dBase III+ compatible database appl

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <5ak0nf$1asu$2@news-feed.inet.tele.dk>
Source record: 130805

>
>>Although I use and program on PCs on a daily basis, I still use my MegaST
>>at home for my personal computing tasks. I have various productivity apps,
>>compilers for programming, games, etc. but don't have a proper database
>>application. I now there was a commerical app called DBMan. Is this still
>>available? If not, are there any shareware/freeware database applications
>>that use dBase III+ compatible file formats?
>
>
>I don't know about any shareware programs, but I know that the spreadsheet in
>AtariWorks is able to import dbase III format. I don't remember what I bought
>it for, but I don't think it is all that expensive now.
>
>
>
>
>Matt Faehnle
>.

DBMan is now (I think) a pd prg. you can get it almost anywhere, at
last I know it is on the Bearboard BBS in Nederland. Can't remember
the phone number.

joergen

Joergen Bak

ATARI Falcon 030 = 36 Mhz = 16 Mb FX-Ram
Surfing the Net with CAB & STik

Nykoebing Falster. > Home of the Medieval Center of Technology <

e-Mail: prunus@post3.tele.dk

## 139. Re: MODEM2 mod

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970103183101.24028C-100000@mariner.cris.com>
Source record: 130806

As a new TT owner I'd also like to find out how-to-do-it! Any one know of
a place on the net that has the directions or schematics for this upgrade
project?

On Thu, 2 Jan 1997, dave wrote:

>In article <dwilga-0201970924150001@dwilga.comm.mtholyoke.edu>
> dwilga@mtholyoke.edu "Dan Wilga" writes:
>
>] Doing the hardware modification in the HSMODEM docs essentially re-routes
>] the clock signal used for Serial 2 into the portion of the SCC used by the
>] Modem 2 port.
>]
>] Dan Wilga
>] dwilga@mtholyoke.edu
>
>
>Hi Dan,
>That's what *I* thought!
>
>Now all I need is the schematic for the mod...
>
>--
>dave

Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 245MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

## 140. STReport #13.01

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <hZPX8-i.dpj@delphi.com>
Source record: 130807

```
01/03/97 STR 1301 The Original Independent OnLine Magazine!

- CPU Industry Report - N64/Mario 64 Review - Shareware List
- USR X2 Rated - SyQuest, NEW Drive - Lexmark Offer
- Quake Review - Dinosaur Explorer - PSX Zone 2
- Towers II - People Talking - Classics & Gaming

Point, Click and Bet!
Computer Xmas Sales Weak
Tandy Closes Computer City Stores


___ ___
/ \----/ \ Dana P. Jacobson - Atari Editor - STReport
|-----| |-----| STReport International Online Magazine
/\_0_/ \_0_/\ The Original * Independent * Online Magazine
-| o o |- -* FEATURING WEEKLY *-
/ \_____________/ \ "Accurate UP-TO-DATE News and Information"
\ \ | | | | / / Mail subscription: dpj@delphi.com
ww ooooo----ooooo ww STReport's WEB Site
http://www.streport.com
```

## 141. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <pXMVMvq.greg_evans@delphi.com>
Source record: 130808

Martin,

thanks for all the info. I'll look around for Gemview 3.16.

I have "spoken" to Adequate Systems via email and, yes, they are
expensive! Computer Direct of Canada is going to start importing
the modules and maybe they'll be reasonably priced. One module I know
they have lets you use NVDI printer drivers, but it costs ~$150 US.
Another is a true Posscript printer driver and EPS and PS importer.

Greg

## 142. Current Notes arrive today in California!

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32CDA7E1.5B85@ridgecrest.ca.us>
Source record: 130809

Got a big surprise today at the postbox.
Current Notes made it here to California
today. About the same size as usual, less
the Toad add's. ( I don't miss reading
about something I can't buy anyway:).
The Computer Direct Add is awsome.
Makes me feel like the Atari market
is just getting started. Systems for
Tomorrow is at a full page and B&C
Computer Visions is supporting the
mag as well. There are a couple of
dealers I haven't seen advertise
before too. Let's support those
who support this magazine.

Mike

## 143. Re: Gemulator 96 and TOS ROM Images

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Dave Troy <dave@toad.net>
Message-ID: <32CDA1D3.2C9D@toad.net>
Source record: 130810

Everyone who buys Gemulator from Toad is automatically registered with Darek Mihocka electronically. You DO NOT NEED a regisrtration card to be registered. If there are any other problems with the service which we provided, we're happy to address them. Compatiblilty issues with your machine sound like your primary problem with Gemulator. I'd try it on another machine.

Dave

## 144. Re: Atari software

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Rich Tietjens <atari@teleport.com>
Message-ID: <199701040733.XAA22612@desiree.teleport.com>
Source record: 130811

Kommentar zu A53967@BB in der Gruppe ATARI.SOFT

Hello,

In Msg 5aeec5$3jn$3@nadine.teleport.com (maus.sys.atari.software),
atari@teleport.com wrote:

--->8--->8---
Sub: Atari software
From: atari@teleport.com (Mi, 01.01.97 19:36)
Name: Portland Atari Club
MId: 5aeec5$3jn$3@nadine.teleport.com
RId: 5abmem$qt0@xmission.xmission.com
Gate: Internet-Gateway Boeblingen @ BB
Box: Teleport - Portland's Public Access (503) 220-1016

This discussion does not belong in alt.binaries.atari - you can discuss it
in alt.binaries.atari.d if you like, but future articles in this thread,
in a.b.a, will be cancelled.

Please read the newsgroup charter.

--
----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------
--->8--->8---

And your message was posted in maus.sys.atari.software and does not belong to
the topic of this newsgroup. Please learn to use your newsreader properly.

Regards
Goetz

## 145. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970103105853.22602F-100000@pallas.amp.uni-hannover.de>
Source record: 130812
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
On 23 Dec 1996, Paul Civati wrote:

> > compared with the normal rate anyway. You should be able to get around
> > 100KBPS over a serial line between your PC and Falcon. Assuming you are
> > using a 28K modem, this would be more than three times faster. And this is
> > not much slower than 128K ISDN.
>
> MiNT-Net supports PLIP (Parallel Line IP) I believe, so in theory it may
> be possible to set up a link between a PC running Linux/FreeBSD via the
> parallel port, which should be able to handle about 115K I think.
>
> This is not something I've tried mind you, but something I've always been
> meaning to see if I can get working. :)

Forget it. MiNTnet and Linux use different ways to communicate via the
parallel port. The reason is simple : The PC parallel port supports a lot
more lines than the ST version. Thus there was no way for Kay to make it
compatible.

Cheers Peter

--------------------------------------------------------------------------
Peter Rottengatter perot@pallas.amp.uni-hannover.de
--------------------------------------------------------------------------
```

## 146. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970103104052.22602D-100000@pallas.amp.uni-hannover.de>
Source record: 130813
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 20 Dec 1996, Chris Wilkinson wrote:

> Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
> :
> : Is there a ethernet card available for the Falcon? Can I use the
> : internet applications with it like CAB, Antmail etc?
>
> No there isn't sadly :(. If anyone can say otherwise then please do!!

This is not quite right. There is a german hardware manufacturer that
almost finished development of an SCSI - Ethernet adapter. He also sells
ACSI - SCSI adapter. I've been told that the former does comprise the
latter, but I'm not sure.

> : The reason I ask this is that I talked to our landlord
> : yesterday and he was thinknig of setting up a ethernet
> : network in our house using ISDN to get out on the
> : internet! Cool! As there are not that many apartments in the
>
> Ethernet in your house? Thats pretty decent of the landlord!! You could
> use MiNTnet to connect to a PC that is connected via Ethernet via a null
> modem cable. That would be moderately fast compared to an analogue
> phone/modem combination. The PC would need to be running something (Linux
> etc...) that can treat a serial port as a PPP connection in order to get
> MiNTnet to talk to it from the other end...
>
> Never seen this done, although it should work in theory...

Many people operate it this way !

It's also only true for now that Ethernet cannot be used with STiK. There
is work going on to include other interfaces (Ethernet too) into STiK.

Cheers Peter

---
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---

## 147. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970103104923.22602E-100000@pallas.amp.uni-hannover.de>
Source record: 130814
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sun, 22 Dec 1996, Mario Becroft wrote:

> >Ethernet in your house? Thats pretty decent of the landlord!! You could
> >use MiNTnet to connect to a PC that is connected via Ethernet via a null
> >modem cable. That would be moderately fast compared to an analogue
> >phone/modem combination. The PC would need to be running something (Linux
> >etc...) that can treat a serial port as a PPP connection in order to get
> >MiNTnet to talk to it from the other end...
> >
> >Never seen this done, although it should work in theory...
>
> There might be a problem with this. I tried to do it myself (having a TT030
> on the internet and a MegaSTE connected to the internet via the TT030), the
> idea being that two people could access the internet at once. Since I only
> have one account with my ISP and one IP address, however, I can only have
> one machine truly on the internet. The other one, while it can send
> packets, will never receive them since I cannot assign any real IP address
> to it. At the time, I was unable to find a way around this.

With Linux it is different, as Linux is capable of IP masquerading,
something MiNTnet is not up to yet.

> I suspect that by assigning a non-existant IP address to your PC and the
> real one to your Falcon and setting the routing up right on both machines,
> however, it might be possible. This would mean that when you were accessing
> the internet with your Falcon you could not be accessing the internet with
> your PC at the same time.

Please do not do such things, it will always cause trouble to use
non-existant, non-reserved IP addresses. One day they will be used, and a
real mess will happen.

Cheers Peter

---
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---

## 148. Re: Sweet Geneva!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5aj4on$j0q@newsserver.rrzn.uni-hannover.de>
Source record: 130815

Michael Grove (mgrove@ridgecrest.ca.us) wrote:
: So Andreas, are you saying that burning MagiC into a ROM for the
: Falcon would make it more reliable? (your opinion).

Don't know.
I do not have a Falcon at all. The Behne Brothers did the
Falcon-specific programming (IDE/DSP/Video), so I never
needed one.

--

-----------------------
ANDREAS KROMKE

.....................................................
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

## 149. Space Empire Elite Intergalactic?

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: bochmann@kandel.ds.freinet.de
Message-ID: <5ahk3t$car@belchen.freinet.de>
Source record: 130857

Hi,

does anyone happen to know, whether there are any Space Empire Elite Intergalactic leagues out there? I've been playing in the NeST league for the last five years (or, rather not playing the last year or so, as I was quite fed up with always the same people and always the same trouble), so I'm looking for some change...

I would do almost anything, be it polling mail somewhere overseas, or set up an internet link, to join some new SEE freaks anywhere in the world. A longer time between two resets than one month would be great.

/\|ex.
(Fido 2:2476/803; NeST 90:400/101)

## 150. Re: Making Animated Gifs [Falcon]

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <5ahpv6$cet@library.airnews.net>
Source record: 130858

>Aloha,
> Is there software, commercial, share-ware, or free-ware that
>will allow me to make and view animated gifs with a stock Atari Falcon
>030?
>

I believe I've seen a french program on ftp://sunsite.cnam.fr that does
that very thing. I've been meaning to take a look at it. I think the
name is GIFMERGE.ZIP .

-Jared

## 151. Re: Still banned from efnet

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: mhill@one.net
Message-ID: <32cc6145.4309077@news.one.net>
Source record: 130859

On 2 Jan 1997 05:33:25 GMT, atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) wrote:

>
>Well, folx, this does it for me. I just tried to get onto irc on
>efnet and recevied the message "You are banend from this server <no
>reason>.
>
>
>I'm sending email to the admins at efnet immediately after this
>article is posted, asking them to diable all bots and clear all
>existing K-lines. Of course, they may decline. However, they will
>then get a REAL bad rep with admins world-wide. We'll see what
>happens.
>
>
Rich,

Did you try another efnet server?

It could be that someone on your ISP broke some rules and they banned anyone from your domain. Its quite common on IRC. With most people having dynamic IP address's the only way servers can ban trouble users is to ban the entire ISP.

Someone on my ISP got our entire domain banned from the utexas IRC servers. No biggy. I just use another server.

---
Mike Hill Author of Pokey
mhill@one.net The Atari 800/XL/5200
http://w3.one.net/~mhill Emulator for MSDOS systems

## 152. Re: Atari Web Browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: gregor@goldengate.net
Message-ID: <32cc760a.10870431@news.goldengate.net>
Source record: 130860
Cross-posted to: alt.atari,alt.binaries.atari,alt.crews.atari,comp.binaries.atari.st,comp.sources.atari.st,comp.sys.atari.st,ctdl.sys.atari.st,maus.sys.atari.software,rec.games.video.atari,stgt.atari

On Wed, 01 Jan 1997 19:08:50 +0100, ntw5miku@rhds01.rz.fht-esslingen.de (Michael Kugelmann) wrote:

>Mykle schrieb:
>
>M>Is there an Atari Web Browser?
>
>yes, there are two:
>1) CAB (from Alexander Clauss, Germany) fine working, together with STIK

>Or use archie for seraching.

A simple way to find it is by visiting the Hensa Archive. they always have the latest version of the program.
The address is not at hand because I've become a platform traitor--the PC is handier but will never replace the Mega for
MIDI.
Resend your question to comp.sys.atari.st and ask for the address. The Hensa archive is pretty comprehensive for Atari
SW and apps. The Usenet group is very very helpful for question and direction.

**********
* Bradley F. Maurer *
* gregor@goldengate.net *
* Minneapolis, Minnesota USA *
* http://www.goldengate.net/~gregor *
**********

## 153. Re: U.S. Robotics Modems

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <25660_hsideras@mettav.demon.co.uk>
Source record: 130861

*Hi Spencer*, on 01 Jan 97 you wrote: ...respect, brethren

HS>> Not true. The MFP is connected externally through Modem 1 and Serial
HS>> 1 on the TT (respectively Serial Port 1 and 2 of the chip itself,
HS>> which is where the confusion probably is)...
SD> Ok I stand corrected. Still I have never got a reliable highspeed
SD> download through either of the Modem ports, perhaps something funny
SD> with my HSModem setup?

Must do, I guess. I can't work out any other reason...

SD>>> I would therefore suggest using Serial2 in conjunction with HSModem
SD>>> for your modem connections on your TT.
HS>> ...but for people like you and I with VME cards the decision is made
HS>> for us ISTM.
SD> Not necessarily so. ;-)
SD>
SD> The cables to the two serial ports slip nicely underneath my Matrix
SD> TC1208e card and rest behind the TT providing the serial ports still
SD> (though not as neatly as before as they just hang out of the back now).

Very messy...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 154. Re: FS: UK Books

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <25652_SSweet@mettav.demon.co.uk>
Source record: 130862

FROM: SSweet@mettav.demon.co.uk
SUBJ: FS: UK Books

e>> So are you staying or going as Harry voiced...

HS> Eh? When/what did I say?

You again, big mouth. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= You will be assimilated in due course, NHS Borg.
--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 155. Re: C Tutorial, Lesson 2

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <25656_Spencer@mettav.demon.co.uk>
Source record: 130863

Out of the ether, the following was mentioned by rdupuy5596@aol.com...:

r> OK, The lessons are coming fast and furious now, I have had too much
r> time off for the holidays, I guess. Anyway lesson 2 gives an overview
r> of a simple C program.
r>
r> Check it out in comp.sys.atari.programmer and have a happy new year!
r>
r> p.s. If anyone needs a repost, just let me know.
I'm not knocking you or anything but this tutorial reminded me of a hardware project published in a computer magazine for an 8-bit machine many years ago.

It stated Exclusive Project inside to modify your machine and expand its capacity.

The article inside had you dismantling the machine and doing some soldering, etc. Then right at the end it stated that the rest of the article had to be held over to the next issue due to space limitations. The rest involved finishing off the modifications and putting the machine back together in a working condition (which it wouldn't do at that point).

I wonder how many annoyed readers got caught out at that point! ;->

Spencer

spencer@mettav.demon.co.uk

--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 156. Question about System Solution Monitor Box?

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <25653_SSweet@mettav.demon.co.uk>
Source record: 130864

```
FROM: SSweet@mettav.demon.co.uk
SUBJ: Question about System Solution Monitor Box?

g> Hi all: I have a box from system solution that I got with an ST. The Box
g> has an out put for Monochrome monitor and one also for color. It also has
g> a video output. Is this output ready for VCR video or is it one that has
g> to be connected to the TV antena in order to be used?

Thats sounds like a monitor switch box, does it have a switch on it??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= That'l never happen to me :~). Aaarrrrggghhhh.............
--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 157. Re: EPS, IMG and GEM convert to GIF?

Newsgroup: comp.sys.atari.st
Date: 1997-01-03 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <25658_hsideras@mettav.demon.co.uk>
Source record: 130865

*Hi Tom*, on 01 Jan 97 you wrote: ...respect, brethren

t>
t> hsideras@mettav.demon.co.uk (Harry Sideras) writes:
TM>> I was under the impression that they only wanted royalties from
TM>> commercial and shareware programs, and that they didn't mind
TM>> "freeware" programs using the GIF format without giving them
TM>> compensation.
>> That's right AFAIAA. The following *edited* extracts come from the
>> Graphics File Format FAQ - see section 3 in particular:
t> Unfortunately, that info is obsolete (you seem to be looking at an old
t> copy of the GFF FAQ). Recently, Unisys have been actively trying to
t> suppress freeware/shareware implementations of GIF.

I realise that now. I picked the FAQ up from a Web site a month or so back
and thought it was up to date - obviously not. Sorry to have mis-led
anyone... B^{<

t> The above info is second-hand from developers who have actually
t> contacted Unisys recently.

Thanks for the clarification.

t> I think it's high time the net community said "Enough" and stopped
t> using GIF. Consider PNG instead (http://quest.jpl.nasa.gov/PNG/).

I'm surprised by how little ground it's gained tbh...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 158. Re: Cookie jar patch program

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: mrmaddog@prolog.net
Message-ID: <19970104213715.29264.qmail@mail.ptd.net>
Source record: 130666

> From: kabbott@islandnet.com (Kam Abbott)
>
>I'm looking for a patch program that will retro fit my 520ST with the
>system cookie jar so I can run STiC and AtarIRC etc. where can I find such
>a program? Any help is great as I am a PC man (yes, yes, I know, kill me
>later) and don't know much about the world of Atari. Thanks much!

You need JARXXX by Dan Wilga, it comes with the Geneva Demo if you can
find it. I renamed it JAR100.PRG in my Auto folder. I didn't try it with
STiK since I have yet to get a SLIP account, and probably won't till I get
a 14.4K modem.

If you like it to be e-mailed, then I'll send it to you. :)

Eric Noss
a.k.a
Mr. Maddog

## 159. Re: CoSTa 1.51 available (date fix)

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5amjci$2sv@mn5.swip.net>
Source record: 130667
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

In article <92167239_000003_OASIS_NEWS@the-gap.demon.co.uk>, gary@the-gap.demon.co.uk says...

>I've corrected the date code, and the new version (1.51) is now available
>from my web page (see .sig).

No it wasnt, i was there a minute ago, and it was still 1.50 :-(
Buhu!! ;-)

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

## 160. Re: C Tutorial, Lesson 2

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970104221600.RAA00968@ladder01.news.aol.com>
Source record: 130668

Spencer--

This C tutorial is free and designed to get you started. Anyone who wants to learn more advanced subjects after this tutorial ends is free to continue with the many excellent resources available in everybookstore. In addition, comp.sys.atari.programmer has been around a long time and it is my hope (and belief) that advanced questions can be asked of the group at large and will usually find an answer.

I understand what you are trying to say, however, and I'm not offended. Everyone should be aware that I am not under contract and cannot make any guarantees. (Lesson 4 is in the works, however...)

## 161. Re: XaAES and Nova VME ET4000?

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: "Joe M. Villarreal" <villarreal@delphi.com>
Message-ID: <RFM0Elx.villarreal@delphi.com>
Source record: 130669

Alexander Bochmann <bochmann@kandel.ds.freinet.de> writes:

>Also, the NovaVDI I have is quite old (V2.50) - does anyone know what the
>latest version is, and where to get it?

I am using version 2.60. I believe that version was uploaded to Delphi
by Lexicor.

## 162. Re: TOS error # 35

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: "Joe M. Villarreal" <villarreal@delphi.com>
Message-ID: <RHF0c-6.villarreal@delphi.com>
Source record: 130670

Mykle <mykle@con2.com> writes:

>After d/l Atari software thru a Mac the Atari gives me this message
>TOS Error # 35. Can someone tell me what this means?
>
>Thanks
>
>Mykle

That error # can mean different things. More than likely the file is
corrupt. Does your computer have enough memory to run the program?

## 163. Atari Web sites and etc.

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <5amdas$hpk@netnews.mis.net>
Source record: 130671

I would like to find some current lists on the following,
Atari related Web sites
Atari software/hardware developers
Atari disk and paper magazines
Atari new and used software/hardware dealers in North America

Net-Tamer V 1.08XB - Test Drive

## 164. Need help with HSMODEM

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <5amdau$hpk@netnews.mis.net>
Source record: 130672

Hello all,

I need to install HSMODEM on my TOS 4.04 Falcon. Problem is that most of the .docs seem to be in German. Can someone post or e-mail some directions on installing it properly?

phantomm@harold.eastky.com

Net-Tamer V 1.08XB - Test Drive

## 165. WTB Expose' and Apex Media

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <5amdav$hpk@netnews.mis.net>
Source record: 130673

```
Looking to buy Expose' and Apex Media from someone in North America.
If you have these for sale, then send me e-mail.

phantomm@harold.eastky.com

Net-Tamer V 1.08XB - Test Drive
```

## 166. Re: Problem with Notator SL / Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: tparrett@parrett.fast.co.za
Message-ID: <852384582_OASIS_@parrett.fast.co.za>
Source record: 130674

In article <32ce90904b0c381@sn.no>
pmonstad@sn.no (Paal Monstad) said:-

>A friend of mine has bought a Falcon with TOS 4.04. The problem is when
>he starts Notator SL 3.15, it crashes!
>
>What's wrong?
>
I'm afraid that he is out of luck. Notator SL does not run on a Falcon even
with Backwards installed !!. Notator SL runs on any ST but not the Falcon. The
Emagic prg to use is LOGIC. A new version has just been released for the Atari
(v2.5). It may be possible to upgrade from SL to LOGIC. It certainly was a year
ago when I made the change from ST to Falcon
--

==================================================
|tparrett@fast.co.za | Ted Parrett |
|City: Johannesburg | Tel No.++27 11 476 5242 |
|Country: South Africa | Fax No.++27 11 474 2985 |
==================================================

## 167. Atari ST stuff for grabs (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: Chris Smith <bia19@keele.ac.uk>
Message-ID: <32CE166B.6540@keele.ac.uk>
Source record: 130718

I wish to dispose of the following hardware:
Atari SM125 hi res mono monitor;
Philips 8CM852 colour monitor.

Also the following books from the Abacus Atari ST series:
2 Gem Programmers' Reference;
3 Atari ST Internals;
4 Atari ST Machine Language;
8 Atari ST Peeks and Pokes;
13 ST Disk Drives: Inside and Out.

And the following software for the Atari ST:
GST Macro Assembler;
GST C compiler;
Fast Basic;
ST Doctor;
Fast Asm;
pc-ditto;
GST 1st Word Plus;
K-comm 2.0;
Elite;
Guild of Thieves;
Psygnosis Barbarian;
Psion Chess;
Star Treck - The Rebel Universe;
Hyper Paint.

Finally, I have a broken 520STfm available for spares or repair!

Offers/enquiries by E-mail to bia19@keele.ac.uk

## 168. Re: Atari software

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: rbennett@jagunet.com
Message-ID: <5akdto$jmq@skydiver.jaguNET.com>
Source record: 130719
Cross-posted to: alt.atari,alt.binaries.atari,alt.crews.atari,comp.binaries.atari.st,comp.sources.atari.st,comp.sys.atari.st,ctdl.sys.atari.st,maus.sys.atari.software,rec.games.video.atari,stgt.atari

Ulfert Kr&#65533;ger <ulfert.krueger@elmshorn.netsurf.de> wrote:

>Greg N. Weinstein wrote:
>>
>> Mickael Pichot <mickael.pichot@skynet.be> wrote in article
>> <01bbe4b6$68e46540$LocalHost@mickpich>...
>> > Where can I find softwares for my atari emulator?
>> >
>> > Mickael.
>> >
>> Try ftp://ftp3.cyberspy.com/atari8/yogis_site/BINARIES/IMAGES/ if you're
>> looking for games. BUT, as I posted elsewhere on this group, the files you
>> unzip are in ATR format. I don't yet know how to use these files, but they
>> have some very good software, especially games001.zip and games002.zip.
>> Good luck!

>Try to rename to *.prg or *.tos (the usualy atari suffixes).
>Maybe it works.
>Is the emulator a software or a hardware release ?

The .atr files are disk images of old Atari stuff. They are used by
Atari 8-bit emulators, of which I recommend XL-it - it's the best
shareware emulator out there. It's available by link at Yogi's
Jellystone Park at
http:// www.blast.net/~scharles/

Good luck, and have fun!

R.R. Bennett (rbennett@jaguNET.com)
Editor, Dragon's Lair Webzine
http://www.jaguNET.com/~rbennett/dragon.htm
Science Fiction, Fantasy, and Horror

## 169. Re: Nemesis board - when ?

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: carl@hender.dungeon.com
Message-ID: <32cdb115.0@news.flexnet.net>
Source record: 130720

gary@the-gap.demon.co.uk (Gary Priest) wrote:

>Having waited patiently (and seen several delivery dates go by), I just

I've waited ages aswel.

>wondered if anyone knows when we are likely to get our much awaited Nemesis
>boards from Titan Designs?

David Encil from Titan told me the board is available for fitting from Titan right now but this will mean sending your Falcon to them. The manual isn't ready as yet and thats the reason why they are not sending the board to potential customers. You won't find Titan debiting your card untill you recieve the order neither!

ATB, Carl

Atari Falcon - 486DX4/75/16Mb IBM(clone)
Location: East Anglia, England
WWW: http://www.flexnet.co.uk/~hender/ (email.htm for PGP key)

## 170. Re: Holy 16 bits! The Atari _is_ alive

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: carl@hender.dungeon.com
Message-ID: <32cdb11d.0@news.flexnet.net>
Source record: 130721

"Moose" <moose@mitt.demon.co.uk> wrote:

>So far I have found two flawed possibilities; there's something called
>ghostlink which allows me to mount PC hard drives over a null modem cable -

I use Ghostlink but thats all I need because I have 2 hard drives attached
to my Atari Falcon. I have a program that will allow high speed transfers
using the parallel interface. I've forgot what the program is called and
havent tried it out as yet but understand all you have to do is make up a
parallel interface following the instruction in one of the text files and
away you go. I'll wire up one of these sooner or later. I have the
hardware but not the time... or get up and go ;)

I'll find the software and put it on my download page by the weekend.

ATB, Carl

Atari Falcon - 486DX4/75/16Mb IBM(clone)
Location: East Anglia, England
WWW: http://www.flexnet.co.uk/~hender/ (email.htm for PGP key)

## 171. Gemview

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: DCroker@mettav.demon.co.uk
Message-ID: <25700_DCroker@mettav.demon.co.uk>
Source record: 130722

This message from greg_evans@delphi.com to All came in on a wing and a prayer...

ge> Is there a version of Gemview > 3.15? I registered mine a couple of
Current version is 3.17, dated Feb 1996.

ge> years ago but never heard any news from the author, other than
ge> getting my key. Is thsi software still being supported? I don't have
ge> an emial address for Dieter.
Nor me, but I guess that it must still be worked on.

The UK reg site no longer exists BTW.

Speak to 'ya later!

--

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## 172. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: DCroker@mettav.demon.co.uk
Message-ID: <25701_DCroker@mettav.demon.co.uk>
Source record: 130723

This message from Martin.Byttebier@ping.be to All came in on a wing and a prayer...

Hi Martin!

MB> greg_evans@delphi.com said:-
MB>
>>
>> Is there a version of Gemview > 3.15? I registered mine a couple of

MB> IMHO the latest version is v3.16 date: 4 feb 1996. As I received my
Sure? Mine has the same date but is V3.17.

Speak to 'ya later!

--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 173. Re: Run MagiC on a Falcon - Noooo!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <25704_hsideras@mettav.demon.co.uk>
Source record: 130724

*Hi Andreas*, on 03 Jan 97 you wrote: ...respect, brethren

a>
a> Chris Wilkinson (chriswil@southern.co.nz) wrote:
a> : Software I run parallel to MagiC includes:
a> :
a> : APPLINE (not very often)
a> : START
a> OK
a>
a> : STEWART (most of the time, not compatible with PhotoLine)
a> CRITICAL
a>
a> : WBDAEMON
a> OK
a>
a> As some users reported, the CRITICAL utilities sometimes cause problems
a> or/and crashes. Every program that tries to enhance the system by
a> replacing OS functions is a big risk.

The only two utilities that produced errors with MagiC after I cleared out
the rubbish from my Auto folder are START and WBDAEMON - Error -69. I
suspect it's other programs that are causing these to fail. All errors clear
when #_TSL is switched off in Magx.inf

a> As hard disk driver one should use HDDRIVER, because this one did never
a> cause any problems.

v6 here...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 174. Re: MODEM2 mod

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <25705_hsideras@mettav.demon.co.uk>
Source record: 130725

*Hi Kerstin*, on 03 Jan 97 you wrote: ...respect, brethren

a> Harry Sideras (hsideras@mettav.demon.co.uk) wrote:
: d>>
: d>> I use modem2 port all the time on the TT. I understand there is an
: d>> easy mod to connect the modem2 port to the serial2 clock making
: d>> faster baud rates possible on modem2.
a> : Am I misunderstanding something here? Modem 2 is capable of at least
a> : 115k2 in its unmodified state. I'm using 57600 on Modem 2 with a
a> : Mega STe (same as the TT) with Semper, STiK and CixComm.
a> He was asking about the TT modem 2 port which is different. The
a> original setting of modem 2 of the TT goes up to 153x00 bps. But the
a> speeds from 38400 on upwards are not standard and not supported by most
a> modems.

Oops - I assumed that because it's the same chip it performs in the same way.
The part of the HSModem docs you quoted only appeared in the German part of
the docs so I missed it before. B^{<

a> So to get 115200 bps either modify modem 2 or change to serial 2 with
a> limitations in receiving calls.

Unless the modem supports 76800 or 153600? Have I got that right now?

Sorry again for the error - that's twice I've shot from the lip without
engaging my brain in here in the last two days B^{<

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 175. Re: MODEM2 mod

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <25706_hsideras@mettav.demon.co.uk>
Source record: 130726

*Hi Dan*, on 03 Jan 97 you wrote: ...respect, brethren

d>
>> Is this a limitation of the terminal you use? In cases like that I
>> reassign the lower baud rates in conjunction with HSModem's SCC.PRG.
d>
d> It's not a question of the maximum rate, it's a question of the
d> possible values. The clock used for the Modem 2 port it as such an odd
d> value that it is not possible for it to generate anything close enough
d> to 57600 or 115200 for most modems to handle.
d>
d> Doing the hardware modification in the HSMODEM docs essentially re-
d> routes the clock signal used for Serial 2 into the portion of the SCC
d> used by the Modem 2 port.

Understood now - I've found the part of the German docs that explains this
now...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 176. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <5akogl$fgv@lastactionhero.rs.itd.umich.edu>
Source record: 130727
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 107507 Jan 1 21:51 ./0ls-lR.Z
-rw-rw-r-- entropy 32854 Jan 1 21:49 ./Utilities/0index
-rw-r--r-- baldrick 46650 Jan 1 21:39 ./Utilities/Desktop/stic10.zip
-rw-r--r-- baldrick 99175 Jan 1 21:30 ./Utilities/remark72.zip
-rw-r--r-- baldrick 107079 Jan 1 21:52 ./0ls-lRc.Z
-rw-r--r-- baldrick 260453 Jan 1 21:50 ./0index
-rw-r--r-- baldrick 131920 Jan 1 21:50 ./0compind.Z
-rw-r--r-- baldrick 103476 Oct 29 03:15 ./Editors/Me4.00/ue400tos.zip
-rw-r--r-- entropy 2457 Jan 2 01:33 ./Editors/0index
-rw-r--r-- baldrick 341601 Nov 2 10:34 ./Graphics/pi_demo.zip
-rw-r--r-- baldrick 340269 Nov 2 10:27 ./Graphics/pos_d030.zip
-rw-r--r-- baldrick 336115 Nov 2 10:29 ./Graphics/pos_d040.zip
-rw-r--r-- hyc 16594 Jan 2 01:22 ./Graphics/0index
-rw-r--r-- baldrick 107471 Jan 2 01:37 ./0ls-lR.Z
-rw-rw-r-- entropy 32953 Jan 2 01:10 ./Utilities/0index
-rw-r--r-- baldrick 12457 Jan 2 00:59 ./Utilities/Desktop/nthing10.zip
-rw-r--r-- baldrick 54668 Jan 2 00:59 ./Utilities/Desktop/stwt104e.zip
-rw-r--r-- baldrick 107021 Jan 2 01:38 ./0ls-lRc.Z
-rw-r--r-- baldrick 131979 Jan 2 01:37 ./0compind.Z
-rw-r--r-- baldrick 260620 Jan 2 01:36 ./0index
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

## 177. C-Lab Polyframe synth editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: harryw@sn.no
Message-ID: <harryw-0401970615250001@fp7-6.ppp.sn.no>
Source record: 130728

Including Manuals & Dongle (latest version)
Taking offers
(also trades...not for Atari stuff though.I don't have it anymore)

## 178. FS: Atari 520 ST system

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: koutsos@students.uiuc.edu
Message-ID: <5aki6t$jcv@vixen.cso.uiuc.edu>
Source record: 130729

```
Atari 520 ST with 1meg ram

Atari SC1224 color monitor

Atari SC314 DS/DD external drive

best offer over $65 get
s
it!

koutsos@students.uiuc.edu
```

## 179. Re: Falcon owner speaks out (was Re: Sweet

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <5akisn$9mn$1@nic.ott.hookup.net>
Source record: 130730

This was probably the best article that I have read about the Falcon also it
was very informative to say the least. To think that I was getting a little
depressed at some of the comments . Well this lifted my spirit completly. My
hat goes off to you !
BTW Your spelling was great.
>Sorry for the large snips, but I HAD to reply to this.
>
>Harry Sideras wrote:
>>
>> *Hi Gary*, on 30 Dec 96 you wrote: ...respect, brethren
>
>>
>> The Falcon's inherently flaky - that's the whole reason
>> why I wouldn't have one at any price to be quite frank. That's not to say I
>> think Magic's not also inherently flaky, but I think the ST range is quite
>> consistent in its build quality and its faults can be considered part of the
>> specification of the machine and should be worked around. I'm not sure the
>> same can be said of a Falcon.
>>
>> g> I'm also not saying that Falcon hardware has no faults. But my Falcon
>> g> is a TOS4.04 based one. Certainly not one of the 'first abortive
>> g> models'!!
>>
>> I'd still put it in that category tbh.
>>
>> >> We've all done some hacking to our machines one way or another so it's
>> >> hardly surprising when the components fail to gel together on a regular
>> >> basis even with perfect software. I mean, how many times have you
>> >> heard about programs performing completely differently on identical
>> >> hardware (re: CAB/STiK for example)?
>> g>
>> g> Oh dear. The fact is that Ataris are a hobbyist machine. And as a
>> g> hobbyist machine there are numerous 'hacks' and bolt-ons that can be
>> g> done to improve it. I for one am still waiting for my Nemesis board. I
>> g> don't think the attitude of 'ah well, it's my fault for improving my
>> g> machine' is a healthy one.
>>
>> I'm not saying that at all. I'm saying that the base machine is inconsistent
>> and that any variation to an already inconsistent product could bring any
>> sort of result imaginable. It's not the 'fault' of anyone - it's just a
>> natural and obvious consequence of inadequate standards.
>
>I've have aquired several TOS machines the last few years,
>some left in the "as is" configuration, and others upgraded

>with many (expensive) options. I can comment on the
>performance of the 1040ST, MegaST, MegaSTE, TT030 and Falcon
>in both standard and modified configurations.
>
>First, I would like to say that any statement concerning the
>Falcon being "flaky" is nonsence. I have had only TOS 4.04
>machines, three of them, but according to the prints I have
>there were no major changes throughout production revisions,
>and TOS 4.XX is upgraded to 4.04 easier than an ST to TOS 2.06.
>The only other questionable area is the method that is used to
>tie the system clocks together for a more stable operation of
>the chipsets. Unfortunately, this requires soldering, and more
>importantly the machine needing to be placed on an O'scope to
>properly install the modification.
>A new C-Lab Falcon Mark X will perform exactly the same as a
>Rev H Falcon purchased in 1993, provided the necessary clock
>patch is installed. The audio modifications are dependent on
>the external hardware that one wishes to utilize. I did however
>omit that the C-Lab's are PAL based motherboards which do not
>support NTSC standard, but again this only effects external
>hardware. The Falcon does have a few bastard chipsets that have
>given third party hardware developers fits, one set being the
>GAL's that control such things as the 68000 bus and DSP operations.
>This is one of the reasons that all of the "speeders" built for
>the Falcon have so many fly wires. But for the "standard" Falcon
>user, this is not a problem. The other is the memory management
>(or lack of:) that the Falcon uses. Of all the accelerators
>that are out on the market for this machine, only the Mighty
>Sonic and the Afterburner properly handle memory management.
>The aproach was simple. Disable the 68000 bus on the Falcon
>and add the necessary hardware to provide their own MMU and
>make the device the bus master. They both work well.
>Accelerators that use "software" patches have failed to expand
>the Falcons memory limit beyond 14mb. The other draw back to
>using the existing hardware when accelerating the machine is
>the chipsets are driven way over spec. Every engine has it's
>redline, and so it is for each individual Falcon. When
>driven beyond specification, each will perform differently
>than another identical unit. This is not due to differences
>in manufacturing between machines, but how far a specific chip
>can be pushed beyond it's limits. The Nemesis is the first
>of the "speeders" that takes this into consideration, allowing
>the CPU to be run at a modest 24mhz, along with the bus.
>As far as workmanship goes a quick visual compairson of an
>STE motherboard and a Falcon board will tell you, at least
>at one point in time, Atari ment business with this machine.
>
>There were a few changes with the Falcon that did effect the ST\E
>compatibility that Atari advertised it to have. I'm no programmer,
>but I think it had to do with the BCONMAP no being set properly.

>There was another patch that the CodeHeads wrote too, providing
>backward compatibility for a few applications. I don't use
>BCONMAP as I have HSMODEM installed as (should) probably all
>TOS users. I have no other "fixes" in the auto folder, only
>applications.
>
>I hate to use the term " clean written GEM applications", but if
>you go back when game programmers depended on the cpu clock for
>timing, you can surely see where that is going to be a problem on
>the Falcon. Some address that exist on an ST\E are different or
>simply don't exist on the Falcon. Small changes in the machines
>architecture make many older applications (and programmers:)
>incompatible with this machine.
>NVDI, SpeedoGDOS, HD Driver, HUSHI and ICDBOOT are a few
>examples of applications that perform just as well on a
>1040ST with TOS 1.02 as they do on a Falcon with TOS 4.04.
>I can run Phoenix (Zenomorph), Prism Paint, Calamus, Trueimage,
>PageStream, M.A.G.E., Papyrus, Atari Works, Planetarium,
>STalker, Diamond Edge, AB Zoo, DA's Vector and STraight Fax
>and many more without any problems on any of the TOS machines
>I own, and they are especially nice when run on the Falcon.
>Surely, somewhere in that group is the code for a game that
>will run on all machines, including the Falcon:).
>Take a long look at the dated Degas Elite. It refuses to
>die. It even runs under MagiC Mac on my Quadra. Granted
>compaired to "todays" app's, it's not the most modern
>interface, but being able to run on ANY Atari compatible
>machine says a lot for the coding that went into the program.
>In fact, most of Hudson's applications work fine on the
>Falcon. I think the worst compatibility problem is that
>CAD 3D needs to be run from monochrome mode on the Falcon
>to work right. It too runs under MagiC Mac in mono mode.
>One of my Falcons has 32mb of fast ram. Real honest to God
>fast ram. System total is over 46mb. I can only think of
>one application that won't run from fast ram on this machine.
>Rainbow Multimedia II (which never-the-less is a must own for
>Falcon users). I don't see any compatibility problems or
>flakeyness here, but you would have to own one to know:).
>
>As far as the problems users are having with CAB and CAB.ovl,
>from the above comparison, I would have to think that
>the problem is either with each individuals internet provider,
>software conflicts (unlikely with my setup anyway) or
>how the transport layer is being implimented on the TOS
>machines. Other problems I know exist are the constantaly
>changing standards that "brandname" software houses use to
>keep their package at the industry forefront. NetScape on
>this Mac crashes just as much as CAB on my Falcon does. STick,
>Newsie, MGFTP and Antmail work flawless on my machines,
>including both remaining Falcons. Modified or not.

>For Beta software, that's pretty damn good.
>
>MagiC 5.0? Who knows. I ran 4.0 for a while, but with more
>than two machines running at once, I found it an unecessary
>luxury. 5.0 is setting on my desk and maybe i'll try it out.
>I already know it won't run from fast ram from past experience
>so it will be slower than TOS 4.04 running from fast ram.
>Maybe when it gets out of the Beta stage, more people will
>be happy with its performance:). But, not to take anything
>away from the O/S, it performs very well on the Mac. V6.0?
>
>ST's are nice. Falcons are technologically superior.
>Just try Rainbow Multimedia, Neon Grafx, Apex Media,
>Falcon Speed, Expose', MPEGDSP and Cubase Audio 16 and you
>will see why Falcon owners love their machines.
>
>Mike
>
> Falcon 030 16mhz CPU-FPU/ 14mb ST Ram w/ Ram Gizzmo
> 1.03gb 2.5" Toshiba IDE internal HD in standard case
> SC1224.
>
> Falcon 030 32mhz CPU/64MHZ FPU/50mhz DSP/ 32mb Fast Ram/14mb
> ST Ram Wizztronics/1.6gb Maxtor IDE internal/EZ135 IDE internal
> Plextor Quad Plex CD/EZ135 SCSI/Quantum 540 SCSI/Maxtor 340 SCSI/
> Segate 1.06gb SCSI/ Toad 4-bay/Computer Eyes Genlock/MegaSTE
> Keyboard/C-lab Mark X case/66watt p/s. Casper multisync/Acer VGA.
> Sony SRS-D2PC (Cubase Audio works fine here)
>
> 2 1040ST's. 4mb X-Tra ram cards. TOS 1.02 80mb Rodimes each.
> ICD links. SC 1224-SM124
>
> MegaST 4mb X-Tra ram card/ Compatibility Plus 1.02/2.06 TOS
> T-36 36mhz 68000 /ICD link Segate 80mb SC1224
>
> MegaSTE 4-Box stock, mint/SC1224/SM124 (mom's machine:)
> Quantum 540
>
> Quadra 900 w/50mhz 040 64mb memory/ Radius Spigot/2gb Fujitsu
>
> Afterburner and Nemesis on order :).
>
> Wants: Nova card for Falcon/ STacy 4/ 1974 Pantera GTS
>
>Sorry for the poor spelling.
>.

## 180. Possible NEW Atari Magazine (USA)

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-0301972144430001@i441.oro.net>
Source record: 130731

Would folks be interested in a new US based Atari 'ZINE.

I am just curious if there is still a large enough Atari user base that would buy the magazine.

Just send me a quick note if you would be interested in a printed magazine or 'ZINE that covers the Atari Systems.

If enough interest is there, it would sure be fun to get people back into using the Atari machines to the fullest.

It is my opinion that any computer on the market that can connect to the Internet is a very useable and powerful system. The Atari and the NET work well now so maybe some new life can come back into the old Atari.

Send me your ideas.

Thomas
tj@oro.net

## 181. Re: GEMulator newsgroup in the making (probably)

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: Brian <bsturk@nh.ultranet.com>
Message-ID: <32CDF60E.D25@nh.ultranet.com>
Source record: 130732

```
Richard Karsmakers wrote:
>
> There are plans to start a GEMulator newsgroup with accompanying FAQ. I am
> checking here to see if perhaps people are interested in this, and especially
> to ask if all GEMulator users who've had problems that they've also actually
> *solved* would please send the problem description plus a down-to-earth
> solution to my email address please. You will receive full credit, of course,
> and eternal gratitude.
>
> Cheers,
> --
> *%\@/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\^/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\@/*%*
> * X ! X ! X ! X ! . ! X ! X ! X ! X *
> * O O O O .|. O O O O *
> * -*- *
> * Athbhliain Faoi Mhaise! '|` Happy New Year! *
> * Frohliche Weihnachten! *:* Chag Sameach! *
> * Sarbatori Fericite! * . * Boas Festas! *
> * Joyous Solstice! ** ** Gut Yontif! *
> * Mele Kurisumasu! *** o *** Iyi YIllar! *
> * Mele Kalikimaka! *\ O * Wesolych Swiat! *
> * Merry Christmas! ** \\ ** Velelykh Svyat! *
> * Happy Hanukkah! *** \\ *** Stastny Novy Rok! *
> * Pari Dzounount! * o \\ * Kellemes Unnepeket! *
> * Happy Holidays! ** O \\** Season's Greetings! *
> * Veseli Vanoce! ***\\ o \*** Gung Hay Fat Choy! *
> * Feliz Navidad! * \\ o * Felican Jarfinon! *
> * Joyeux Noel! ** o \\ O ** Joy to the World *
> * Bom Natal! **** \\ o **** - And to All a *
> * God Jul! ** o o \\ o ** Good Night! *
> * Cheers! *** O \\ *** *
> * ***************************** *
> * === *
> * === *
> ************************************************************************
> Richard Karsmakers cronos@worldaccess.nl
> ************************************************************************
> C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
> "ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
> alt.music.gwar FUQ II maintainer
> P.O. Box 67, 3500 AB, Utrecht, Netherlands
> ************************************************************************
I was hoping something like this would eventually pop up!
```

## 182. Cross-posts to alt.binaries.atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5al22n$jvp$1@nadine.teleport.com>
Source record: 130733
Cross-posted to: alt.atari,alt.binaries.atari,alt.crews.atari,comp.binaries.atari.st,comp.sources.atari.st,comp.sys.atari.st,ctdl.sys.atari.st,maus.sys.atari.software,rec.games.video.atari,stgt.atari

Recently, there has been a rash of cross-posted discussion articles in
alt.binaries.atari. I responded (as moderator) by gently reminding
everyone that the newsgroup is NOT for discussion, but only for
binaries.

In response, I received rude email from a maus.net user (or possibly
2). Thus, the following new policy is in effect immediately:

Henceforth, ANY AND ALL discussion articles cross-posted to a.b.a will
be summarily cancelled. Charter violations will be reported to the
appropriate system adminstrators.

I am deliberately cross-posting this warning to all the
previously-involved newsgroups. If people would simply read the
charter, it wouldn't have been necessary to intrude; to those of you
in the majority - that is, courteous and literate users - I apologize.
To the one or two of you (who know who you are, at fr.maus.de) who
are rude and arrogant, raspberries.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
-------------------ftp://ftp.teleport.com/users/atari----------------------

## 183. Re: TOS error # 35

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: Ron and Sharon Whittam <whittam@primenet.com>
Message-ID: <32CE0DA3.6F60@primenet.com>
Source record: 130734

Mykle wrote:
>
> After d/l Atari software thru a Mac the Atari gives me this message
> TOS Error # 35. Can someone tell me what this means?
>
> Thanks
>
> Mykle

TOS error messages
------------------
message no. meaning of message
---------- ------------------
1 general error
2 disk drive not ready
3 unknown command
4 CRC error- disk checksum wrong
5 bad request
6 seek error- track not found
7 unknown media- bootsector wrong
8 sector not found
9 out of paper
10 write fault
11 read fault
12 general error
13 disk write protected
14 media change detected
15 unknown device
16 bad sector (verify)
17 insert other disk (request)
18 insert disk
19 device not responding

32 invalid function number
33 file not found
34 path not found
35 too many open files
36 access denied
37 invalid handle
39 out of memory
40 invalid memory block address

46 invalid drive specification
48 cross device rename (not the same drive)
49 no more files

58 record is locked - (file locking and network)
59 no such lock (unlock an unlocked record)

64 GEMDOS range error- seek wrong?
65 GEMDOS internal error
66 invalid executable file format
67 memory block growth failure

80 too many symbolic links
200 mount point crossed (indicator)

BOMBS and what they mean
------------------------

no. of bombs explanation
------------ -----------
1 not applicable
2 bus error (user does something the ST doesn't
permit)
3 address error (usually error in program)
4 illegal instruction (two prgs using same memory
space)
5 division with zero
6 CHK instructional error
7 TRAPV instructional error (usually ROM error)
8 conflict with a privileged command
9 trace vector error
10 line 1010 instruction- line 'a' error
11 line 1111 instruction- line 'f' error
12 not applicable, reserved
13 FPU protocol violation (TT/Falcon)
14 format error
15 unitialized interrupt vector
16-23 not applicable, reserved
24 vector 24 error (might be MC68901 and/or GLUE
chip)
25-31 auto-vector interrupts
32-47 TRAP exception Vectors
48-55 MC68881 FPU exception vectors
56-63 MC68851 MMU exception vectors
64-79 MC68901 MFP vectors
80-95 MC68901 MFP vectors (TT only)
96-111 Zilog 86C30 SCC vectors (MegaSTE/TT/Falcon only)
112-255 undefined

** A large number of bombs might be the total of several errors.

Part of this information has been taken from the book
"The Atari A-Z" (1995, Linnhe computing) with kind permission
from the author; Mark S. Baines (msbaines@cix.compulink.co.uk).

Compiled by Hallvard Tangeraas (hallvart@sn.no) 24-June-1996

## 184. Re: 2 IDE drives on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32CE1946.6023@bruker.de>
Source record: 130735

Chris Wilkinson wrote:

> Device 0: 'Whatever my drive is'
> Device 1: Not Responding...

Is this an official or a patched version of AHDI? Years ago I had a look
at the code of the latest AHDI version and it wouldn't support two IDE
drives.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

## 185. Re: Help HDDriver & IDE

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32CE1A49.5480@bruker.de>
Source record: 130736

J David Klimchak wrote:

> The odd thing was that if I used the Auto config approach the the device
> config window then showed that there was no IDE 0 installed.

This is normal because up to HDDRIVER 6.1 the autoconfigure function
only supports ACSI and SCSI. Current versions of HDDRIVER also recognize
IDE drives with this function.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

## 186. Re: Help HDDriver & IDE

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32CE1B0B.5981@bruker.de>
Source record: 130737

J David Klimchak wrote:

> Does anybody have any ideas?

As I've never heard of such a problem I can't solve it right now. It might help to know if the current version of HDDRIVER (6.13) also reacts this way. If possible, please try the demo version (acp5.chemie.uni-kl.de/pub/atari/hddriver61_demo.zip) and tell me if there is any change.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

## 187. Re: ZIP Question

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32CE1BAA.381@bruker.de>
Source record: 130738

Andrew Holt wrote:

> I am curious why I couldnot install the HDDRIVER demo though ?:|

Is there anybody else with the HDDRIVER demo version complaining about a
write protected drive?
Please try the new demo version on
acp5.chemie.uni-kl.de/pub/atari/hddriver61_demo.zip.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

## 188. Re: Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5al5t8$n0s@orm.southern.co.nz>
Source record: 130739

Hi there!

Andrew Holt (andy@aholt.demon.co.uk) wrote:
: How do you add additional icons to the icon file in Magic 5's Gemdesk ?

Not sure how to add them directly, but I assume MagiC 5 is like MagiC 4.
APPLICAT (as supplied with MagiC 4) can use icons from other icon
resource files. You can use icons from DESKICON.RSC (TOS 4.0x icon file),
DESKCICN.RSC (MultiTOS icon file), EASE.RSC (Ease desktop icon file), and
icon files supplied with a lot of newer software. Just copy any icon
files you want to use into the RSC folder used by MagiC (this is
C:\GEMSYS\GEMDESK\RSC on my system). To use the new icons just select an
icon you wish to change and hit ALT-I. APPLICAT will open its icon window
complete with all the icons from the new files!

The icon files can be edited with a program like ICDRAW if you want to
create your own custom ones...

Hope this helps...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

## 189. Re: MPEG In a Window.

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5al6sh$n0s@orm.southern.co.nz>
Source record: 130740

Hi there!

Guido Vollbeding (guivol@esc.de) wrote:
:
: If you ever took the effort to study the MPEG
: technology, you would immediately forget
: about AVI, MOV, and other stuff.

It seems that AVI/MOV are compromise formats that negate the necessity to own an expensive computer that is actually fast enough to decode MPEG at a good enough quality. That is why you see some quite good quality AVI/MOV file playback on even slower PC/Mac machines, and only good MPEG playback on machines with an MPEG decoding chip built in or a fast CPU to do the math...

Perhaps another argument is that AVI/MOV represent a 'poor-mans' desktop video format. There are a number of 'poor-men' out here (me included!!) so perhaps AVI/MOV isn't such a bad thing after all for those of us who do not have the mathematical grunter required to do MPEG well...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

## 190. Q: Using CALAPPT.ACC with Geneva:

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970104023253.16324I-100000@acs2.byu.edu>
Source record: 130741

Is it possible? As soon as I try to use it, Geneva wipes it out
from memory. Bye!

PS: This acc came with the original factory software on the falcon's
HDrive and I need it. I'm not aware of a new version or similar acc with
all its characteristics.

( ( ( ( ( ( -F. ) ) ) ) ) )
UTAH * USA * 1997

## 191. Re: Help! Need Supra Hard Drive Utilities

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970104023804.16324J-100000@acs2.byu.edu>
Source record: 130742

=09Not long ago, a day before christmas, Dan Blanks at the border of
desperation wrote:

> I have accidentally reformatted the C drive of my Supra 20 MB hard drive
> and can no longer get it to boot up =20
> If anyone has a Supra disk, I would be glad to send them a floppy and a
> SASE if they would copy it for me.
> Dan Blanks

=09Voila! I have the utilities :)

-->Warning carrier dropped to 85%
-->Warning carrier dropped to 35%
-->Hanging up--> ATH +++

=A1=A1=A1@#$%^^/|\$^%#!!!

* END SESSION *

=20

## 192. Re: Ansi Font For NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970104Z094642.604dave@mbha.demon.co.uk>
Source record: 130743

In article <5aiq9k$81f@orm.southern.co.nz>
chriswil@southern.co.nz "Chris Wilkinson" writes:

] Hi there!
]
] Brian Roland (bjr@edison.ebicom.net) wrote:
] : Aloha,
] : I'm looking for an ANSI "Outline" font for use with NVDI.
] : Anyone know where I can get a TT or Spedo ANSI font?
]
] I have asked this question in the past and it seems as though such a
] thing doesn't exist. The major problem would be for the shaded block
] characters that make up part of the ANSI character set. These are VERY
] dependant on the resolution one is using. To emulate pixel by pixel
] shading on an outline font would be difficult to say the least. I've a
] few bitmap ones that you can have if you wish...

I hope I haven't misunderstood the question, but I use Tmail ANSI and CoNnect
ANSI fonts with NVDI all the time. Are these what you are looking for?

Regards,

--
dave

## 193. Re: Stewart

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970104Z094830.535dave@mbha.demon.co.uk>
Source record: 130744

In article <5aj78l$mgr@irk.zetnet.co.uk>
charlie.rigg@zetnet.co.uk "Malcolm Rigg" writes:

]
] >
] >Does anyone know where I could find a copy of the STEWART application for
] >Magic to download? I tried interactive, but it says there is currently no ftp
] >site available.
] >
] >
] >Thanks,
] > Matt Faehnle
] >.
] You can FTP the german version from:
]
]
] ftp.leo.org/pub/comp/platforms/atari/magic/
]
]
] but I have no idea where to get the English version.
] Malcolm Rigg

The English version is supported in England by Joe Connor
(jconnor@cix.compulink.co IIRC). It is worth thr registration cost IMHO.

If all else fails I can let you have a copy of the unregistered version. Let
me know...

Regards,

--
dave

## 194. Re: MPEG In a Window.

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970104Z094018.184dave@mbha.demon.co.uk>
Source record: 130745

] In <32CBA22F.167EB0E7@esc.de> Guido Vollbeding wrote:
] >Thorsten Guenther wrote:
] >
] >But did you ever ask why these authors support
] >all kind of crappy and stupid formats, except
] >MPEG?
]
] >Because they are obviously *unable* to do the
] >*real* thing!
]
] >And they are in good community with users like
] >you who are unable to evaluate technology in
] >terms of common and open standards, future
] >potentials, and quality.

Hmmm. This is not very gracious Guido. To be honest, if I have the choice between a cheap, easy, incompetent imitation format which works at a reasonable speed and the real thing running at 1 mile an hour, I will go for what looks best and leave the elegance of the compression algorithms to the techies.

I really think that your somewhat elitist approach to the subject (though technically well-founded I am sure) would have more substance if 1stGuide played mpg files at anything but a crawl...

Just my 2 cents worth. I would still like to see a decent mpg player for the TT...

--
dave

## 195. CoSTa 1.51 available (date fix)

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <92167239_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 130746
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

Whoops!

It seems CoSTa is a bit unhappy with the New Year. It doesn't seem to like
1997 at all :(

All extracted calls are given the wrong date ie. 02/01/97 becomes 03/01/97!

I've corrected the date code, and the new version (1.51) is now available
from my web page (see .sig).

Just in case you don't know what CoSTa is: It's a call extractor/telephone
bill coster that handles NOS, ICE, MiNTnet, CixComm, STiK, ConNect2.
As reviewed by Neil Martin in the first issue of Atari Computing Magazine!

Regards, Gary

--

---
Gary Priest gary@the-gap.demon.co.uk Southampton,England
http://www.the-gap.demon.co.uk/ The Home of CoSTa for Ataris
---

## 196. Re: MODEM2 mod

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: a1960563@athena.rrz.Uni-Koeln.DE
Message-ID: <5alf2n$r1@news.rrz.uni-koeln.de>
Source record: 130747

Hi Harry,

Harry Sideras (hsideras@mettav.demon.co.uk) wrote:

: a> Harry Sideras (hsideras@mettav.demon.co.uk) wrote:

: Oops - I assumed that because it's the same chip it performs in the same way.
: The part of the HSModem docs you quoted only appeared in the German part of
: the docs so I missed it before. B^{<

This is easy to overlook, it is only a few lines long.

: a> So to get 115200 bps either modify modem 2 or change to serial 2 with
: a> limitations in receiving calls.

: Unless the modem supports 76800 or 153600? Have I got that right now?

Exactly, so far I know some Zyxel modems (V.terbo?) support 76800 bps.

Bye,

Kerstin

## 197. Re: Email address for Lacescan author

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: gary@imco.demon.co.uk
Message-ID: <852382940_OASIS_@imco.demon.co.uk>
Source record: 130748

In article <25618_DCroker@mettav.demon.co.uk>
DCroker@mettav.demon.co.uk (Derryck Croker) said:-

>Does anyone know if Ulf Ronald Andersson has an email address? Or can confirm
>his snail-mail address?
>
>TIA.
>
>Regards, Derryck

Try dlanor@oden.se

he recently changed access provider so the the address shown in the
lacescan docs. is no longer correct. His home address hasn't changed.

Gaz.

--

Gary Noack @ IMMORTAL COILS, Huntingdon, England.
WWW: http://www.imco.demon.co.uk/
e-mail to: gary@imco.demon.co.uk
phone : +44 (0)1480 497730 or +44 (0)1480 856745
fax : +44 (0)1480 856838

## 198. Re: TOS error # 35

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: john@whalley.demon.co.uk
Message-ID: <852380878_OASIS_@whalley.demon.co.uk>
Source record: 130749

In article <32CD2707.4253@con2.com>
Mykle <mykle@con2.com> said:-

>After d/l Atari software thru a Mac the Atari gives me this message
>TOS Error # 35. Can someone tell me what this means?

Not sure what it means, and I have NO experience of doing this (hence absolutely NO guarantees and everything is at your risk...), but I do remember a discussion here some time ago about problems with files that had been downloaded on Macs. All the following is from memory:

IIRC the problem is that the Mac adds in something to the file header (the resource fork? - something to do with Mac icon management, and the reason why Mac files have to be binhexed to survive storage intact on non-Mac filesystems). IIRC (again!), the solution (at least in some cases) is to rename the file from the Atari desktop once you have it transferred over. You can then rename it back if necessary, but the process of renaming seems to sort out whatever got mangled.

HTH - might be worth a try anyway,
John

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

## 199. XURL 2.31 now available

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <73394816_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 130750
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

Just a short note to say that the latest version of XURL is available from
my web site!

Regards, Gary

XURL - The URL eXtractor
------------------------
XURL (pronounced ZURL) extracts URLs such as http:// from a file and
adds them to a html document which can be loaded into a browser.
The URL can then be clicked on and the browser will jump straight to
the given URL.
This means that you no longer have to write them down and then re-key
them into your browser. XURL makes it easy.

v2.31 04/01/97
New:
.Support for ftp:// and mailto: URLs.

.Ability to view the .html file in a browser (ie. CAB) immediately
after extraction. VASTART is used if the browser is already running
else it is launched via shel_write.
Full path to the browser must be specified in an environment variable
"BROWSER=" (see documentation).
Generic term of 'browser' is used, along with VA Start instead
of CAB protocol. Hopefully it will be compatible with both CAB and
Webspace.

.<HR> Horizontal Rule written to separate 'new' extractions from
existing ones. So you can see at a glance which are the new ones just
extracted. Thanks to Roy Goring for this suggestion :)

.Status bar now shows a realtime count of how many urls
extracted/ignored during processing.

.XURL now accepts a full pathname via a command line and uses it as a
default 'source' path. ie. dragging a file from the desktop onto the
xurl icon results in that file being defaulted into xurls 'source'
field ready for extraction.

.New 'About' dialogue which allows 'copying' of my email address/url
to the clipboard, ready for pasting into a relevant program.
Double clicking on the email address/url will launch it into a
email program/browser (see documentation).
This is going to be standard in all my programs from now on.
It's a bit gimmicky but hey, so what!

Bugfix(s):
.Bomb fixed if no filename or wildcards specified
(File selector code rewritten).

.Fixed the problem where a url is sometimes extracted with an extra <
at the beginning and therefore doesn't show as a link. (Hopefully)!

.extracted urls are no longer centred when displayed using CAB 2.0 or
Internet Explorer3. Header HTML changed in XURLHOME. To activate this
bug fix it will be necessary to delete/replace your existing .html
result file, so that XURL recreates it for you!

--

---

Gary Priest gary@the-gap.demon.co.uk Southampton,England
http://www.the-gap.demon.co.uk/ The Home of CoSTa for Ataris

---

## 200. Re: IRC/Demon answer

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: list@flinny.demon.co.uk
Message-ID: <852381838_OASIS_@flinny.demon.co.uk>
Source record: 130751

In article <frank-ya023080000401970002280001@news.demon.co.uk>
frank@tachyon.co.uk (Frank Charlton) said:-

>They don't. If you read the message you see when you connect to
>irc.demon.co.uk, you'll see that it's provided as a courtesy, and isn't
>officially supported in any way.

Although if you read Cliff's November update thing in demon.announce
he mentions that they plan to make it a supported service in the next
year..

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

## 201. DSP Clock Cart

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <852384506_OASIS_@flinny.demon.co.uk>
Source record: 130752

Does anyone have and docs for making a DSP clock cartridge?
They cant be that difficult to make :)

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

## 202. Re: SLM Laser Printer questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <5alrmr$5qt$1@preeda.internex.net.au>
Source record: 130753

In comp.sys.atari.st Harald Schoenfeld <hs@undine.physik.uni-erlangen.de> wrote:
: Julian Gifford wrote:

: > Can they also be connected to a PC or only an Atari?

: We have written a program for the ST, that emulates a HP laser printer.
: That way you can print from a Macintosh (or perhaps(!) a PC) via your ST
: to the Atari laser.

More info please !!!

--

/| |\ o _, /�� o |\ |\ _ |
| | | | |/ | / | /|/| ( _ | |/ |/ / _|/�/�|
\|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
(| julian@connexus.apana.org.au |) |)

## 203. Re: Falcon serial ports?

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <JtBVc1-.greg_evans@delphi.com>
Source record: 130754

Frank,

Where did you read about building a serial port from the LAN port?
And will software recognize it as a serial port then or will I have
to write my own? Please email me if you can as it's sometimes hard
to find my original post when wading through the Usenet menu.

Thanks!

Greg

## 204. Re: Making Animated Gifs [Falcon]

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: algy@allatsea.demon.co.uk
Message-ID: <260_algy@allatsea.demon.co.uk>
Source record: 130755

rgoring@zetnet.co.uk previously gibbered to All ...

Hiya Roy ...

>> Is there software, commercial, share-ware, or free-ware that
>> will allow me to make and view animated gifs with a stock Atari
>> Falcon 030?

r> But no program to make them yet :-(

Wrong! ;-)))

MPlayer now creates animated GIF's from version 2.30 on ... I know your's wasn't the original message but I've not had chance to read much lately!

It works well too, I have created a few just to try and catch it out and it works every time! What's more it allows you to edit existing Animated GIF's too ... very nice!!

--

Floating around aimlessly at All At Sea.

## 205. Re: PC mice and ST Mice

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: molin@smurfy.tcimet.net
Message-ID: <molin.852396600@smurfy.tcimet.net>
Source record: 130756

chuckbri@midwest.net (chuck bridgeland) writes:

>>Is it possible to use a PC mouse on an Atari or a Atari mouse on a PC.
>>Sorry if this sounds a dumb question, but I had heard that they were
>>pin compatable.

>Just plugging in a PC mouse onto an ST--no.

>Once upon a time I rewired an old Logitech bus mouse to work
>with my ATari ST. The hardest part of the whole project was
>finding docementation of the pin assigmnents of the
>Logitech.
>Somewhere I have seen software that claims to allow you to
>use a PC's serial mouse with the ST's serial port.

There is indeed a program that allows you to plug a serial mouse into
an ST's serial port... Problem is, there goes your modem port.

That program is on aaue somewhere...
--
=-=-=-=-=-=-=-=-= molin@smurfy.tcimet.net =-=-=-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

## 206. User Group Meeting -- Ann Arbor, Michigan

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: molin@smurfy.tcimet.net
Message-ID: <molin.852398025@smurfy.tcimet.net>
Source record: 130757

User Group Meeting -- Ann Arbor, Michigan

The next meeting of WAUG will be held on January 14 and will feature a discussion and demonstration of 'Internet Phone' and 'Real Audio' with Club Secretary Jay Skotcher at the wheel.

A map to find us is included below. For more info about WAUG, hop on over to our web site at:

http://ic.net/~harvey/waug.htm/

or reply to me directly:

molin@atari.archive.umich.edu

C'mon down and enjoy a pizza with us!

--
=-=-=-=-=-=-=-=-= molin@smurfy.tcimet.net =-=-=-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

It only stands to reason that where there's sacrifice, there's someone collecting the sacrificial offerings. Where there's service, there is someone being served. Make no mistake about it, the man who speaks to you of sacrifice is speaking of slaves and masters - and he intends to be the master.
-- Ayn Rand

---------- begin WAUG Flier attachment ----------

WAUG -- (Formerly 'The Washtenaw Atari Users Group')
(Now known simply as "WAUG")

What is WAUG? Over 12 years ago a few intrepid individuals decided to
============= start meeting regularly to share their enthusiasm and knowledge of computers and related hardware/software items. In June of 1987, after more than two years of unorganized and informal meetings, the members developed and formally accepted a club charter. Thus WAUG was born! Helping people get the most out of their computer is WAUG's purpose.

Initially, the club was dominated by Atari afficionados, however in June of '95 the executive board arranged to expand the club's resources to include IBM and Macintosh users. WAUG is an ideal place to meet with other persons who share your interests and to find answers to your questions about using your computer -- no matter what machine you own,

how old it is, or your level of expertise.

Who's involved? Since its inception, members from cities outside Ann
============== Arbor (including Westland, Canton, Livonia, Milford,
New Hudson, Dearborn, Hartford, and even as far away as
Toledo) have regularly attended the meetings. Some members live as far
away as central Michigan, and one member lived in Montana (!) and joined
simply because he enjoyed receiving our newsletter.

How do I join? Membership in WAUG has only one requirement: an active
============== interest in personal computers. Annual dues are $15,
for which the member receives free monthly issues of the
club newsletter, opportunites to win valuable door prizes, and reduced
rates on disks purchased from the club's Public Domain/Shareware disk
libraries.

What will I find? A different topic is featured each month: Printers,
================= Education, Telecomm & the Internet, Beginners Woes,
Desktop Publishing, Scanners, Swap Night, MIDI &
Music, and Utilities are typical examples of what you'll find when you
visit WAUG. Drawings for door prizes take place at every meeting, and
the annual Christmas Party Meeting is not to be missed. There is no
dress code in effect at any of the WAUG meetings -- tuxedos and ballroom
gowns are perfectly acceptable. (However if you choose to wear these, we
WILL stare at you!)

How to contact WAUG:
====================

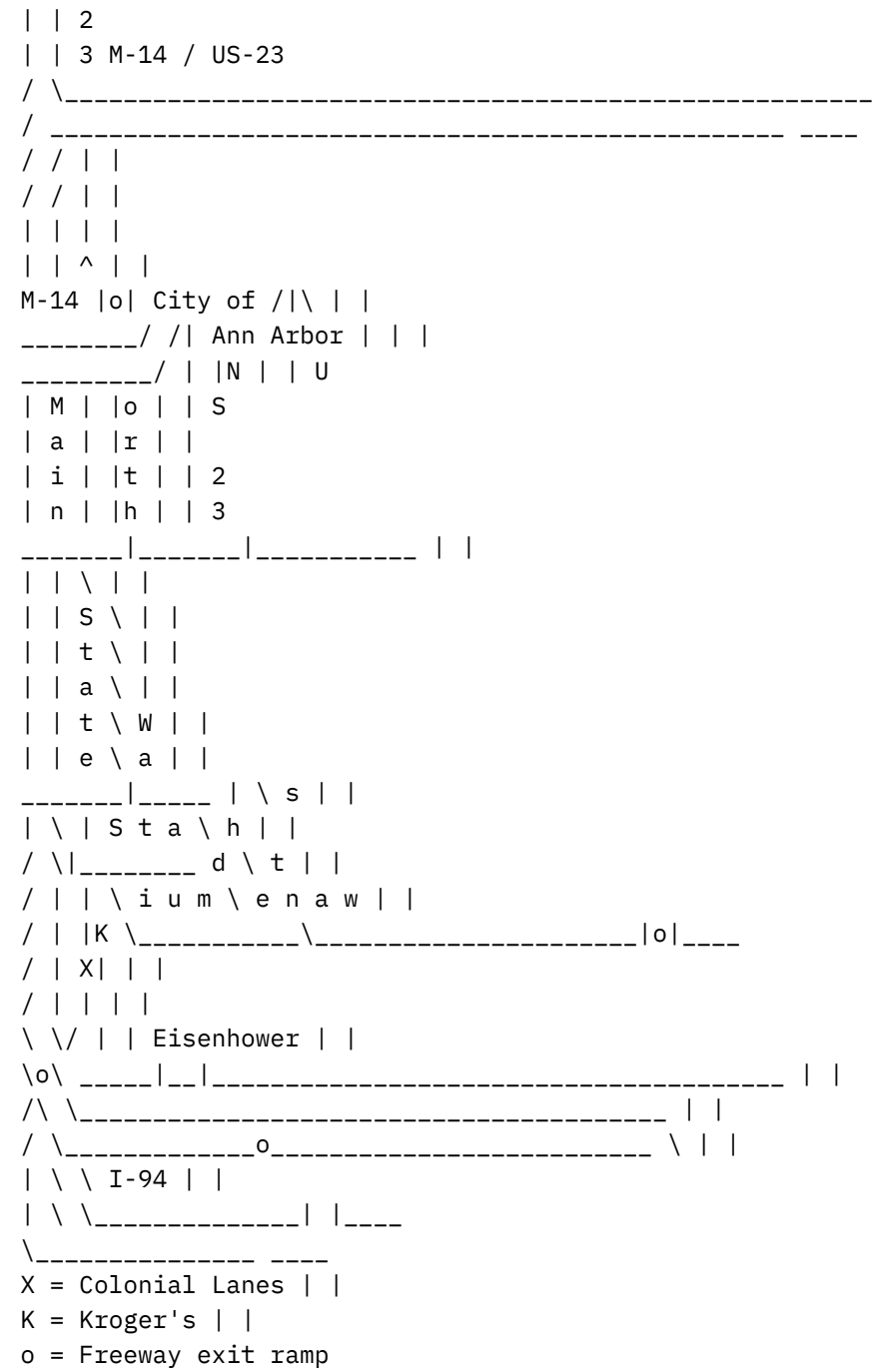
WAUG
14 Payeur
Ann Arbor, MI
48108

Voice: 313/971-8576
Modem: 313/971-6035
E-Mail: molin@atari.archive.umich.edu
harvey@mail.ic.net
WWW: http://ic.net/~harvey/waug.htm/

or just show up at any regular monthly meeting! Visitors are
welcome and we promise not to pressure you to join until we've seen your
face at least three times!

Where does WAUG meet? Meetings are held regularly on the second Tuesday
====================== of each month at Colonial Lanes located on South
South Industrial St. (across from Kroger) between
Stadium and Eisenhower streets. Meetings start at 7:30pm and usually run
to approximately 10:00pm.

| | U
| | S
| |




Travelling on US-23: exit onto westbound Washtenaw
(northbound) stay left at Stadium
turn south onto South Industrial

Travelling on US-23: follow M-14 West "To Ann Arbor"
(southbound) exit onto southbound Main Street
turn east onto Stadium
turn south onto South Industrial

Travelling on I-94: exit onto northbound State Street
turn east onto Eisenhower

turn north onto South Industrial.

```
******************************
* *
* Tell a friend about WAUG! *
* *
******************************
```

```
--
=-=-=-=-=-=-=-=-= molin@smurfy.tcimet.net =-=-=-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government
```

## 207. Problem with Notator SL / Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: pmonstad@sn.no
Message-ID: <32ce90904b0c381@sn.no>
Source record: 130758

Hi

A friend of mine has bought a Falcon with TOS 4.04. The problem is when
he starts Notator SL 3.15, it crashes!

What's wrong?

Pï¿½l Monstad, Sï¿½ndenï¿½lia 27 N-4200 Sauda Norway. Tel/fax +47 52 78 34 13.
--
Greetings from another Okami Newsreader user.

## 208. Re: Sweet Geneva!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5amags$584@ratatosk.uio.no>
Source record: 130759

>You may hold that opinion if you like, but I'd suggest popular experience
>indicates the opposite.

None of the Falcon owners I know have complained of "flaky" machines.
There was one case of an unstable machine, but the culprit turned out
to be the Wings memory card.

>You'll already know from Doug that a good summary of the reasons for the
>delay in shipping Nemesis is that they were increasing the build quality to
>such a level that the inconsistencies from one Falcon to the next were
>finally overcome. I think that tells its own story, don't you...?

It tells me the Nemesis team are doing a thorough job with their
product, for which all Falcon owners will be greatful.

Anyway, I'm surprised you feel this way about Falcons. How did you
get this impression - have you owned a very bad one?
When you say that you "wouldn't have one at any price" (hey, it sounds
like you're talking of pc's) I think you'll miss the chance of using the
best computer Atari ever made. It's a joy to use, and with the arrival
of Nemesis it seems it'll get even better.

Give the bird a try, Harry - I don't think you will be disappointed :-)

- Petter -

## 209. BEGINNERS GUIDE TO STOS BASIC

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: Mark B Thomson <mark@cemoc.co.uk>
Message-ID: <01bbfa76$470649e0$991d989e@cemoc.demon.co.uk>
Source record: 130760

The Beginners Guide to STOS Basic consists of 4 disks containing 650 page manual and
192 example programs. Starts from basics through development of shoot-em-up games, art packages, databases, wordprocessors, etc.

If interested then email mark@cemoc.co.uk for full details.

## 210. Gemview

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199701041242.a12647@do2.maus.de>
Source record: 130761

GE>Is there a version of Gemview > 3.15? I registered mine a couple of

Version 3.17 came out a few days ago.

GE>my key. Is thsi software still being supported? I don't have an
GE>emial address for Dieter.

Try: dieter_fiebelkorn@do2.maus.ruhr.de

Tschuess
Frank

# 211. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: Bill Merik <bmerik@worldgate.com>
Message-ID: <32CEB78B.5F83@worldgate.com>
Source record: 130762
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

```
In article <01bbf822$5e63dcc0$259a37ce@quantex-200>, "Ron says...
> >
> >Toad is about the ONLY company tha still regards Atari computers as real
> >computers. Most of you guys still think of Atari as nothing more than a
> >game platform and sell them as a simple game server. Its the users of Atari
> >computers who have driven the prices down in private sales. A guy buys a
> >1040 for $700 and a few years later nobody will pay more than $50 for it.
>
No, Toad is not the ONLY company. Computer Direct is pretty well
exclusively devoted to TOS and MagiC platforms. Toad is hyping their PCs
(with Gemulator built in) and their Internet service provider business.
They still sell Atari stuff, and provide support, but appear to be
winding down their involvement in the world of TOS computing. Computer
Direct, on the other hand, will only sell you a Mac or Mac Clone if you
REALLY insist, and steadfastly refuse to have anything whatsoever to do
with PCs. Check them out at http://compdirect.com. They are doing some
really amazing stuff.

Bill Merik
VERY satisfied Computer Direct customer and beta tester.
--
/*******************************************************/
/ We'll Fight on to Victory /
/ Or Choke your Rivers with Our Dead ! /
/ /
/ Bart Simpson /
/*******************************************************/
```

## 212. CoSTa 1.51 available (date fix)

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <69065200_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 130763
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

Whoops!

It seems CoSTa is a bit unhappy with the New Year. It doesn't seem to like
1997 at all :(

All extracted calls are given the wrong date ie. 02/01/97 becomes 03/01/97!

I've corrected the date code, and the new version (1.51) is now available
from my web page (see .sig).

Just in case you don't know what CoSTa is: It's a call extractor/telephone
bill coster that handles NOS, ICE, MiNTnet, CixComm, STiK, ConNect2.
As reviewed by Neil Martin in the first issue of Atari Computing Magazine!

Regards, Gary

--

---
Gary Priest gary@the-gap.demon.co.uk Southampton,England
http://www.the-gap.demon.co.uk/ The Home of CoSTa for Ataris
---

## 213. System Solutions!?

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: Geburah@kether.snafu.de
Message-ID: <HAETDICOUP@kether.snafu.de>
Source record: 130764

High!

I have a question about System Solutions.

I send them two eMails (one via UUCP/and one via WWW) and one Fax, that i like to buy ExtenDOS. But they did not answer till now. Could anybody in GB, maybe some body who lifes near to theyr office, talk to them about my wish.
Please leave them my eMail-adress that they could contact me.

Geburah@kether.snafu.de

Please help its important!

Ciao
Ren

## 214. Vortex 386 SX emulator for Mega STe

Newsgroup: comp.sys.atari.st
Date: 1997-01-04 00:00:00 UTC
From: Paolo <fov1186@iperbole.bologna.it>
Message-ID: <5ami9u$1lf@qualcuno.nettuno.it>
Source record: 130765

I sold my Mega STe to a friends that don't need the emulator card .

So now I sell it for 75 $ plus 15 $ for shipment cost . It runs correctly Windows 3.1 and main application softwares ( Word , Excel , etc. ) .

Ciao

Paolo

## 215. Re: Making Animated Gifs [Falcon]

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: john@whalley.demon.co.uk
Message-ID: <852506164_OASIS_@whalley.demon.co.uk>
Source record: 130616

In article <5anj2b$9gd@orm.southern.co.nz>
chriswil@southern.co.nz (Chris Wilkinson) said:-

<snip>

>Yup, it's called GIFMERGE...
>
>I have tried it and been unsuccessful at creating an animated GIF. I have
>rendered 36 frames of an image with POVray, with each frame doing
>something slightly different and the movement cycling thru the 36 frames
>to create a repeating animation. I have then used GEM-View 3.16 to turn
>the rendered TGA files into GIF87a files, and tried to create my animation
>from those. GIFMERGE barfs at the 3rd or 4th frame with your atypically
>confusing UNIX alike error that DOESN'T help out... :(
>
>The documentation needs to point out exactly what kind of files to use as
>input files. The word 'GIF91' is mentioned somewhere but what the heck
>creates GIF91 on our platform??!! ;-\ Sadly I think that GIF87a files and
>GIF89 files are unable to be used with this program...

I've tried this program, too, with similar lack of success (though I'm using a humble STE rather than a Falcon). I've tried both Simon Yardley's version (which he said he couldn't get to work properly either) and the version on CNAM which seems to be newer and has a helpful readme file telling you what you need to enter on the command line. There is also a web site which gives you more information, but be warned: CAB crashes when trying to show one of the pictures so I'd turn images off before visiting. It's at:

http://www.iis.ee.ethz.ch/~kiwi/GIFMerge/

One of the things it suggests is to *not* use GIF89 files with interlace or transparency as input files, but to stick to GIF87 and set transparency in the command line.

I need to make it clear that I am *not* criticising either of the programmers trying to port this over, it's just that it's in need of some tweaking. :-)

Also I am grateful that someone is working on this as not having a Falcon I can't use M-Player for the job.

I *did* manage to get it to produce one working animation which had all of two frames which switched every half second. Wow. Here's a brief rundown of my experience, which might help anyone else who wants to use it with its current limitations (!):

1) The program (a TTP) will not work properly from the desktop (at least Magxdesk and Thing). For some reason it tries to interpret the > used in the command line to separate the names of the frame GIFs from the name of the output file as a filename character and complains it can't find the file to process. You have to use a CLI to get off the ground. This applies to both versions. I haven't got a SingleTOS CLI so I haven't tried it, only MiNT and MagiC.

2) It hates MagiC: it seems to run OK from the MagiC CLI but it corrupts some frames and in attempts at longer animations complains of an EOF in the data stream (?? End of File??). Same with both versions.

3) The CNAM version produced the working animation mentioned above when run from tcsh under MiNT. However on the attempted longer animation (hey, *eight* frames...) it fell over as above, with the same complaint.

4) Something is wrong with the switch for setting the delay between frames in both versions: Simon Yardley's version runs OK if you use it but the output GIF can't be read by CAB. The CNAM version crashes with a bus error no matter which OS or shell you're using. Upshot of this is you are stuck with the default delay of half a second between frames, which is next to useless for most things.

5) After spending quite some time with the above I gave up so I haven't tried the other parameters out. They may work OK!

Anyone else had a go and found workarounds?

HTH
John

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

## 216. atari 2 pc files transfer please.

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: avrisham@beitza.jct.ac.il
Message-ID: <5apdsl$6hv@news.huji.ac.il>
Source record: 130617

BE'EZRAT HA'SHEM, WITH GOD'S HELP.

HELLO.
Can someone please tell me : is there a way to transfer file from
atari to pc & how ?

THANK U VERY MUTCH IN ADVANCE.

SORY FOR THE POOR ENGLISH.

ODED AVRISHAMI.

avrisham@avoda.jct.ac.il

## 217. New Atari HTML-Editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: mille@tripnet.se
Message-ID: <5ap0ga$507@minox.tripnet.se>
Source record: 130618

Hi all!

There's a new version of HomePage-Penguin by Matthias Jaap
aviable, whith it You can create Your own Homepage without
knowing any HTML-commands.

You will find HP-Penguin v1.6, dated 1996 Jan 5 at my homepage:

http://www.tripnet.se/~mille/english/atari.html

Regards
Mille


---
Name : Mille Babic Atari Falcon030 40 Mhz
eMail: mille@tripnet.se New AES OpSys 96-07-18
WWW : http://www.tripnet.se/~mille 12MB RAM 540HD 800x600
---

## 218. Re: Stik WWW page updates

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <JID09OJ.greg_evans@delphi.com>
Source record: 130619

Roy,

What can you tell me about the enhancements in Cab 2? I only recently
got STiK and CAB working and will be registering through Joe Connor but
I don't think he provides update anyway.

Greg

## 219. Mega ST DMA pinout needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: Mike Wasinger <mwasinge@nyx.cs.du.edu>
Message-ID: <32D07C18.3681@nyx.cs.du.edu>
Source record: 130620

I am trying to connect an ICD host adaptor meant for a Mega-ST
to the DMA port on my 1040 ST. Does anyone know the pinout for
the 22 (or is it 24) pin DMA connector inside the Mega ST? If
I can map these 22 pins to my DB-19 I should be all set.

Any help would be great. Please also reply via email if you have
any info.

Thanks,
Mike

## 220. Free Bible Software

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: fabc@coho.halcyon.com
Message-ID: <5aokrt$4cb@news1.halcyon.com>
Source record: 130621

Although SpiritWare has ceased programming for the Atari ST, it has established a Web site to make its existing Atari software available free of charge. Included at the web site are Versions 2.2 and 3.1 of the concordance program, the King James Version of the Bible, the Greek New Testament (with lemmas, morphological tags and a Greek New Testament Dictionary), and complete documentation. This software will run on the Atari ST, STe, Falcon, and TT. The Web site is at http://www.halcyon.com/fabc.

Don Clifton
SpiritWare

## 221. Re: Problem: Quantum F-ball 1.2 > Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <852475480_OASIS_@flinny.demon.co.uk>
Source record: 130622

In article <32CF863E.4A41@innet.be>
Istvan Leelossy <istvan@innet.be> said:-

>My falcon wont recognise a Quantum 1.2 Gig which I installed. As disk
>0. The only drive apart from a 850Mb eide inside.
>Whatever I do, AHDI 6.06 won't see it during boot up. ICD tools will,
>but Cubase wont deal with it.
>'Non AHDI-compatible scsi driver' or something to that end.
>The drive however is formatted, partitioned and all (by ICD tools).

Newer quantum drives need scsi arbitration turned on in the software
before they will be recognised by the atari.. afaik AHDI doesn't
support this.. ICD seems to recognise them anyway.. Basically you need
a new driver software which is AHDI compatable.. Eg hddriver, Scsi
tools, or maybe that other one which name I cant remember atm... :)

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

## 222. WTB: ST-Trackball

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: crock@groovemag.de
Message-ID: <crock-0501970251450001@dialin011.rz.uni-frankfurt.de>
Source record: 130623

I am desperately looking for a Trackball-Unit for the ST.
Offers out of the larger frankfurt-area (germany) will be preferred
(however, in the days of UPS and FedEx it's not a must) ---- :-}

Please reply to:
---> size@stud.uni-frankfurt.de
or ---> crock@groovemag.de

happy nu year and have a good one!

## 223. New game for Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: LHubert@alpes-net.fr
Message-ID: <1105LHubert@alpes-net.fr>
Source record: 130624

Hello,

The Radical Race Demo, a new game for Falcon 030 is available on
ftp.cnam.fr or on THE BBS (see below). The final version is available,
call Logitron (see below).

File RRDEMO.ZIP, size ~ 623 ko

The Game:

- 1 to 2 players
- 2 play modes and training mode
- normal fire or automatic fire mode
- Up to 9 cars on race
- Car improvment
- 16 various race (sand, town, bridges...)
- Supports VGA and RVB monitors
- Required 4Mb Ram, make the most of 14Mb.
- Controls by keyboard, joypad, joystick
- Resolutions: 640*480 256c, 384*240 TrueColor (bigger play field).
- 50 frames/sec in TrueColor mode
- Music and sounds (12 stereo panoramic voices)

Distribution:

LOGITRON
30, Avenue Division Leclerc
92310 S�vres
France - EC
Tel/fax: +33 1 46 23 13 51

Regards.

Point of THE BBS: +33 (0)1 42 51 11 35
2:320/107.4 Fidonet.org - 90:800/1.4 Nest.ftn - 51:901/1.4 Atarinet.ftn
ptg@parx.frmug.fr.net - ptg@club-internet.fr - LHubert@nest.demon.co.uk

LED V1.50 * Windows isn't a virus... Viruses do something !

Via *FIST* v2.46beta Gate on alpes-net.fr (90:800/1.15)

--

## 224. Re: AtariIRC problems

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: Stu@shaw1.demon.co.uk
Message-ID: <852502058_OASIS_@shaw1.demon.co.uk>
Source record: 130625

In article <frank-ya023080002912961933550001@news.demon.co.uk>
frank@tachyon.co.uk (Frank Charlton) said:-

>In article <851963452_OASIS_@jaubrey.demon.co.uk>,
>jaubrey@jaubrey.demon.co.uk wrote:
>
>> Yeah, I've got the same problem here, probs Demon have f**ked up
>> somewhere again, TIPICAL! ;)
>
>You can hardly blame Demon when every other IRC client under the sun still
>seems to work... :)
>
>
SO Frank, Is it working for you.
How have you got it set up.
I've tried both irc-client.demon.co.uk and irc.demon.co.uk.
None of them work.

May I ask what you use and how I may get mine working again/

James - Have you got it sorted yet?

Stuart

--

*** ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ * * *
* * | _\\// Live Long and Prosper | * * *
******** ******** | Stuart Shaw | * * *
* * ** * * | Stu@shaw1.demon.co.uk | * * *
****** * * ****** | Stuart@shaw1.demon.co.uk | * * *
* * * * | IRC= Stu CHANNEL= #atari | * * *
*** **** ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ ** * **

## 225. Re: SLM Laser Printer questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <32CEE425.3F99@undine.physik.uni-erlangen.de>
Source record: 130675

Julian Gifford wrote:
>
> In comp.sys.atari.st Harald Schoenfeld <hs@undine.physik.uni-erlangen.de> wrote:
> : Julian Gifford wrote:
>
> : > Can they also be connected to a PC or only an Atari?
>
> : We have written a program for the ST, that emulates a HP laser printer.
> : That way you can print from a Macintosh (or perhaps(!) a PC) via your ST
> : to the Atari laser.
>
> More info please !!!

Well,

it is an accessory ("MAGICSLM") that reads the hp-pcl data from the
serial port (or a file) and converts it into an .img file or prints it
directly to the SLM printer via the diablo emulator software.

We only support the raster modes, not the true type font modes. So it
works fine with the hp drivers of the Mac or the hp drivers you could
use with MagicMac. I gave the program to some people to try it with PCs,
but didn't get an answer so far. It probably depends on the driver and
the windows program...

Our program was published in a german ST print magazin. It is available
via email.

Harald

## 226. Magic PC and drive U:

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: mark@mdsh.com
Message-ID: <32cefbef.3569324@news.idiscover.co.uk>
Source record: 130676

I work sometimes on my Falcon with MagiC 5, sometimes on my PC with MagiC PC and sometimes on a friends Falcon with MagiC 5.

I carry around a Zip disk between these computers with my default setup.

On the two Falcons we have an fsymlinks of the Zip drive as U:\zip which works very well; I can work on my Falcon where the Zip drive is N: or on my friends Falcon where the Zip drive is H: and access all the programs I require through U:\zip\

But drive U: does not seem to work that way under MagiC PC.

Creating a fsymlink in drive U: under MagiC PC does not work.

Under MagiC PC _none_ of the drives are available in drive U:, only DEV, PIPE, PROC and SHM.

Is this a bug in MagiC PC, or am I doing something wrong?

Thanks.

--
Enjoy! Mark Himsley.

## 227. Cannot delete files..

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: bili6745@mach1.wlu.ca
Message-ID: <E3IIt4.50@info.uucp>
Source record: 130677

I've been trying to rid my hard drive of corrupted files with illegal names.
I cannot delete these files from the desktop nor can I access them (but I
can see that they are there and that they take up space.)

I was able to remove ones from a boot directory using chkdisk3 that came
with my falcon. Diamond Edge removed some of the other files that had
illegal names with characters such as '

my problem is that I have corrupted files in subdirectories (usally contian
a lower case letter) that I cannot delete.

Is there a program that I can use to help me delete these ugly files?

Thanks alot,
Keith

--
_____/| With one of these things I can take out | Keith Bilinsky
(__|__\|______ the first ten rows of the audience. | bili6745@mach1.wlu.ca

## 228. Re: EPS, IMG and GEM convert to GIF?

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <5an167$j9s@thoth.nilenet.com>
Source record: 130678

Harry Sideras (hsideras@mettav.demon.co.uk) wrote:
: t> I think it's high time the net community said "Enough" and stopped
: t> using GIF. Consider PNG instead (http://quest.jpl.nasa.gov/PNG/).

I guess I started the original thread awhile back. I solved my own little problem (tons of help from others), by printing to disk (from within Pagestream) using the IMG.PRT driver with 300dpi selected and then converting the IMG file to GIF.

Recently a friend of mine (very computer literate) told me that many PC users may not all know that they need to "fit to page" to keep the approx 300dpi printed resolution when they send the GIF to the printer from within their viewer programs. They might reduce the resolution so they can "see" the document on screen before printing and thus losing the 300dpi printed resolution. Although, if they print from with their web browser, then they may not have to worry about this.

GIF if not really a very good choice for sharing documents "across platforms". Adobe acrobat would be a good choice. Never heard of PNG. Wouldn't it be nice is the PC world were all on the same page!

## 229. Re: C Tutorial, Lesson 2

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: DCroker@mettav.demon.co.uk
Message-ID: <25760_DCroker@mettav.demon.co.uk>
Source record: 130679

This message from Spencer to rdupuy5596@aol.com came in on a wing and a prayer...

Hi Spencer!

r>> OK, The lessons are coming fast and furious now, I have had too much

SD> I'm not knocking you or anything but this tutorial reminded me of a
SD> hardware project published in a computer magazine for an 8-bit machine

SD> limitations. The rest involved finishing off the modifications and
SD> putting the machine back together in a working condition (which it
SD> wouldn't do at that point).
SD> I wonder how many annoyed readers got caught out at that point! ;->

Only those who hadn't read all the article before they started! (g)

Speak to 'ya later!

--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 230. Re: PCB software

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: DCroker@mettav.demon.co.uk
Message-ID: <25759_DCroker@mettav.demon.co.uk>
Source record: 130680

This message from chrisc@zetnet.co.uk to All came in on a wing and a prayer...

Hi Chris!

>> a> Does anyone know of any PCB layout software for a Mega STE?
>> a> I would love to get a hold of a demo if possible.
c>
>> You need to look for PCC_DEMO.ZIP or SCOOTER.ZIP. Both are very good
>> PCB design programs but are in German only. I don't know of their ftp
>> addresses
c>
c> I thought I'd add my thoughts on this matter as no-one else seems to
c> have mentioned the following trio of programs. First off Multi-layer,
c> main problem is it's all in German, and the German-2-English
c> translator programs, even supposedly technically oriented ones, came
c> up with a particularly hilarious, if completely unusable, translation

(g) that's always the problem with a word-for-word translation, also the terms used in PCB design probably don't appear in the dictionaries!

c> of it's documentation when I found its demo on a CDROM. PCBoard
c> Designer wasn't bad, but restricted itself to Eurocards as far as I

I've got this prog, but unless it has been updated since there are no drivers for HP printers unless you use one of the 3rd party progs, none of which allow you to adjust the pad size which is minute as it stands. I find myself using Myeck's IMG converter and editing the file myself, not ideal but OK for small projects.

c> can tell. Platon looked the best of the three demos I saw, easy to
c> use (very GEM) to the point where you hardly needed the manual at

German and French demos at ftp.cnam.fr for anyone who wants a look, filename something like Platine.

c> all, it did photoplotting on a huge range of plotters, and given you
c> can pick up an HP7475A for less than 100 UKP you could probably
c> justify getting one purely for PCB use, it also did Gerber/NC output,
c> its only problems are it only supports two-layers plus two screens,

For the hobbyist that's probably more than you could want, there's no way that I'd like to work on anything other than a single-sided board! (g)

c> and it isn't available anymore. That said, Goodmans, the software
c> people, have promised to try and get the rights from the original
c> publisher. It used to cost about 300 UKP, but so did Technobox
c> Drafter, and that now costs 25UKP from Goodmans. If they manage to

c> get it I'll be at the front of a queue waving a cheque at them.....

Interesting, Goodmans seem to have their act together. Keep us informed if you can, in the meantime Scooter will print PLT files as produced by Platon I'm told.

Speak to 'ya later!

--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 231. SLM Laser Printer questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: DCroker@mettav.demon.co.uk
Message-ID: <25761_DCroker@mettav.demon.co.uk>
Source record: 130681

This message from julian@connexus.apana.org.au to All came in on a wing and a prayer...

Hi Julian!

j> Is anyone using an SLM laser printer?
Yep, an SLM604.

j> Can they also be connected to a PC or only an Atari?
No, not easily if at all. It might be possible to rig something up using a serial port link from the PC to an ST used as the necessary printer buffer, but it wouldn't be easy.

j> Can you still get cartridges for them and if so, approx. cost?
If it's an 804 you'd be better scrapping it IMHO.

Mannesman Tally MT906 drums/toners fit the 604 and even have the drum counter module (apparently).

Speak to 'ya later!

--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 232. Re: Possible NEW Atari Magazine (USA)

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: atari@teleport.com
Message-ID: <5angps$7jj$1@nadine.teleport.com>
Source record: 130682

Thomas Ferreira (tj@oro.net) wrote:
: Would folks be interested in a new US based Atari 'ZINE.

: I am just curious if there is still a large enough Atari user base that
: would buy the magazine.

I wish you the best of luck, Thomas, but with only 15 US subscribers to
Atari Computing (including myself, one complimentary sub to a US
serviceman in Korea, and a Canadian whom I subscribed by mistake), I'd
have to guess the interest level is too low to be viable.

--
----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
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--------------------ftp://ftp.teleport.com/users/atari--------------------

## 233. Re: Making Animated Gifs [Falcon]

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5anj2b$9gd@orm.southern.co.nz>
Source record: 130683

Hi there!

Frank Charlton (frank@tachyon.co.uk) wrote:
: In article <5ak2k1$ogb@irk.zetnet.co.uk>, rgoring@zetnet.co.uk (Roy Goring)
: wrote:
:
: > The only program to make animated gifs is 'Gif construction kit' available
: > only for PCs :-(
:
: Not! There are lots, for PC, Unix and Mac machines. I think someone (I
: forget who) is working on an Atari port of one of the cli-based UNIX utils

Yup, it's called GIFMERGE...

I have tried it and been unsuccessful at creating an animated GIF. I have rendered 36 frames of an image with POVray, with each frame doing something slightly different and the movement cycling thru the 36 frames to create a repeating animation. I have then used GEM-View 3.16 to turn the rendered TGA files into GIF87a files, and tried to create my animation from those. GIFMERGE barfs at the 3rd or 4th frame with your atypically confusing UNIX alike error that DOESN'T help out... :(

The documentation needs to point out exactly what kind of files to use as input files. The word 'GIF91' is mentioned somewhere but what the heck creates GIF91 on our platform??!! ;-\ Sadly I think that GIF87a files and GIF89 files are unable to be used with this program...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

## 234. Re: PC mice and ST Mice

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hjCWMl1.lmcclure@delphi.com>
Source record: 130684

In a message dated 1-1-97, Dennis McGuire said:
|
| You can also use a PS/2 (bus) mouse in the regular mouse
| port if you change the connector on the mouse from a 6-pin
| mini-DIN to a DB-9F.
|
While it is true you can use a PC bus mouse rewired with the standard DB9 connector on an Atari ST/TT/Falcon, PS/2 mice and bus mice are NOT the same item. PS/2 mice are readily adapted to serial use by a simple adapter (like the one I use on my PC everyday). Bus mice can be identified by the greater number of pins they use on their mini-DIN connector (vs. the 6 pins on a PS/2 mouse).

## 235. Re: what is the benefit

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5ank3l$9gd@orm.southern.co.nz>
Source record: 130685

Hi there!

Tom Brammer (question@tbag.org) wrote:
: of using a falcon or st (i'm not being snide) i really want to know.

Compared to an A1200? Ummmm...I'd better keep this civil!! :)

I'll start with the Falcon (since I own one!)

The Falcon is hard to beat in a couple of areas. The first and foremost of those is music. With a Falcon and the correct software you can create a recording studio in a computer case. Typical is the ability to control 64 channels of MIDI at the same time as playing back or recording greater than CD-quality-sound on 8 or 16 channels. The cost of doing recordings of this quality is not cheap, but Falcon is easily cheaper than any PC or Mac music setup of equivalent power...

The other area I reckon a Falcon is hard to beat is with animation. This is mostly due to one or two pieces of software. APEX media is an animation/editing/drawing/filtering/morphing/etc... package that is probably the single most powerful piece of software written for the Falcon. It uses the inbuilt DSP processor found in all Falcon computers to make extremely short work of many graphics rendering tasks...

The DSP chip itself can perform decoding of JPEG images as much as 100 times faster on the Falcon, than you can perform the same operation on a standard Atari ST. It also handles MPEG playback, realtime audio sound-effects (like reverb, chorus), and can be used for anything the programmer desires (just has to code the thing!)...

The supplied (in ROM) OS that comes with the Falcon is not perhaps as comprehensive as the Amiga Workbench, but is very fast in operation. You can also buy MagiC OS or get MiNT/MultiTOS to allow seamless pre-emptive multitasking (MagiC is by far better here)...

Hope this helps...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

## 236. Re: Possible NEW Atari Magazine (USA)

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5ankk3$9gd@orm.southern.co.nz>
Source record: 130686

Hi there!

Portland Atari Club (atari@teleport.com) wrote:
: Thomas Ferreira (tj@oro.net) wrote:
: : Would folks be interested in a new US based Atari 'ZINE.
:
: : I am just curious if there is still a large enough Atari user base that
: : would buy the magazine.
:
: I wish you the best of luck, Thomas, but with only 15 US subscribers to
: Atari Computing (including myself, one complimentary sub to a US
: serviceman in Korea, and a Canadian whom I subscribed by mistake), I'd

15 US subs? That really depresses me!! I would bet there are nearly as
many subs from here in New Zealand!! What is wrong with you Americans?!
Just because Bill Gates lives next door doesn't mean you have to abandon
your Atari and go adding to HIS retirement fund!! (I would think that
enough money already exists in Mr.Gates retirement fund)...

This is really sad news... B{

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

## 237. Free Books:

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970105004323.432A-100000@acs2.byu.edu>
Source record: 130687
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
1. Programming the 68000 Steve Williams

Abacus software books:
Atari ST :
2.- Tricks and tips
3.- 3D graphics programming
4.- Machine language
5. -GEM Programmers reference

Only pay shipping and envelope or box. -Phill.

( ( ( ( ( ( -F. ) ) ) ) ) )
UTAH * USA * 1997
```

## 238. FS: Atari 1040STfm

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: Peter or Bill Ash <ash@muskoka.com>
Message-ID: <01bbfabd$89d19f80$1f0a70cf@Pash.muskoka.com>
Source record: 130688

I still have that 1040stfm forsale if anyone is interested. It comes with
1mb RAM, and a SC1224 colour monitor.

PLEASE give me an offer! I NEED to sell it!

Peter

## 239. CSound

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: tcano@Silicon.NET
Message-ID: <5an4vb$jo6$1@emerald.silicon.net>
Source record: 130689

Accordng to Keyboard Magazine CSound has been ported to the Atari
platform. Will it run on an ST? Where can it be found?
Anyone their had any experience with it?

Musically,
Terry Cano

--
Musically,
Terry Cano

## 240. C Tutorial announcement

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970105091900.EAA17743@ladder01.news.aol.com>
Source record: 130690

Lesson 4 is now in comp.sys.atari.programmer

It is about variables...

For those of you wishing to get Lessons 1 - 3 ...I will send you a copy as soon as I can. As of now, I get disconnected everytime I attempt to post over a page of text or everytime I try to atatch a file to an Email.

I use America OnLine and I am just about sick of it, but it will take me a little while to search out another service provider. Maybe I can catch AOL on a good day, I'll try again later in the week. Thanks for your patience.

Lesson 5 is already written. I will post it on Saturday Jan. 11th and it covers the subject of operators...

## 241. Re: Magic Apps Folder

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: SBagley@cameo.co.uk
Message-ID: <1714_SBagley@cameo.co.uk>
Source record: 130691

"Ambassador ," asked Steven. "Do you really want to know what's going on down there right now?"
"Yes, absolutely," replied faehnle.3@osu.edu.
Steven moved forward, and whispered something.
f3> Organization: The Ohio State University

f3> I just purchased a copy of Magic 5 and remember seeing a discussion
f3> on the location of the Magic Apps folder. Could anyone sum up the
f3> conclusion to this
f3> discussion for me?

The apps folder is a folder in which the programs in it are started automatically when MagiC boots lioke the Auto folder except that these are GEM programs launched in parallel. Programs that can be plaxced in here include, STart me up, appline, CLOCK, on your magic disks and WBDAEMON again on the magic disks.

If you look in the file MAGX.INF on your C:\ drive you'll find a line like this.

#_APP C:\GEMSYS\MAGIC\START\

The path indicated here is the APPS folder, it can be anywhere you like.

See you earlier,

Steven

InterNet: sbagley@innotts.co.uk
FidoNET: 2:2501/101.12 ... NeST: 90:102/203
IRC: SteveB
.."These shoes, they fit perfectly" - The Doctor, The New Doctor Who Telemovie
--

Cameo Network Services Ltd., York House, | Novell authorised reseller.
2-4 York Road, Felixstowe, Suffolk. UK. | Microsoft soloution provider.
Tel: +44-1394-672004 | Training and consultancy.
Fax: +44-1394-271210 | http://www.cameo.co.uk

## 242. Where Can I Get CAB 2.0?

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5anstv$41g@scanner.worldgate.com>
Source record: 130692

Where can I get CAB 2.0? I hear about it all the time, but I have yet to find a copy of it anywhere. Thanks for responding.

Leslie

# 243. FS: Atari Computer Goods! More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <5anv5q$i8s$1@nadine.teleport.com>
Source record: 130693
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've bought out the Game Cartridge Gorf for the 400 & 800 & the Educational Math Game Cartridge Space Journey for any Classic 8 Bit Atari Plus I've cornered the Market on New Copies of Print Shop and some Print Shop related Items! That's Gorf, Space Journey & Print Shop All New Copies, All for the Atari 8 Bit! And for the Atari ST & newer Line of Computers We have updated the ST Catalogs most of all the ST Software Catalogs. Catalog updated and more Software Titles added such as Brand New copies of Ultima V for those of you fanatic Ultima Collectors for the ST & for those who like Battling in Mechanized Combat, their's BattleTech, OGRE & OMEGA! And for those of you with more productive things on your Mind, PrintMaster & PageSTream!

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking. And something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

## 244. help with atari 520ST and Mac...

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <679_RCain@nest.demon.co.uk>
Source record: 130694

Hi caul@concentric.net, on 03 Jan 97 you wrote:

c> I have a 520ST and a Performa 635- can I hook them together via the
c> scsi ports so that I can download software with my Mac and then dump
c> it over to the Atari? Any help would be much appreciated!

Gulp! SCSI-ports!!

Why not use the serial ports? This route is well tried and tested. Null-modem
cable and a terminal prog. each side.

Roger
rcain@nest.demon.co.uk

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

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## 245. Problem: Quantum F-ball 1.2 > Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: Istvan Leelossy <istvan@innet.be>
Message-ID: <32CF863E.4A41@innet.be>
Source record: 130695

Hye!

My falcon wont recognise a Quantum 1.2 Gig which I installed. As disk
0. The only drive apart from a 850Mb eide inside.
Whatever I do, AHDI 6.06 won't see it during boot up. ICD tools will,
but Cubase wont deal with it.
'Non AHDI-compatible scsi driver' or something to that end.
The drive however is formatted, partitioned and all (by ICD tools).

Anyone can help?

/=====================================================================\
* *
* There's two types of people on this planet: *
* One separates all people into two types... *
* And the other doesn't. *
* Observation by Barth *
*=====================================================================*
\ SOUND with VISION /
\ AV-Production - WWW Sites&design - SHEVAN Publishing /
\ ++32 14 65.04.92 fax/data ++ 32 14 65.87.72 /
\ http://www.club.innet.be/~istvan/swv/ /
____________________email: istvan@innet.be_____________________/

## 246. Re: Cannot delete files..

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970105Z095740.590dave@mbha.demon.co.uk>
Source record: 130696

In article <E3IIt4.50@info.uucp> bili6745@mach1.wlu.ca "bilinsky keith" writes:

```
]
] I've been trying to rid my hard drive of corrupted files with illegal names.
] I cannot delete these files from the desktop nor can I access them (but I
] can see that they are there and that they take up space.)
]
] I was able to remove ones from a boot directory using chkdisk3 that came
] with my falcon. Diamond Edge removed some of the other files that had
] illegal names with characters such as '
]
] my problem is that I have corrupted files in subdirectories (usally contian
] a lower case letter) that I cannot delete.
]
] Is there a program that I can use to help me delete these ugly files?
]
]
] Thanks alot,
] Keith
```

Hi Keith,

There are 2 approaches that I have used (doubtless there are others). Both can use Diamond Edge if you have it (I am going off it myself - one too many trashed partitions).

1. Move all the files you want to keep to a different partition, zero the damaged one using d-edge and then copy the good files back.

2. Use a sector editor like DADE or Knife-ST to change the illegal file name in the FAT table to legal names and then delete them normally.

On balance, I would recommend approach 1 as being quicker and easier if you have the disk space...

Hope this helps,

--
dave

## 247. Re: Cannot delete files..

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: Simon Yardley <si@zetnet.co.uk>
Message-ID: <32CFF2B1.5CC4@zetnet.co.uk>
Source record: 130697

bilinsky keith wrote:
>
> I've been trying to rid my hard drive of corrupted files with illegal names.
> I cannot delete these files from the desktop nor can I access them (but I
> can see that they are there and that they take up space.)
>
> I was able to remove ones from a boot directory using chkdisk3 that came
> with my falcon. Diamond Edge removed some of the other files that had
> illegal names with characters such as '
>
> my problem is that I have corrupted files in subdirectories (usally contian
> a lower case letter) that I cannot delete.
>
> Is there a program that I can use to help me delete these ugly files?
>

Hi Keith,

Have you tried the wonderful Kobold ?
It handles everything and as long as the file had a valid entry in the
FATs should be able to remove it.
Kobold is commercial and worth every penny/cent, but I believe a demo is
around on some sites.

Regards,

Simon

--
mailto:Si@zetnet.co.uk
Work: Simon.Yardley@ArthurAndersen.Com
Web: http://www.users.zetnet.co.uk/syardley/
Sys: ~ Falc030 ~ 28.8K ~ 1 Gb HD ~ SCSI CD-ROM ~
--

## 248. Re: CSound

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: Simon Yardley <si@zetnet.co.uk>
Message-ID: <32CFF3F6.19D6@zetnet.co.uk>
Source record: 130698

Terry Cano wrote:
>
> Accordng to Keyboard Magazine CSound has been ported to the Atari
> platform. Will it run on an ST? Where can it be found?
> Anyone their had any experience with it?
>

Yes I've seen it around and believe it works with all Atari's but having
DMA sound is better, i.e. an STE,TT or Falcon.

Have you got access to WWW ? You could search through on www.yahoo.com
and that will surely drag something up.
As the sources are public (I think anyway) there has been a few
incarnations ...

Regards,

Simon

--
mailto:Si@zetnet.co.uk
Work: Simon.Yardley@ArthurAndersen.Com
Web: http://www.users.zetnet.co.uk/syardley/
Sys: ~ Falc030 ~ 28.8K ~ 1 Gb HD ~ SCSI CD-ROM ~
--

## 249. Re: Where Can I Get CAB 2.0?

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: Gary Priest <Gary@the-gap.demon.co.uk>
Message-ID: <brbX1DAWA6zyIwRp@sotnops.demon.co.uk>
Source record: 130699

In article <5anstv$41g@scanner.worldgate.com>,
leslieh@valis.worldgate.com writes
> Where can I get CAB 2.0? I hear about it all the time, but I have
>yet to find a copy of it anywhere. Thanks for responding.
>
>Leslie

CAB 2 is not available, so you won't be able to get a copy of it from
anywhere. It is still in very early beta test stage ATM.
So you'll have to make do with CAB1.5 for now :)

>

--
Gary Priest

## 250. Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32cfcf641badb91@sn.no>
Source record: 130700

Well, I'm back again- so happy new year to you all!
Spending 2 weeks in Switzerland where my sister lives I got to go skiing in the Alps as well (lucky me!!)...

One of those days I went to a skiing area in the Bernese Oberland called the "Eiger, Mï¿½nch & Jungfrau top ski region", starting off with a lift called the "Mï¿½nnlichenbahn"- where I also bought my skiing ticket.
... and much to my amazement and joy I saw that they were using Atari computers there!!!! :-)

They were facing me from the rear end, so I couldn't exactly tell what kind of machines they were, but they looked like MegaSTE machines or TTs.
(I haven't used either, but from looking at pictures of them they look very similar...?)
Anyway, there were several of them in that office, and I could tell they were connected in a network by looking at the LAN connector on the back of them. I asked the woman selling me the ticket about them, but she knew nothing about them.

I'm sure they were Ataris since the word "Atari" was moulded into the plastic of the monitor's back-side. What kind of monitor could this be? The usual SM-124 just has the "Atari" printed on a sticker as far as I can remember.

Just had to tell you guys this as I thought it was quite nice to see the computers we use every day in professional use!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 251. Re: U.S. Robotics Modems

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <25821_Spencer@mettav.demon.co.uk>
Source record: 130701

Out of the ether, the following was mentioned by dave@mbha.demon.co.uk...:

d> Problem is, I don't think serial2 has the line needed for auto-
d> answer. Also, I
d> have never been able to get 115200 or more on serial2 or modem2.
Well according to Stalker (possibly not the best indicator though the only
one I can think of at the moment) the serial 2 port is completely standard
apart from a lack of hardware flow control.

So its got Data Carrier Detect and Data Terminal Ready lines which would be
ok for autoanswer would they not?

d> Maybe there is a hardware mod...
I've no idea. Having had no need for AA I couldn't comment. However if the
Serial 2 is lacking in some manner for autoanswer couldn't you set the modem
in question to handle autoanswer (switch 5 is up on Couriers) so it just
sends a reponse code through to the TT for it to handle?
Spencer

spencer@mettav.demon.co.uk

--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 252. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <25822_Spencer@mettav.demon.co.uk>
Source record: 130702

Out of the ether, the following was mentioned by Harry...:

MB>> IMHO the latest version is v3.16 date: 4 feb 1996.
HS> v3.17 here - dated 14 Feb 1996 ...
I've got the same version here so I would take a guess at it being on The
Tavern, probably on umich as well.

Spencer

spencer@mettav.demon.co.uk

--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 253. Re: Email address for Lacescan author

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: DCroker@mettav.demon.co.uk
Message-ID: <25827_DCroker@mettav.demon.co.uk>
Source record: 130703

This message from gary@imco.demon.co.uk to All came in on a wing and a prayer...

>> Does anyone know if Ulf Ronald Andersson has an email address? Or can
>> confirm his snail-mail address?

g> Try dlanor@oden.se

Thanks Gary.

Regards, Derryck

g> he recently changed access provider so the the address shown in the

--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 254. Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <25823_SSweet@mettav.demon.co.uk>
Source record: 130704

FROM: SSweet@mettav.demon.co.uk
SUBJ: Magic 5 Gemdesk Icons

a> How do you add additional icons to the icon file in Magic 5's Gemdesk ?

Create a .RSC file and drop it in the folder C:\GEMSYS\GEMDESK\RSC\

Ive got the origional magic rsc and one of my own that i just add icons to s
and when i get new software. I do this as theres a limit on the number of
RSCs that you can use.

Magic will pick it up when applicat next scans.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Association of Tagline Writers, official strike,
Please boycot all taglines.
--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 255. Re: MODEM2 mod

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <25824_SSweet@mettav.demon.co.uk>
Source record: 130705

FROM: SSweet@mettav.demon.co.uk
SUBJ: MODEM2 mod

d> Is there a kind soul out there who is getting 115200 on the TT modem2 and
d> can zip up their hsmodem executables and send them to me?

I'm getting 115200 on my Mega STE using DRVIN and SCC feeding my USR 28k8.

You got a postal address, it'l take me a few days as ive got to get my floppy
drives fixed next week.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Who are you calling a pig, They call me *MR PIG*
--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 256. System Solutions!?

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: DCroker@mettav.demon.co.uk
Message-ID: <25828_DCroker@mettav.demon.co.uk>
Source record: 130706

This message from Geburah@kether.snafu.de to All came in on a wing and a prayer...

Hi Rene!

G> I have a question about System Solutions.
G>
G> I send them two eMails (one via UUCP/and one via WWW) and one Fax, that
G> i like to buy ExtenDOS. But they did not answer till now. Could anybody
G> in GB, maybe some body who lifes near to theyr office, talk to them

They are closed until Monday 6th January, so hopefully they will get in touch with you.

They are bound to be busy when they return!

Speak to 'ya later!

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 257. ??: SLM-804 w/ PC's

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: sanskrit@techunix.technion.ac.il
Message-ID: <E3Jo67.85J@discus.technion.ac.il>
Source record: 130707

Hi,

about 1 year ago, I had asked a question about connecting
an SLM-804 printer to a Windows based PC. (using the Atari ST
as a intermediate). I received a reply that a German magazine
had 2 issues devoted to this and that it was done successfully.
Unfortunatly, I lost the issue numbers and was unable to obtain
the issues (which are in German). While I don't know German I
do have a friend who is willing to Translate the entire article.
If someone has these issues or can tell me how I can obtain
them I'd be more than happy to post them in English (after getting
an o.k. from the magazine ofcoure). Hope to hear from someone !
(e:mail all replies directly please)
Pradeep

(IGNORE REST OF MESSAGE)

C
C
C
them, I'd be more than happy to post a tra

# 258. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: dlord@gte.net
Message-ID: <5aoo3c$fc7$1@news4.gte.net>
Source record: 130708
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <01bbf822$5e63dcc0$259a37ce@quantex-200>, "Ron Pothier" <falken@tstonramp.com> says:

>Toad recognizes this fact and sells their stuff as real computers. They
>also stand behind their sales if something goes wrong. Toad currently sells
>a 1 meg 1040 for $199 and thats a very good and realistic price, but if a
>guy advertised one here for sale as an owner looking to sell his stuff,
>most of you would say thats too much for a 1040. SO admit it folks, either
>you have real computers or nintendos for sale in this group. I say that
>Atari made real computers and I bought them as such and will sell them as
>such when the time comes.

I need to correct you in that you may TRY to sell your Atari for any price you wish to ask for, but finding a sucker to pay it is another matter altogether. I can go to local electronic discount resellers(USED) and find 1040ST computers stacked in bins for $30 to $50 each depending on condition. If you purchased your computer thinking it would hold its value like a fine collectable, you are VERY mistaken. Computers lose their value almost as fast as the ice-cream cone you purchase from a street-side vendor on a HOT summer day. If I constantly thought about what I have paid for hardware and what its worth now. I would NEVER buy another computer again...

## 259. Re: Mint with CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: mc9931@mclink.it
Message-ID: <5aot22$h52@news1.mclink.it>
Source record: 130709

>In <59eokc$nno@charm.magnus.acs.ohio-state.edu> Matthew C. Faehnle wrote :
>
>>I thought the PPP kit was only able to be used with a SINGLE TASKING operating
>>system, not with Geneva - at least this is what the instructions said.
>

I have tried Geneva with the PPP Kit. CAB works.. But, even if I am
connected it works in a off-line mode.
Any clue?
AntMail and Newsie both work fine (with Gluestik 0.2B)... :^)

Ciao,

Lodovico

## 260. Re: System Solutions!?

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <xNP1M5z.greg_evans@delphi.com>
Source record: 130710

Reni,

I have found that Systems Solutions is slow to reply to email also. I suggest getting hold of a UK magazine, such as Atari Computing, findout the price for Extendos and then mailing in an order. They take credit cards, I think, so you'll be protected there. If you don't want to do that contact chris@compdirect.com (Computer Direct, Canada and try to order from him. He seems to check his email 7 days a week so he'll likely answer quickly.

Greg

## 261. Re: Cannot delete files..

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <65683376_000007_OASIS_NEWS@000007-hookup.net>
Source record: 130711

In article <970105Z095740.590dave@mbha.demon.co.uk>
dave@mbha.demon.co.uk (dave) wrote:-

>In article <E3IIt4.50@info.uucp> bili6745@mach1.wlu.ca "bilinsky keith" writes:
>
>]
>] I've been trying to rid my hard drive of corrupted files with illegal names.
>] I cannot delete these files from the desktop nor can I access them (but I
>] can see that they are there and that they take up space.)
>]
>] I was able to remove ones from a boot directory using chkdisk3 that came
>] with my falcon. Diamond Edge removed some of the other files that had
>] illegal names with characters such as '
>]
>] my problem is that I have corrupted files in subdirectories (usally contian
>] a lower case letter) that I cannot delete.
>]
>] Is there a program that I can use to help me delete these ugly files?
>]
>]
>] Thanks alot,
>] Keith
>
>Hi Keith,
>
>There are 2 approaches that I have used (doubtless there are others). Both can
>use Diamond Edge if you have it (I am going off it myself - one too many
>trashed partitions).
>
>1. Move all the files you want to keep to a different partition, zero the
>damaged one using d-edge and then copy the good files back.
>
>2. Use a sector editor like DADE or Knife-ST to change the illegal file name
>in the FAT table to legal names and then delete them normally.
>
>On balance, I would recommend approach 1 as being quicker and easier if you
>have the disk space...
>
>Hope this helps,
>
>
>
>.
The fastest way is with Kobold .I did a test of this file and it got

rid of it with no problems .

--


---
**********
* martinr@hookup.net Falcon 030 16MEGS 85/IDE 1.6/GIG SCSI *
* Ottawa , Ontario Powerup 2/Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
**********
---

# 262. Re: ??: SLM-804 w/ PC's

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: a1960563@athena.rrz.Uni-Koeln.DE
Message-ID: <5ap20h$5vl@news.rrz.uni-koeln.de>
Source record: 130712

Hi,

Pradeep Naga (sanskrit@techunix.technion.ac.il) wrote:

: about 1 year ago, I had asked a question about connecting
: an SLM-804 printer to a Windows based PC. (using the Atari ST
: as a intermediate). I received a reply that a German magazine
: had 2 issues devoted to this and that it was done successfully.
: Unfortunatly, I lost the issue numbers and was unable to obtain
: the issues (which are in German). While I don't know German I
: do have a friend who is willing to Translate the entire article.
: If someone has these issues or can tell me how I can obtain
: them I'd be more than happy to post them in English (after getting
: an o.k. from the magazine ofcoure). Hope to hear from someone !
: (e:mail all replies directly please)
: Pradeep

The magazine's name is ST Computer and the article was published in
issues 1/96 and 2/96.

This is the address of the publishers:

PSH Medienvertriebs GmbH
Georgenstr. 38b
D-64297 Darmstadt
(Germany)

Tel.: 0049?-6151-9477-0
Fax.: 0049?-6151-9477-25 or -9477-18

Unfortunately no e-mail-address is known.

Bye,

Kerstin

## 263. Re: Mint with CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <852498756_OASIS_@ping.be>
Source record: 130713

In article <5aot22$h52@news1.mclink.it>
mc9931@mclink.it (Lodovico Zanier) said:-

>
>>In <59eokc$nno@charm.magnus.acs.ohio-state.edu> Matthew C. Faehnle wrote :

>I have tried Geneva with the PPP Kit. CAB works.. But, even if I am
>connected it works in a off-line mode.
>Any clue?
>AntMail and Newsie both work fine (with Gluestik 0.2B)... :^)

You have your ovl's and the likes in the modules dir, isn't it?
If so just copy the cab.ovl (I suppose you use the cab-for-mintnet
overlay) to the same place as the cab.app
Geneva seems to have problems to find some files if they are placed in
a different dir

Hopes this will help.

--

```
**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************
```

## 264. Oasis 2.10 problems revisited

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: Simon@husbands.demon.co.uk
Message-ID: <852489258_OASIS_@husbands.demon.co.uk>
Source record: 130714
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

Hi to all.

I'm having problems with Oasis 2.10. I love V1.35 which I have used ever since I made it onto the 'Net, and was excited at the prospect of Oasis2. I registered in advance, paid money, everything. Oasis2 came out. I had problems. Couldn't use it. The authors told me to wait until 2.05 cam out. i did. When it came out, I couldn't use it. I waited until 2.10 came out. it has. And I can't use it. So is there anyone out there that can help me? Please?

I have a 520ST upgraded to 2.5 Meg RAM TOS 1.2, with System Solutions 170 Meg HD booting from HDDriver v3.7, then using Superboot V7. I am running everything clean to try to get Oasis2 working. These are my problems.

1) Once in Oasis2, I can't get out. The Exit commands cause the mouse to vanish and the computer to freeze.

2) If I try to call ICE or the OASIS editor, it tells me it can find them on Drive I. Why is it looking on drive I? I have all the OASIS stuff on Drive C. Anyway I moved the needed files to drive I where I put them in a folder called OASIS2 and these programs come up OK now.

3) ICENET2.PRG just doesn't work. Period. It starts up then freezes with a menu bar across the top.

4) I configured ICE.NET by hand to try to get it going. I can now log on. ICE is called and goes into it's thing, dials, and I get connected. Then all I get is 'IP:Bad checksum' coming up every second until I have a long column of them on the screen. Then the modem hangs.

These are my primary problems. There are others, but I won't go into them.

I am coming to the conclusion that OASIS2 just won't work with my version of TOS. Am I right? Or are these common complaints?

Can anyone help me? Or should I just give up? I'm a little frustrated, especially as I preregistered over a year ago.

Thanks for any help!

Simon

--

=----------------------------------------------------------------------=
Your friend and mine, SIMON HUSBANDS simon@husbands.demon.co.uk
And for a bit of stuff and nonsense http://www.husbands.demon.co.uk
=----------------------------------------------------------------------=

## 265. Re: JAZ drive

Newsgroup: comp.sys.atari.st
Date: 1997-01-05 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <51P0Mt3.greg_evans@delphi.com>
Source record: 130715

Warning: The newest Quantums, called Fireball TMs (not just Fireball)
aer Ultra-SCSI-3 and will not run on an Atari with or without HD
Driver. Stick to SCSI and SCSI-2.

Greg

## 266. Magic4 & Mega STE

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: asher@fling.frisbee.net.au
Message-ID: <asher.852519289@fling.frisbee.net.au>
Source record: 130626

Thanks in anticipation
Bernie

--
Bernie Stefan-Rasmus
asher@frisbee.net.au

## 267. Re: Atari Web sites and etc.

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: szhays@rocky.ucdavis.edu
Message-ID: <5apsiv$a3q$1@mark.ucdavis.edu>
Source record: 130627

phantomm@harold.eastky.com wrote:
:
: I would like to find some current lists on the following,
: Atari related Web sites
: Atari software/hardware developers
: Atari disk and paper magazines
: Atari new and used software/hardware dealers in North America

Then I have the perfect site for you, the Yolo Atari Club (YAC) pages:

http://virtual-markets.net/vme/yac/

.....
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo---------------------------------------------------+

## 268. Re: Possible NEW Atari Magazine (USA)

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: szhays@rocky.ucdavis.edu
Message-ID: <5aptjp$a3q$2@mark.ucdavis.edu>
Source record: 130628

Chris Wilkinson (chriswil@southern.co.nz) wrote:
:
: : I wish you the best of luck, Thomas, but with only 15 US subscribers to
: : Atari Computing (including myself, one complimentary sub to a US
: : serviceman in Korea, and a Canadian whom I subscribed by mistake), I'd
:
: 15 US subs? That really depresses me!! I would bet there are nearly as
: many subs from here in New Zealand!! What is wrong with you Americans?!

Well, I would have subscribed long ago, but I'm still trying to strong-arm my local dealer into stocking it in his store. He has been stocking Current Notes, and, when they existed, he had the UK magazines. He wants to do Atari Computing, but apparently is having trouble geting them. I don't know if he is trying to order them through Rich, or is trying to go direct from England.

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-----------------------------------------------------+

## 269. Re: PC mice and ST Mice

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: Yanez@netcomuk.co.uk
Message-ID: <5aq5hb$7v3@morgana.netcom.net.uk>
Source record: 130629

Lonnie McClure <lmcclure@delphi.com> wrote:

>In a message dated 1-1-97, Dennis McGuire said:
>|
>| You can also use a PS/2 (bus) mouse in the regular mouse
>| port if you change the connector on the mouse from a 6-pin
>| mini-DIN to a DB-9F.
>|
>While it is true you can use a PC bus mouse rewired with the standard DB9
>connector on an Atari ST/TT/Falcon, PS/2 mice and bus mice are NOT the
>same item. PS/2 mice are readily adapted to serial use by a simple adapter
>(like the one I use on my PC everyday). Bus mice can be identified by the
>greater number of pins they use on their mini-DIN connector (vs. the 6
>pins on a PS/2 mouse).

But what are the pinout of a standard PC and Atari mice ?

## 270. Re: Atari Web sites and etc.

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5aq50e$rth$1@nadine.teleport.com>
Source record: 130630

>
>
>I would like to find some current lists on the following,
>Atari related Web sites
>Atari software/hardware developers
>Atari disk and paper magazines
>Atari new and used software/hardware dealers in North America

Check the Web site in my .sig below for a jumping-off place.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
-------------------ftp://ftp.teleport.com/users/atari----------------------

## 271. Re: help w/ 1040stf & external HD

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5aq4qb$njg@scanner.worldgate.com>
Source record: 130631
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,

alphalnk@inetnebr.com (Design Services) wrote:
>I have a 40meg external mac HD, and would like to connect to my 1040. Is
>there a standard cable that would work? What would be the best
>driver/editor software to start 'er up once I get a cable?
>Also, I'm looking for the best way to download software from my mac, and
>transfer it to the ST. I've had some success after unzipping, and saving to
>a 800K DOS disk, but looking for a more reliable system.
>I've hooked the ST to my mac with a null modem cable before, and it
>transfered ascii just fine. would this be a better solution for transfer?
>
>Thanks in advance,
>Mark
>"TV drug of the nation, breeding ignorance, feeding radiation."
>-Disposable heros of hypocrocy

Hi,

An ICD Link II would be the "cable" you need. It is more than just
a cable though. It is a SCSI host adaptor as well. It allows your
Atari's ACSI port to talk to the hard drive's imbedded SCSI interface.

It should be noted that some models of SCSI drives are not useable
with the Link II. If you can send me the info on the drive, I can help
determine the suitability for this solution.

As far as driver software goes, the Link II comes with software which is
not bad, pretty good actually. The best software to use in my opinion
is HD Driver.

If you have any further questions or need help determining whether or
not this particular drive is useable, drop me a line!

All the best,
Chris @ Computer Direct

http://compdirect.com

# 272. Re: Possible NEW Atari Magazine (USA)

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5aq6d5$o16@scanner.worldgate.com>
Source record: 130632

atari@teleport.com (Portland Atari Club) wrote:
>Thomas Ferreira (tj@oro.net) wrote:
>: Would folks be interested in a new US based Atari 'ZINE.
>
>: I am just curious if there is still a large enough Atari user base that
>: would buy the magazine.
>
>I wish you the best of luck, Thomas, but with only 15 US subscribers to
>Atari Computing (including myself, one complimentary sub to a US
>serviceman in Korea, and a Canadian whom I subscribed by mistake), I'd
>have to guess the interest level is too low to be viable.

Subscriptions are a tough battle. So many North Americans have been left hanging by unfilled subs that they really don't want to waste more money.

We currently have 30 prepaid subs to Atari Computing and I expect it to grow to 60 by March. Still, this is not much. Mind you the cost of bringing over a UK mag is quite high and this may reflect in the low subscrips.

We charge 11.99 Cdn. for Atari Computing with disk.

All the best,
Chris @ Computer Direct

## 273. Re: Making Animated Gifs [Falcon]

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5aq606$o16@scanner.worldgate.com>
Source record: 130633

We use a Freeware package called Gif Builder for the Mac. It runs under Sys 6 so therefore should work well enough to build animated gifs under Mac emulation, Spectre.

I have a cool new look to my site now that CAB supports animated GIFs, it should be up in about a week! Also, CAB now supports client side image maps, this makes navigating by image map much faster since the map info is held in the browser and not a cgi script on the server.

I will also have a cool new Atari desktop point and click navigation map on our web site in the next release.

Check it out!

All the best,
Chris @ Computer Direct

Need help with your Atari? get Directions!

http://compdirect.com/directions/

## 274. Re: Stewart

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5aqh9m$t78@orm.southern.co.nz>
Source record: 130634

Hi there!

Matthew C. Faehnle (faehnle.3@osu.edu) wrote:
:
: >
: > Stewart 1.04 E is finally available at atari.archive.umich.edu.
:
: I was unable to get into umich, but I could not find it at any of the mirror
: sites when I looked on January 2. What directory is it in?

I was unable to get in with ftp or WWW access. I did get in with gopher
and grabbed what I needed. There is a bug or two in this version, the
major one being the overwriting of the current sort option that is
displayed on the menu bar. The clock seems to overwrite half of that word
(if you are using sort by 'NAME' you only see 'NA' on the menu bar).
Another bug is when you go to turn the clock off. When you click on the
popup and select 'Off', gobbledegook appears in the Stewart dialogue box.

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

PS. It really does look very nice all the same!!

## 275. Re: Nemesis board - when ?

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5aqhe7$t78@orm.southern.co.nz>
Source record: 130635

Hi there!

Harry Sideras (hsideras@mettav.demon.co.uk) wrote:
: m> Must be a beta tester. Been told unavailability is down to manual not
: m> being ready.
:
: Strange - a few more people are popping out of the woodwork in NeST and on
: CiX to brag already...

I'm (supposedly) on the mailing list and have yet to see anything. I hope
these braggers aren't just pulling the other one...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

## 276. Re: Where Can I Get CAB 2.0?

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5aqgra$t78@orm.southern.co.nz>
Source record: 130636

Hi there!

leslieh@valis.worldgate.com wrote:
: Where can I get CAB 2.0? I hear about it all the time, but I have
: yet to find a copy of it anywhere. Thanks for responding.
:
: Leslie

Um...er...I think something has slipped us here!! CAB is at v1.5 AFAIK. I would not think that a version number would jump to 2.0 unless something REALLY big had been done to upgrade it! Then again we could be lucky! :)

L8R...

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

## 277. Re: switchable tos question

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-06019709164300001@47.85.0.99>
Source record: 130637

In article <852162280_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk wrote:

> In article <19961231200734750 23@zetnet.co.uk>
> Chris Crosskey <chrisc@zetnet.co.uk> said:-
>
> >In message <01bbf66b$74b875c0$4a3bd4cc@Primenet.Primenet.com>
> > "Satcom2" <svenhard@primenet.com> writes:
> >
> >> Does anyone know if a switchable TOS (2.06/1.4 or 1.2) will work on an STE
> >> with a 16 mhz accelerator? If it would,which is the easiest to install? I
> >> can't play a lot of my games on this machine,because I have TOS 2.06,but I
> >> would like to.

AFAIK, TOS 1.2/1.4 won't work on an STE.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

## 278. Re: FS: UK Books

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32D0D5A0.41C67EA6@etlxdmx.ericsson.se>
Source record: 130638

Harry Sideras wrote:
>
> e> So are you staying or going as Harry voiced...
>
> Eh? When/what did I say?

Sorry Harry, having reread that it does look like I'm saying that you stated Danny was leaving the the Atari scene when in fact you just asked him whether he was going or staying.

Regards
Martyn

## 279. Re: Q: Using CALAPPT.ACC with Geneva:

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32D0E486.167EB0E7@etlxdmx.ericsson.se>
Source record: 130639

FPINTO wrote:
>
> Is it possible? As soon as I try to use it, Geneva wipes it out
> from memory. Bye!
>
I have the same problem. You can use CALAPPT with Geneva if you run it as program rather than an accessory. Change the extension to PRG. Beats me why this should be so. Perhaps Dan Wilga can shed some light here.

Regards
Martyn

## 280. Re: Junk Email spam about 'Minoxidil/Thinning hair'

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32d0d428.4764379@news.airtime.co.uk>
Source record: 130640

On Sun, 05 Jan 1997 23:53:48 +0000, frank@tachyon.co.uk (Frank
Charlton) wrote:

>Hi Guys,

>I've received a lot of junk spam email from various addresses lately, all
>concerning hair loss treatment. Having scanned thru the headers, it seems

Something very wrong here Frank...I am going a little thin on top (or
so I am told) and I never got these SPAMS?..spoooooky r wot? ;~)

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

## 281. Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: jcalkins@CetLink.Net
Message-ID: <32d0e4ba.0@news.cetlink.net>
Source record: 130641

```
All offers considered

Word Writer ST $15
Aegis Animator ST $10
Silent Servce $10
Sky Fox $10
Micro League Baseball $10 (pending)

>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Jim Calkins Internet: jcalkins@cetlink.net
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
```

## 282. WTB Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: jcalkins@CetLink.Net
Message-ID: <32d0e4cb.0@news.cetlink.net>
Source record: 130642

```
No monitor needed.
1 Meg ST
Want to spend around $55 shipped
Anyone selling?
>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Jim Calkins Internet: jcalkins@cetlink.net
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
```

## 283. Re: MODEM2 mod

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970106145512.19743A-100000-100000@pallas.amp.uni-hannover.de>
Source record: 130643

On 2 Jan 1997, Kerstin Hoef-Emden wrote:

] Harry Sideras (hsideras@mettav.demon.co.uk) wrote:
] : *Hi Dave*, on 29 Dec 96 you wrote: ...respect, brethren
]
] : d>
] : d> I use modem2 port all the time on the TT. I understand there is an easy
] : d> mod to connect the modem2 port to the serial2 clock making faster baud
] : d> rates possible on modem2.
]
] : Am I misunderstanding something here? Modem 2 is capable of at least 115k2
] : in its unmodified state. I'm using 57600 on Modem 2 with a Mega STe (same as
] : the TT) with Semper, STiK and CixComm.
]
] He was asking about the TT modem 2 port which is different. The original
] setting of modem 2 of the TT goes up to 153x00 bps. But the speeds from
] 38400 on upwards are not standard and not supported by most modems.

The modem 2 port on TTs is just the same as with Mega STEs, being
handled by the SCC channel B in both cases. The speed rating goes up to
230 kbps, and up to 115 kbps they are standard. Older modems will not
handle all settings of course, this depends on their own line speed.

] With HSModa07 you can use serial 2 even up to 230000 bps without any
] hardware modifications and this port has got the standard modem speeds but
] for incoming calls you have got to trick a little bit, because one type of
] signal is missing. Anyway, V.34 modems only support up to 115200 bps.
] External ISDN-adaptors should work at 230 k and perhaps V.34+ modems.
]
]
] So to get 115200 bps either modify modem 2 or change to serial 2 with
] limitations in receiving calls.

No reason to change, as both are handled by the same chip, their speed
abilities are the same.

Cheers Peter

---
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---

# 284. Re: MODEM2 mod

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970106153714.19923A-100000-100000@pallas.amp.uni-hannover.de>
Source record: 130644

On Mon, 6 Jan 1997, Peter Rottengatter wrote:

] On 2 Jan 1997, Kerstin Hoef-Emden wrote:
]
] ] Harry Sideras (hsideras@mettav.demon.co.uk) wrote:
] ] : *Hi Dave*, on 29 Dec 96 you wrote: ...respect, brethren
] ]
] ] : d>
] ] : d> I use modem2 port all the time on the TT. I understand there is an easy
] ] : d> mod to connect the modem2 port to the serial2 clock making faster baud
] ] : d> rates possible on modem2.
] ]
] ] : Am I misunderstanding something here? Modem 2 is capable of at least 115k2
] ] : in its unmodified state. I'm using 57600 on Modem 2 with a Mega STe (same as
] ] : the TT) with Semper, STiK and CixComm.
] ]
] ] He was asking about the TT modem 2 port which is different. The original
] ] setting of modem 2 of the TT goes up to 153x00 bps. But the speeds from
] ] 38400 on upwards are not standard and not supported by most modems.
]
] The modem 2 port on TTs is just the same as with Mega STEs, being
] handled by the SCC channel B in both cases. The speed rating goes up to
] 230 kbps, and up to 115 kbps they are standard. Older modems will not
] handle all settings of course, this depends on their own line speed.

I'm sorry, I mixed up a few things here. The modem 2 ports are identical
for TT and MegaSTE only if the standard SCC master clock is used. If the
RTxCB is used as the clock source the ports are different in achievable
speeds. I know the TT feeds it's TT-MFP Timer C output into this pin, but
does anybody know where this signal comes from in a Mega STE ?

Cheers Peter

---
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---

## 285. Re: Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5ar2jn$lq8@newsserver.rrzn.uni-hannover.de>
Source record: 130645

Steve Sweet (SSweet@mettav.demon.co.uk) wrote:
: Ive got the origional magic rsc and one of my own that i just add icons to s
: and when i get new software. I do this as theres a limit on the number of
: RSCs that you can use.

This is indeed the recommended way. _NEVER_ change MAGICICNS.RSC, only add
icons by adding further RSC files.
Unfortunately, there is a limit for the number of RSC files. This limit is
10 up to version 5.04, from version 5.05 the limit will be 30.

--

-----------------------
ANDREAS KROMKE

.....................................................
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

## 286. Papyrus 4

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: faehnle.3@osu.edu
Message-ID: <5ar1jj$h1r@charm.magnus.acs.ohio-state.edu>
Source record: 130646

Does anyone know if the bug in the demo version of papyrus 4 that prevented it from correctly loading jpegs with a nova graphics card has been fixed in the actual release? I currently use version 3 on my TT with the nova card and would like to upgrade to version 4 for the purpose of using color. I can see no sense in doing this if the bug that prevents it from working with the nova card still exists. I received no answer when I e-mailed HiSoft.

Can anyone help?

Matt Faehnle

## 287. Deskjet 540

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: faehnle.3@osu.edu
Message-ID: <5ar5ea$hsm@charm.magnus.acs.ohio-state.edu>
Source record: 130647

Do any drivers exist for the Deskjet 540 for pagestream? It seems that with every program I buy, every other HP printer is supported except the 540. This printer is capable of color printing and I would like to take advantage of this capability. Any help?

Matt Faehnle

## 288. Re: Magic Memory limitations

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: root@sun1.imr.uni-hannover.de
Message-ID: <5ar6l8$n3h@newsserver.rrzn.uni-hannover.de>
Source record: 130648

Matthew C. Faehnle (faehnle.3@osu.edu) wrote:
:
: How do I limit the amount of memory that a program is allowed to take in
: magic? Every time I run pagestream, it gobbles up all 14mb of my free TT ram!

Options/Install Application

--

------------------------
ANDREAS KROMKE

.....................................................
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

## 289. Re: Problem: Quantum F-ball 1.2 > Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <32d135bed2500@sci.fi>
Source record: 130649

Istvan Leelossy (istvan@innet.be) wrote:

>My falcon wont recognise a Quantum 1.2 Gig which I installed. As disk
>0. The only drive apart from a 850Mb eide inside.
>Whatever I do, AHDI 6.06 won't see it during boot up. ICD tools will,
>but Cubase wont deal with it.
>'Non AHDI-compatible scsi driver' or something to that end.
>The drive however is formatted, partitioned and all (by ICD tools).
>
>Anyone can help?
>

I have same problem with my Quantum Fireball IDE 1.28 GB HD.

First I have problems for recognise Quantum at all,
I get over that when I formatted it with
AHDI (6.06[1?]) HDX Software.

Second problem was to get it partitioned, AHDI didn't
work for that so I tried HDDriver (3.5), no luck with
that. Finally SCSI Tools Jr made it.
Now it is partitioned for five ab. 250MB partitions
and it seems to work ok.

As a normal Hard disk driver I use AHDI 6.06[1].

--
\ /
,-------------------------------------------- \,O,/
( Snail Mail: Veikko Vanamo, Lahtomaenkatu 3 B 38, )^(
) 33580 Tampere, Finland ( v )
( InterNet E-Mail: miqco@sci.fi http://www.sci.fi/~miqco \|/
'-----------------------------------------------------'-

## 290. Re: CSound

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: trevor@stainsby.demon.co.uk
Message-ID: <852528660_OASIS_@stainsby.demon.co.uk>
Source record: 130650

In article <5an4vb$jo6$1@emerald.silicon.net>
tcano@Silicon.NET (Terry Cano) said:-

>Accordng to Keyboard Magazine CSound has been ported to the Atari
>platform. Will it run on an ST? Where can it be found?
>Anyone their had any experience with it?
>
>Musically,
>Terry Cano
>
>--
>Musically,
>Terry Cano
>

As I've been wandering around the net looking at Atari-related music stuff I found the following URL related to CSound :-

http://www.leeds.ac.uk/music/Man/C_front.html

I did download the manual and had a cursory glance, but decided it was'nt for me until I upgrade to a Falcon!, but I'd be interested to have some more info or speak to some one actually running the software on any Atari platform.

Another interesting page of links for Atari musicians is Peter's midi page:-

http://www.frisbee.net.au/~peters/midi.html

Lots of groovy software and links to other pages.

That should get you started, but if you need any more URL's or want to chat - feel free to e-mail me.

Regards,

---
trevor@stainsby.demon.co.uk
---

## 291. Re: Atari Web sites and etc.

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d140f6334b82@sn.no>
Source record: 130651

On Sat 04-01-97 20:07, phantomm@harold (phantomm@harold.eastky.com) wrote:

>
>
>I would like to find some current lists on the following,
>Atari related Web sites
>Atari software/hardware developers
>Atari disk and paper magazines
>Atari new and used software/hardware dealers in North America

Check out my Atari ST related page (URL in the siganture below)

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 292. Re: Deskjet 540

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5arlnt$svv@lyra.csx.cam.ac.uk>
Source record: 130652

Matthew C. Faehnle <faehnle.3@osu.edu> wrote:

> Do any drivers exist for the Deskjet 540 for pagestream? It seems that with
> every program I buy, every other HP printer is supported except the 540. This
> printer is capable of color printing and I would like to take advantage of
> this capability. Any help?

I have a zip file that contains three different colour deskjet drivers -
colour deskjet, deskjet 500C, deskjet 550C. Hopefully one of them should
work. The file is at:

http://apb25.emma.cam.ac.uk/hp/pgs/dj_pgs.zip

Adrian

==========================================================================
adrian.bridgett@poboxes.com http://www.netforward.com/poboxes/?Adrian.Bridgett
--------------------------------------------------------------------------
Windows95 - the world's first NON-operating system.

## 293. Re: Problem: Quantum F-ball 1.2 > Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <852568518_OASIS_@pwomar.demon.co.uk>
Source record: 130653

In article <32CF863E.4A41@innet.be>
Istvan Leelossy <istvan@innet.be> said:-

>Hye!
>
>My falcon wont recognise a Quantum 1.2 Gig which I installed. As disk
>0. The only drive apart from a 850Mb eide inside.
>Whatever I do, AHDI 6.06 won't see it during boot up. ICD tools will,
>but Cubase wont deal with it.
>'Non AHDI-compatible scsi driver' or something to that end.
>The drive however is formatted, partitioned and all (by ICD tools).
>
>Anyone can help?

I had the same problem when I was sent a fireball, apparently it
needs Bus Arbitration which ICD & AHDI don't support, HD Driver
however does, I'm sure Uwe will be along any second to confirm or deny
what I say :-) I didn't have HD Driver when I was sent the Fireball
so I returned it and was sent a Maverick instead, if this isn't an
option then HD Driver is likely to be your only hope.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

## 294. Re: atari 2 pc files transfer please.

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: flook@globalnet.co.uk
Message-ID: <32d3429a.7409217@news.globalnet.co.uk>
Source record: 130654

On 5 Jan 1997 23:35:49 GMT, avrisham@beitza.jct.ac.il (oded avrishami)
spaketh thus:

>Can someone please tell me : is there a way to transfer file from
>atari to pc & how ?

Pretty simple to do.

1) Format an Atari DD disk on the PC - MUST be set to format at 720k!
2) Disk can now be used on both PC and Atari ST.

By using the PC formatted DD disc files can easily be saved by the
Atari and read by the PC (and the other way of course).

Remember: DO NOT try to use a PC HD disk on the Atari.

Hope this helps.

Flook

### # #
# # ### ### # # flook@globalnet.co.uk
## # # # # # ## http://members.tripod.com/~flook
# ## ### ### # # http://www.users.globalnet.co.uk/~flook
# New Year - New Sig. - New Web Page.

Gentlemen, our strategy is clear - Let's tool up and go shopping.

## 295. Quantum Fireball 1.2 Gb; AHDI doesn't wanna see it

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: istvan@innet.be
Message-ID: <5arnek$783$2@news.be.innet.net>
Source record: 130655

Hye!

My falcon wont recognise a Quantum 1.2 Gig which I installed. As disk
0. The only drive apart from a 850Mb eide inside.
Whatever I do, AHDI 6.06 won't see it during boot up. ICD tools will,
but Cubase wont deal with it.
'Non AHDI-compatible scsi driver' or something to that end.
The drive however is formatted, partitioned and all (by ICD tools).

Anyone can help?

## 296. Re: Oasis 2.10 problems revisited

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <852573688_OASIS_@ping.be>
Source record: 130656

In article <852489258_OASIS_@husbands.demon.co.uk>
Simon@husbands.demon.co.uk (Simon Husbands) said:-

>Hi to all.
>
>I'm having problems with Oasis 2.10. I love V1.35 which I have used ever since I
>made it onto the 'Net, and was excited at the prospect of Oasis2. I registered
>in advance, paid money, everything. Oasis2 came out. I had problems. Couldn't
>use it. The authors told me to wait until 2.05 cam out. i did. When it came out,
>I couldn't use it. I waited until 2.10 came out. it has. And I can't use it. So
>is there anyone out there that can help me? Please?

Sorry I can't help you as I never has been able to use Oasis 2.x
myself. I've tried to use the latest version but I ran into some
severe problems.
For instance trying to change the diplay in Oasis give me when I
click on the OK-buttom "access denied" and trew me back to the
desktop. The same happens when I try to change the preferences. The
display options from Icenet looks very messy. And the whorst of all I
still get the bad PPP-packet message if I try to log on. These are
just a few things that crossed my mind right now. There are a lot
other problems.
For me it is still unusable.
BTW: I'm doing this on a TT030 4/16, TOS 3.06, Thing 1.09, Freedom 2,
NVDI 4 and HSMODA 7.

>Can anyone help me? Or should I just give up? I'm a little frustrated,
>especially as I preregistered over a year ago.

The same overhere.
When shall we get a really working version?

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 297. Re: Possible NEW Atari Magazine (USA)

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: publish@zetnet.co.uk
Message-ID: <5as3ct$1s4@irk.zetnet.co.uk>
Source record: 130657

Hi all

>15 US subs? That really depresses me!! I would bet there are nearly as
>many subs from here in New Zealand!!

There are! :-)

>What is wrong with you Americans?!
>Just because Bill Gates lives next door doesn't mean you have to abandon
>your Atari and go adding to HIS retirement fund!! (I would think that
>enough money already exists in Mr.Gates retirement fund)...

I'm not sure if I am right in saying this, but I would hazard a guess that many Americans are simply not used to dealing with companies or individuals outside the states. I don't think it's anything more than this. But the same goes for us Euros, we tend to buy locally, or from another EU country.

But seeing that Atari users are all over the world, there's no reason why we can't share information and help each other, much like what already happens within this group. Rich Tietjens took on the risk of importing and distributing Atari Computing to the states, and I think he deserves full credit for this. It's just a shame that the amount he takes is not so large, but this can be easily put right!

AC is a magazine for Atari users, wherever they are. It's written in the English language, so is understandable by just about everyone. It's obviously very UK-biased ATM, simply because that's where two thirds of the readers reside, but we're gaining new readers in Australia, New Zealand, Canada, Germany, Sweden etc etc all the time. It would be nice to have more readers in the USA, as well as regular feeds of news and gossip, after all, there's still thousands of Atari users in the USA, and programmers producing stuff like Geneva and Neodesk, which are very popular in the UK.

So, my plea to all USA-based Atari users, is subscribe to the magazine through your local distributor, Rich Tietjens, you don't have to send money abroad, pay in your local currency through Rich, and he sorts out all the hassle for you!

We're hoping to increase the frequency of the magazine, but we need all Atari users to support us. We're not a commercial concern, we're just a bunch of Atari fans who put their own money up to fund the magazine, and we do it for fun and to help keep the Atari scene active.

Anyway, my bit over, but if anyone, anywhere, wants details of the mag, just email us at the address below, and we'll put you in touch with your local distributor or provide you with details on how you can subscribe directly with us.

ATB, Mike Kerslake
Publisher, Atari Computing magazine

PS: We're right out of issue 1, and issue 2 is almost sold out. Issue 3 is due for publication in mid-February, so your get your orders in now!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
publish@zetnet.co.uk - For Playback RadioWorks Info!
ataricomputing@cix.compulink.co.uk - For Atari Computing Info!
mkerslake@cix.compulink.co.uk - For Direct Mail!
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 298. WTB these games

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32D1B195.45AB@con2.com>
Source record: 130658
Cross-posted to: abg.atari,comp.sys.atari.st

I am looking for these games. I know that they are a bit old but I remember that I liked them way back when. Now I would like you to go into your closet and blow the dust off these old Atari games and sell them to me. Who else is gonna buy them?

xenon
Gods
Fire & Ice by Renegade
Underworld by Origin
Cadaver by Bitmap Brothers
Chaos Engine
The Bitmap Brothers Volume 1
Drahken (sp?)

Mykle@con2.com

## 299. WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: jring <jring@scad.edu>
Message-ID: <32D1F2A3.9A3@scad.edu>
Source record: 130659

I am at this point studying various types of computer systems. Could anyone here tell me about what an atari st/falcon or above can do. What advantages and disadvantages are there??? I have studied and am knowledgable in pc's, amiga's, mac's, bebox's, NeXT(??). you may e-mail me at jring@scad.edu.

# 300. Re: Quantum Fireball 1.2 Gb; AHDI doesn't wanna see it

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: Michael Grove <mgrove@ridgecrest.ca.us>
Message-ID: <32D1B2C4.5328@ridgecrest.ca.us>
Source record: 130660

Istvan Leelossy wrote:
>
> Hye!
>
> My falcon wont recognise a Quantum 1.2 Gig which I installed. As disk
> 0. The only drive apart from a 850Mb eide inside.
> Whatever I do, AHDI 6.06 won't see it during boot up. ICD tools will,
> but Cubase wont deal with it.
> 'Non AHDI-compatible scsi driver' or something to that end.
> The drive however is formatted, partitioned and all (by ICD tools).
>
> Anyone can help?

You will need HD Driver to use a SCSI Quantum Fireball drive on the
Falcon.
Cubase Audio (if that is what you are refering to) only works with
devices
on the SCSI bus for recording.
AHDI and ICD should handle your 850mb IDE ok, just as you say. Much
larger
drives on the SCSI or IDE then you will have problems with both of those
drivers. Some drives they will work with and some not. General cut off
point
is 850mb for them.

Mike

## 301. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <5BI31II.greg_evans@delphi.com>
Source record: 130661

Thanks to all who responded to my query. I have gotten 3.16 which seems to use the DSP - yea! I tried emailing a note to Dieter just to thank him for his support and it bounced back. The address I used was DieterFiebelkorn@do.maus.de

Greg

## 302. Object Linking with OLGA

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: mille@tripnet.se
Message-ID: <5arl5e$td@minox.tripnet.se>
Source record: 130662

Hi!

I just can't get along with OLGA!

I want use QED and CAB with the OLGA-protocoll.

I know that this should work, CAB is a OLGA-client and
here it stops. The question is who should work as a
server (OL_SERVER) ?

OLGA.APP?, QED.APP? N.Thing? or my girlfriend? and how
can I tell my system, who is who.

I have read the german docs about the OLGA-messages, but
they tell nothing about an installation procedure.

..and all these XAcc-program types:
"ED" stands for editor and my C:\OLGA.INF contains
ED=E\QED\QED.APP

but the textfile OLGAPROT.TXT says nothing about CAB!
DP=DTP, WP=textmanager etc...

Best Regards

---
Name : Mille Babic Atari Falcon030 40 Mhz
eMail: mille@tripnet.se New AES OpSys 96-07-18
WWW : http://www.tripnet.se/~mille 12MB RAM 540HD 800x600
---

## 303. Re: Ansi Font For NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32D109D6.2781E494@doc.ic.ac.uk>
Source record: 130663

Brian Roland (bjr@edison.ebicom.net) wrote:
> Aloha,
> I'm looking for an ANSI "Outline" font for use with NVDI.
> Anyone know where I can get a TT or Spedo ANSI font?

Doesn't Windows 95 come with an ANSI outline font for use in
the terminal windows?

--------------------------------------------------------------
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

## 304. Re: Falcon serial ports?

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199701062242.a20119@do2.maus.de>
Source record: 130664

GE>Where did you read about building a serial port from the LAN port?
GE>And will software recognize it as a serial port then or will I have
GE>to write my own?

You only need HSMODA07 there is every software included you need to let well written programs benefit from the new serial port. There you can find english and german explanations how to build an adaptor for lan -> RS232C.

Tschuess
Frank

## 305. Re: help with atari 520ST and Mac...

Newsgroup: comp.sys.atari.st
Date: 1997-01-06 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32D10991.167EB0E7@doc.ic.ac.uk>
Source record: 130665

caul wrote:
>
> I have a 520ST and a Performa 635- can I hook them together via the scsi
> ports so that I can download software with my Mac and then dump it over to
> the Atari? Any help would be much appreciated!
>
> Brett Smith

Yes, you can do this. *BUT* you'll need to do some messing
around. If the ST is attached to your Mac's SCSI port, then
the Mac WILL HAVE TO BE SWITCHED OFF. Failure to do this
could conceivable corrupt your hard disk(s), as none of the
ST host adapters (as far as I am aware) support bus-mastering;
hence the two will cause each other problems.

The only other problem you would have to work around is the
fact that neither computer will read the hard disk format of
the other - hard disks aren't like floppies; they have a
partition table as well as the DOS compatible stuff, and the
partition table can be in one of a variety of incompatible
formats on the ST. The Mac is unlikely to understand.

--------------------------------------------------------------
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

# 306. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan7.154146.1@cobra.uni.edu>
Source record: 130516

```
In article <5at084$1d@ash.ridgecrest.ca.us>, Michael Grove
<"**mgrove"@ridgecrest.ca.us**/sick of spam> writes:
> Bite!
>
> And Apples losses continue to mount.
> My crystal ball is ever telling.
>
> (Poor mans/womans? Who bought the cheap Mac?)

You would have to ask for the customer lists from PowerComputing, Umax/SuperMac
and Motorola. All did a bangup Christmas business.

> Mike
>
> A place for someone really interested in learning
> about the Falcon is
>
> http://home.sn.no/~hallvart/
>
> There is more information available from
> this site than most will ever know.

I agree..Saved as a bookmark on Netscape..

GREETINGS..
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-------------------------------------------------------------------------|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave
```

# 307. FS: Mega STE; 4x CD-ROM; Ext SyQuest

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: services@polyprss.demon.co.uk
Message-ID: <AEF87921966830718@polyprss.demon.co.uk>
Source record: 130517

Atari Mega STE: 16MHz with 4MB RAM; 120Mb internal Quantum HDD; TOS 2.06; separate keyboard; accs. complete with SM124 hi-res monitor.

Please email offers to include carriage within the UK to:

kh@polyprss.demon.co.uk

Also: Quad Speed External SCSI CD-ROM Drive with mains cable:

External 40Mb SyQuest 555 HDD (SCSI) with mains cable:

SCSI Terminator:

Please email offers to include carriage within the UK.

Also: loads of clipart, TrueType and PostScript Type 1 fonts, Calamus fonts.

Browse http://www.polyprss.demon.co.uk/atari.html and /fonts.html and /clipart.html

Kevin

## 308. System Solutions!?

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <25943_SSweet@mettav.demon.co.uk>
Source record: 130518

```
FROM: SSweet@mettav.demon.co.uk
SUBJ: System Solutions!?

Yo! Derryck Dude!

DC> They are closed until Monday 6th January, so hopefully they will get in
DC> touch with you.

DC> They are bound to be busy when they return!

They will be wednesday, i'l be there, hope to be back same/next day.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= If you think this was rubbish then you aint read many of my mails.
--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

## 309. Re: Cannot delete files..

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Oliver Skelton <skelton@gatwick.geoquest.slb.com>
Message-ID: <32D2CC15.6A03@gatwick.geoquest.slb.com>
Source record: 130519

bilinsky keith wrote:
>
> I've been trying to rid my hard drive of corrupted files with illegal names.
> I cannot delete these files from the desktop nor can I access them (but I
> can see that they are there and that they take up space.)
>
> I was able to remove ones from a boot directory using chkdisk3 that came
> with my falcon. Diamond Edge removed some of the other files that had
> illegal names with characters such as '
>
> my problem is that I have corrupted files in subdirectories (usally contian
> a lower case letter) that I cannot delete.
>
> Is there a program that I can use to help me delete these ugly files?

Just a warning:

If the contents of the folders you are seeing are not just corruptions
of existing files, but are gobblegook caused by corruption of the
directory entry for the folder, then the 'files' you are trying to
delete may never have existed in the first place (or at least not where
the system currently thinks they are).

By deleting them you are actually telling the system that what ever part
of the disk it thinks they are occupying is now free to be overwritten.
This might be inconvenient if there is also a legitimate file somewhere
else which occupies that part of the disk.

If it happened to me I would probably spend however many hours it would
take me to investigate the disk to make sure I wasn't doing more
damage... but I can't tell you how to do it.
It takes a fair knowledge of how files are stored and then some
rummagine around the sectors and FATs.

--
Regards,
Oliver oskelton@cix.co.uk

## 310. Re: Quantum Fireball 1.2 Gb; AHDI doesn't wanna see it

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: istvan@innet.be
Message-ID: <5au8rv$sm5$2@news.be.innet.net>
Source record: 130520

Chris Krowchuk <chris@compdirect.com> wrote:

>istvan@innet.be (Istvan Leelossy) wrote:
>>Hye!
>>
>>My falcon wont recognise a Quantum 1.2 Gig which I installed. As disk
>>0. The only drive apart from a 850Mb eide inside.
>>Whatever I do, AHDI 6.06 won't see it during boot up. ICD tools will,
>>but Cubase wont deal with it.
>>'Non AHDI-compatible scsi driver' or something to that end.
>>The drive however is formatted, partitioned and all (by ICD tools).
>>
>>Anyone can help?

>If it is a Fireball, it requires SCSI bus arbitration. HD Driver and
>HUSHI (spelling) are the only drivers I know of that support
>arbitration.

>TOS cannot boot from arbitrated drives, you must boot from another
>drive or floppy.
I am booting from the IDE drive...

Thanx.

## 311. HELP repairs/ear training

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Sean Henry <shenry@orc.ca>
Message-ID: <01bbfcea$98fd3b20$0df42fce@jupiter.orc.ca>
Source record: 130521

Does anyone know if the Atari ST can be repaired in Toronto, Canada?
Is there "ear training" music software available for the Atari ST?

Thanks

Please Email me at
shenry@orc.ca

Sean Henry
Nor'wester Coffee House
http://www.orc.ca/~shenry/index.htm

## 312. STeve's Computers...

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Richard Wegner <richardw@dmapub.dma.org>
Message-ID: <Pine.SV4.3.91.970107174359.27203B-100000@dmapub.dma.org>
Source record: 130522

Does this company exist still and if so, do they support the Atari 16 bit computers (ST/STe)? Also, how about Computer Dungeon, I had good luck with both of those companies in the past and I lost their address and phone numbers. I don't care if they are web sites only, I do have access to the web via my IBM PC Compatable, so I can contact them that way. Also, how about BRE Software...I used to get TONS of shareware programs from them...

NOW: I know this may not be appropiate, but I am also looking for lots of XXX Rated Spectrum Pictures...does anyone know where I can get them?

---
Richard Wegner - Dayton Microcomputer Association - richardw@dma.org

"A friend is one who knows all about you...and still likes you anyway."

http://members.aol.com/PenneyGuy/richard1.html
---

## 313. Re: Magic Memory limitations

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970107Z132950.158dave@mbha.demon.co.uk>
Source record: 130523

In article <5ar5ib$hsm@charm.magnus.acs.ohio-state.edu>
faehnle.3@osu.edu "Matthew C. Faehnle" writes:

]
] How do I limit the amount of memory that a program is allowed to take in
] magic? Every time I run pagestream, it gobbles up all 14mb of my free TT ram!
]
]
] Matt Faehnle

Hi Matt,

IIRC, call limitmem.ttp with 2 parameters;

1. full filename (incl absolute path if limitmem and the target program are in
different directories)

2. max memory to use in Kb.

eg: <limitmem> d:\pgs\pgs2uk.prg 1024

will limit pagestream 2 to 1Mb

Hope this helps...

--
dave

## 314. Re: ftp download with CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <852667932_OASIS_@ping.be>
Source record: 130524

In article <852665296_OASIS_@ping.be>
dipching@ping.be (Vandeweghe Jo) said:-

>Sure it is possible to connect to ftp sites with CAB, just try
>AFTP.PRG linked with CAB, although you will not be able to use that
>with Geneva ... like I have experimented.

Yes indeed it's possible to use aFTP with Cab, in fact it works very
well, but Jo didn't mentioned that aFTP needs MiNT/mintnet to work.

Hope this helps
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

## 315. Re: Problem: Quantum F-ball 1.2 > Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <852668206_OASIS_@ping.be>
Source record: 130525

In article <5au8ou$sm5$1@news.be.innet.net>
istvan@innet.be (Istvan Leelossy) said:-

>And wher could I obtain this driver...?
>
>More thanx...

In Belgium you can get it from:
Computerwinkel bvba
Stationsstraat 27
B-2220 Heist-op-den-Berg
Tel: 015/249261
Fax: 015/251019
e-mail: jandooms@tornado.be

In England you can get it from System Solutions
ACN (The Netherlands) has HD probably too

Hope this helps
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

## 316. Re: TOS1.04 questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: STigma <STigma@madnetro.com>
Message-ID: <01bbfb06$62516e60$LocalHost@stigma1>
Source record: 130526

Dennis McGuire <mcguired@moose.erie.net> wrote in article
<Pine.LNX.3.95.961225194349.27012B-100000@moose.erie.net>...
> On 25 Dec 1996, Patrick Dobeson wrote:
> > *ALL* TOS 1.04 machines have Double Sided drives .
> > The only models with single sided drives were the very first 520 STs
with
> > external floppy, they come with TOS < 1.0 or even with TOS in Disk ! (I
had
> > one of this).
> Clarification: Early 520STfm's (internal drive) had single sided
> drives. It was a sore spot between Atari and their dealers at the
> time.

Never saw one.. I have one of the early 520STfm (upgraded to 1 Meg) and it
came with double sided drive (it was one of the first 520STfm to arrive in
Spain) The only differences with the 1040STfm of the same epoch was that
the board had 1 RAM bank unpopulated (some even came with sockets for the
RAM chips), one label with "520STfm" on top, and another one with the
serial number on the bottom.

> > TOS 1.04 was released (if I'm not wrong) with the models inmediatelly
> > previous to the STe. I managed to obtain a pre-release of TOS 1.04 in
disk,
> > and it has provision to disable the blitter that was introduced with
the
> > STe and (Mega ST?)
> The blitter was designed into the original 1040 ST but due to
> development problems was not installed in the first production runs. So
> early 1040's had an empty socket for the blitter, later ones had the
> blitter installed.

I have the 520/1040 Computer Field Service Manual of January 87 and there
is no mention to a Hardware Blitter, and the electric diagrams and PCB
layouts had no provision for the chip itself.

Perhaps in the later models of the 1040 STfm (the ones that came with the
surface mounted Glue and MMU, previous to the STe), but I'm not sure now, I
don't remember of any empty socket (or place for a surface mounted blitter)
I'll check it, as I have access to one of this models.

## 317. WTB: Upgradable TT RAM baord

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5auf5j$hmn@ccshst05.cs.uoguelph.ca>
Source record: 130527

Well, I finally got around to actually checking to see if it was possible to upgrade an older style TT RAM board using the instructions I've been passing around (don't look at me like that: I didn't write them :) ). It turns out the answer is "not easily". It seems that it is necessary to desolder the TTMCU socket in order to cut one of the tracks on the board. I don't mind messing around with my computer, but I hate desoldering. So, I find myself looking for an upgradable TT RAM board to buy or trade for my current not-easily-upgraded 4 meg board. Any sellers?

THeo

## 318. Re: Toad and Emulators, Inc

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: mrmaddog@prolog.net
Message-ID: <19970107205145.5881.qmail@mail.ptd.net>
Source record: 130528

[Bullcrap deleted...]

Now let me tell you something, Mr. Businessman...

You give your customers no respect and poor service, they don't give yopu any more money and take their business elsewhere. Not a dream world, but pure reality.

You want to make money, fine...but don't expect to make any more than the competition you treats their buyers with the upmost respect.

Dave Troy did respond to the questions about Gemulator registration and Toad's service. He never spout off the baloney you did, but said that they send the registration electronically. Perhaps they should have told the buyer about this, but either way...this is the sort of thing that has the customers coming back for more. At least Dave goes out of his way even though the Atari market is just about dead.

As for Darek, don't know what his story is. Being a brilliant programmer and a good businessman are two different things. I keep reading complants about lack of service from his products and his responsives aren't that pleasant. Now why would I buy from a person like that?

One of these days, people are going to get sick and tired from putting up with the crap that the computer industry force feeds them. They figure since people know very little about computers, the industry can con them for all their worth. So instead of writting essays on how worthless customer service is, remember this saying, "You can catch more flies with honey than vineger".

Eric Noss
a.k.a
Mr. Maddog

<<<Unsolicited Email of a commercial nature delivered to this address >>>
<<<is subject to a $5000 charge. Emailing such items, whether manually>>>
<<<or automatically, constitutes acceptance of these terms and >>>
<<<conditions. Do NOT send me any soliciation whatsoever!!! >>>

## 319. Re: Deskjet 540

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <ZHP19me.dpj@delphi.com>
Source record: 130529

Matthew C. Faehnle <faehnle.3@osu.edu> writes:

>Do any drivers exist for the Deskjet 540 for pagestream? It seems that with
>every program I buy, every other HP printer is supported except the 540. This
>printer is capable of color printing and I would like to take advantage of
>this capability. Any help?

Absolutely. If the drivers aren't in the original "package", there are
drivers for the 500 and 550 which work just fine (the 500 for the 540,
and the 550 for the 560 printer). I use an HP 540 all the time with
Pagestream and it works just fine.

Dana @ STReport International Online Magazine

## 320. Re: Possible NEW Atari Magazine (USA)

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <RpA194S.dpj@delphi.com>
Source record: 130530

I can vouch for Mike's message concerning Rich Tietjen's handling of U.S. subscriptions. I happen to be one of those 15 and have had no problems at all. I have Issue #1 and #2 is on the way. I receive the disk via e-mail, as well.

As to the magazine itself, very well done and very informative - and I'm referring to the maiden issue! I see a lot of good stuff in this mag and the potential for even more. I was pleased to read another good magazine again. Bottom line: I'd recommend the subscription.

Dana @ STReport International Online Magazine

## 321. Forgive me, I'm new at this and I need an Atari Word Prcoessor

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: "Paul Gladden"
Message-ID: <5at7ra$t6o@maverick.tad.eds.com>
Source record: 130531

HI,

I have been an Atari 1040STFM owner for a very long time, but my machine has been in the loft for the past few years and I have sold all of my software.

What I need is a decent word processor for it as I have now dusted it down and given to my girlfriends family to use, but, I dont have any software. Can anyone help?

ALso is there a FAQ for new guys like me to read?

Thanks for your help and have a good new year

Regards

Paul

pgladden@uk.tpd.eds.com

## 322. Re: Object Linking with OLGA

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HAHWAJAIUP@data.rhein-main.de>
Source record: 130532

In <5arl5e$td@minox.tripnet.se> Mille Babic wrote:

>I want use QED and CAB with the OLGA-protocoll.

OLGA.INF:

```
---------------------------
[Extensions]
.TAD=$ARTWORX
.CWG=$ARTWORX
.GEM=$ARTWORX
.CVG=$ARTWORX
.AI=$ARTWORX
.SDB=$STELLA
.TXL=$TEXEL
.DIF=$TEXEL
.CSV=$TEXEL
.XLS=$TEXEL
.HTM=$CAB
.TXT=$QED
.ASC=$QED
.IMG=$PAPILLON
.TIF=$PAPILLON
.JPG=$PAPILLON
.GIF=$PAPILLON

[Objects]
.CWG=ArtWorx-Dokument
.CVG=Calamus-Dokument
.GEM=GEM Metafile
.AI=Adobe Illustrator-Dokument
.TAD=Texel-Diagramm

[Types]
SS=$TEXEL
VG=$ARTWORX
RG=$PAPILLON
GG=$STELLA
ED=$QED

[Applications]
TEXEL=K:\Texel\texel.app
STELLA=C:\Programm\STELLA\STELLA.APP
ARTWORX=C:\Programm\ArtWorx\ARTWORX.PRG
IDEALIST=C:\Tools\IdeaList\IDEALIST.PRG
CAB=G:\Internet\CAB\CAB.APP
QED=G:\qed-390\qed.app
```

```
PAPILLON=E:\PAPILLON\PAPILLON.PRG
-------------------------------------
OLGA.APP:

C:/GEMSYS/OLGA/OLGA.APP

regards, robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____________________________________________________
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm
```

## 323. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HAHWAJAFUP@data.rhein-main.de>
Source record: 130533

In <1997Jan7.003312.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:

>and innovated, Atari under Jack Tramiel tries to immitate the Mac OS while not
>adding or innovating. Apple lead, Atari followed(failed miserably).

Dumbhead..

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

## 324. Re: Where Can I Get CAB 2.0?

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HAHIFHBQUP@data.rhein-main.de>
Source record: 130534

In <5aqgra$t78@orm.southern.co.nz> Chris Wilkinson wrote:

>would not think that a version number would jump to 2.0 unless something
>REALLY big had been done to upgrade it! Then again we could be lucky! :)

CAB 2.0 is not avaiable.
Still ï¿½-Release!

Ask Alexander Clauss.

Regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____________________________________________________
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

## 325. What did I do???

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Richard Wegner <richardw@dmapub.dma.org>
Message-ID: <Pine.SV4.3.91.970107173909.27203A-100000@dmapub.dma.org>
Source record: 130535

Hi there...I have a question...first, here is my setup on my Atari 1040STe
---

Atari 1040STe

100 Meg Conner SCSI Hard Drive (with LINK)
1X Nec SCSI CD Rom Drive
Atari SLM804 Lazer Printer
Color and Monochrome Monitors (with Monitor Switcher)
External DS/DD floppy drive (not sure name)
9 Pin Dot Matrix B&W printer

QUESTION: I used to have the Lazer Printer First turned on, then I turned on the hard drive when the GREEN LIGHT came on, then I turned the monitors on, then the external disk drive, CD ROM drive, then lastly the main unit (Atari 1040STe). Now, the green light NEVER goes on my Lazer Printer and I try booting it up (I even put my backup boot disk) and it won't recognize the printer nor the hard drive. WHAT HAPPENED??? Please respond via e-mail. Thanks...

---
Richard Wegner - Dayton Microcomputer Association - richardw@dma.org

"A friend is one who knows all about you...and still likes you anyway."

http://members.aol.com/PenneyGuy/richard1.html
---

# 326. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HAHIFHBKUP@data.rhein-main.de>
Source record: 130536
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In <32CEB78B.5F83@worldgate.com> Bill Merik wrote:

>No, Toad is not the ONLY company. Computer Direct is pretty well
>exclusively devoted to TOS and MagiC platforms. Toad is hyping their PCs

How i can get a simple catalog of all computer direct items?
E-Mail!?

regards, robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

## 327. Re: Making Animated Gifs [Falcon]

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HAHQBEAFUP@data.rhein-main.de>
Source record: 130537

In <260_algy@allatsea.demon.co.uk> Antony Lacey wrote:

>MPlayer now creates animated GIF's from version 2.30 on ... I know your's
>wasn't the original message but I've not had chance to read much lately!

How much? :-)
How i can get it??
Status? PayWare, ShareWare?

regards, robert
--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

## 328. Flatbed Scanners & Linux

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn5d55u9.isr.mlake@melake.erols.com>
Source record: 130538

Is anyone here using a flatbed scanner on a TT running Linux? If so,
I'd like to hear suggestions and any other comments.

--
Marshall Lake - TEAM Software - mlake@melake.erols.com
http://melake.erols.com http://melake.erols.com/~team
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

## 329. Re: Armin Schneider

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HAHWAJALUP@data.rhein-main.de>
Source record: 130539

In <658_RCain@nest.demon.co.uk> Roger Cain wrote:

>He does not respond to the e-mail address given in the documentation,
>armin_schneider@fr.maus.de.
>
>Does anyone know of his correct e-mail address, please?

He's not longer present in the atari market.
His latest message was in 7 or 8 /96.

He's quit the support for atari-software.
(That's my latest info)

regards, robert

PS: the latest videotext-release is 2.70

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____________________________________________________
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

## 330. Re: NEW: free Atari ST emulator for MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: dgnadt@ecn.com
Message-ID: <5c2023$2n7$1@nuke.csu.net>
Source record: 130540

asmolar@localhost.fast.net (Tony Smolar) wrote:

>Anybody get this emulator working? I tried TOS 2.06, the disk based version
>of 1.0, and the Magic that comes with the Magic PC demo. Gemulator Classic
>seems hell bent on using a Gemulator card, even though the docs say that
>you don't need one.

I did the same thing and finaly gave up.

## 331. ! MASS POST Was Here! (chUNpQ)

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Ones-And-Zeros@prodigy.net
Message-ID: <5as62a$34e0@usenet1y.prodigy.net>
Source record: 130566

```
MASS POST--the program by Ones and Zeros--has been used to send this message
to thousands of newsgroups.

(chUNpQ)
```

## 332. Need Marpet Clock Cartridge

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: q-funk@eclypse.net
Message-ID: <5as4nv$d23$1@cti01.citenet.net>
Source record: 130567

I'm looking for a Marpet forget-Me Cartridge Clock WITH the thru
port as this will be used with softwares requiring a key dongle,
along with the appropriate software drivers. Unfortunately, this
clock is now made without the through port, wich would render it
rather useless unless I resort to costly dongle switchers...
Please e-mail your offers, keeping in mind that I live in Canada
and have very few avenues for making transoceanic purchases. ;-)
---
From: Martin-Eric Racine Reply-To: q-funk@eclypse.net Irc: Q-FUNK
Home: http://www.geocities.com/BourbonStreet/3281 comp.sys.atari
---
~I have tasted the maggots in the brains of the Universe. I was not
offended, for I knew I had to rise above it all, or drown in my own
shit.~ Lyrics: Georges Clinton Album: Maggot Brain By: FUNKADELIC

## 333. Re: Junk Email spam about 'Minoxidil/Thinning hair'

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5as41g$748@news.Hawaii.Edu>
Source record: 130568

Good news guys! One of these companies was axed for their behavior,
specifically, advertising the hair loss product with threats at the end...

an excerpt:
----
> simple. NOTE TO FLAMERS:DON'T DO IT! We will comply with and respect
> all REMOVE requests, but if we are flamed we will (a) FLAME YOU 1000
> times as much (b)email to 3 million people a questionable item with
> your return email address. We want respect as much as anyone else, so
----

Here is an excerpt from the response from Cyberpromo:
---
Cyber Promotions has recently terminated several accounts for
abuse of our policies. (Updated TOS at end of message).

Cyber Promotions will not tolerate irresponsible
commercial email activities.

The following email accounts have been *recently TERMINATED...
*noci@cyberpromo.com 1-4-97: Spamming with THREATS!
---

Score one for our side!
Aloha,

John Perez/The Borg
jperez@hawaii.edu

## 334. Toad and Emulators, Inc

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <852596362@acpu.com>
Source record: 130569

Perhaps it is time for me to weigh in on this subject. I have always found Toad to offer excellent service; I was dismayed to see articles here by people who found their service lacking in some way. Neither Toad nor us are benevolent associations; we go for the best deal, and they go for max profit. Those of you who believe that Toad's increasing emphasis on PC's is an easy business decision are living in a dream world - mom-and-pop PC dealers, at least in my part of the US, look like they are starving. (Of course, the Atari dealers disappeared years ago!) The big chains seem determined to sell only one to a customer; IMO, they are doing a splendid job of making their customers hate them.

Prices are just prices; I have bargain shopped as much as anybody here, and simply pay for what I want, and don't pay for what I don't want. I haven't always gone for the lowest price; sometimes paying a higher price is the better deal. And this really is the crux of the modern business of computer hardware and software buying and selling - without support, the cheapest stuff you can buy can be worthless. *With* support, it can be gold.

Toad, of course, makes /no/ money unless they sell goods or services. Nobody is going to pay them to hang on to their inventory; only selling pays them to stay in business. They obviously cannot afford to buy stock at one price and sell immediately at a lower price. OTOH, I have met several businessmen in my life who (foolishly, IMO) kept their prices high to cover their original costs, long after it became obvious to me that there was very little hope for them to recover those costs. A local ex-Atari dealer, for example, has maintained his original selling price on Atari software instead of dumping it at the prices that it can reasonably be expected to bring (that is, nothing much. Most of it has to be 8 years old or more.) But it is his inventory, and how he chooses to run his business is his affair. If Toad is being similarly foolish... well, it is just foolish - greed doesn't figure in, because asking a price is no guarantee that one will get it.

As far as Gemulator goes, I too have seen intemperate posts from Mr. Mihocka. I have also met him. He is one of a dozen or more people working in or around the edge of this platform that I consider to be authentic geniuses. But I have very little use for emulators; they can be fun to play with, but are rarely useful to me in the grand scheme of things. I have seen Gemulator running on a P6-200; I'd still rather use my TT, although it is slower by some considerable. Benchmarks aren't everything.

On yet another topic: I have some considerable (well, for me!) money invested in my Atari Museum, both hardware and software. Giving it up to buy an admittedly more powerful machine, call it a Pentium 90,

doesn't suit my diehard attitude. It would certainly flush my software library down the toilet, given my distaste for emulators. OTOH, a T60 (or other hotrod clone) would preserve my attitude and my library, even though it /might/ cost more in the long run. It's my life and my money. You can't expect me to jump ship just by throwing around some PC prices and benchmark numbers. To paraphrase Patrick Henry (American patriot and diehard): I know not what course others may take; but as for me, give me TOS or give me death. (Well, I'm not willing to die for it, but I enjoy living with it :)
"The Poor Deluded Soul" - tderrick@acpu.com

## 335. Vortex 386 SX emulator for Mega STe

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <25894_SSweet@mettav.demon.co.uk>
Source record: 130570

FROM: SSweet@mettav.demon.co.uk
SUBJ: Vortex 386 SX emulator for Mega STe

f> I sold my Mega STe to a friends that don't need the emulator card .
f>
f> So now I sell it for 75 $ plus 15 $ for shipment cost . It runs
f> correctly Windows 3.1 and main application softwares ( Word , Excel ,
f> etc. ) .

Whereabouts in the MegaSTE does this fit.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= "Worf! Is that your face or did your neck throw up???"
--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 336. Re: Magic Apps Folder

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <25895_SSweet@mettav.demon.co.uk>
Source record: 130571

FROM: SSweet@mettav.demon.co.uk
SUBJ: Magic Apps Folder

>> You can terminate an ACC running as an ACC, just control click on the
>> menu entry.

g> True, which is just one more reason why most people do not use #_APP.
g> All I have in it is a clock utility.

Hm!, ive got a few in there, lets see,

C:\GEMSYS\MAGIC\AUTO\FLP_PAR0.PRG
C:\GEMSYS\MAGIC\AUTO\WBDAEMON.PRX
C:\GEMSYS\MAGIC\AUTO\XMEN_MGR.APP
C:\GEMSYS\MAGIC\AUTO\CLOCK.APP
C:\GEMSYS\MAGIC\AUTO\FREEDOM.APP
C:\GEMSYS\MAGIC\AUTO\START.APX
C:\GEMSYS\MAGIC\AUTO\APPLINE.APX

Ive disabled start as since i up'grd to magic 5 i got a few cases of my hard drive sulking, no porbs with START disabled. Appline i regarded as a toy and hence unplugged that, WBDAEMON caused some nasty Drive corruption, so that hit the fan very Quickly

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Association of Tagline Writers, official strike,
Please boycot all taglines.
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## 337. Re: C Tutorial, Lesson 2

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <25896_Spencer@mettav.demon.co.uk>
Source record: 130572

Out of the ether, the following was mentioned by Derryck...:

SD>> I wonder how many annoyed readers got caught out at that point! ;-
DC> Only those who hadn't read all the article before they started!
DC> (g)
Well it never mentioned at the start that it was to be continued
rather that it was the complete project.

Admittedly most people would have read the whole article before
attempting any upgrade.

Spencer

spencer@mettav.demon.co.uk

--

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## 338. Re: C Tutorial, Lesson 2

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Spencer@mettav.demon.co.uk
Message-ID: <25897_Spencer@mettav.demon.co.uk>
Source record: 130573

Out of the ether, the following was mentioned by rdupuy5596@aol.com...:

r> This C tutorial is free and designed to get you started. Anyone
r> who wants
r> to learn more advanced subjects after this tutorial ends is free
r> to continue with the many excellent resources available in
r> everybookstore.
I understand that and commend your efforts.

r> I understand what you are trying to say, however, and I'm not
r> offended. Everyone should be aware that I am not under contract and
r> cannot make any
r> guarantees. (Lesson 4 is in the works, however...)
I was only intending to have a slight dig at the tutorial. I was however
mainly using the publication of your tutorial as an excuse to tell this
anecdote.

No slight was intended on yourself or your tutorial. Afterall I recently
attended a proffessionally produced C Programming course which was
considerably dearer than your own. (1600 UKP as opposed 0 UKP for your own)
So do keep it up.

Spencer

spencer@mettav.demon.co.uk

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## 339. Re: Sweet Geneva!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <25887_hsideras@mettav.demon.co.uk>
Source record: 130574

*Hi Petter*, on 05 Jan 97 you wrote: ...respect, brethren

p>
>> You may hold that opinion if you like, but I'd suggest popular
>> experience indicates the opposite.
p>
p> None of the Falcon owners I know have complained of "flaky" machines.
p> There was one case of an unstable machine, but the culprit turned out
p> to be the Wings memory card.

I don't know if it's me trying to rewrite history or a particularly blinkered view of recent events, but since it was revealed that a decision was made by Atari to withdraw from development of the computer line in 1991 - 18 months prior to the release of the Falcon - the half-hearted fixing of basic bugs in TOS 4.01, the standard range of Falcon hardware fixes that were left to owners to do themselves if they happened to find reasons to need them, the reasons everyone held off buying machines until a basic decent spec machine was available and, even now, the way the clamour for hardware enhancements that release the machine from its hamstrung specification, I'm inclined to maintain my view.

Over and above that ISTR System Solutions went through a period where they only recommended memory of a certain make for RAM upgrades to 14Mb due to the number of problems that were experienced (an upgrade certainly within the machine's spec) and I've noticed several people reporting machine failures over the last twelve months unrelated to any particular upgrade.

Perhaps I'm making this all up...

>> ...a good summary of the reasons for the delay in shipping Nemesis is
>> that they were increasing the build quality to such a level that the
>> inconsistencies from one Falcon to the next were finally overcome. I
>> think that tells its own story, don't you...?
p> It tells me the Nemesis team are doing a thorough job with their
p> product, for which all Falcon owners will be greatful.

Absolutely, but that's a different issue. Is the reason I've stated untrue?

p> When you say that you "wouldn't have one at any price" (hey, it sounds
p> like you're talking of PC's)

When I eventually move on it'll be to something like a PC, but I spent Xmas setting up a P100 and I didn't think much of it tbh. I haven't used a Mac in earnest for a few years, but I thought even less of that. I think I'll have to wait a few years before they invent something that genuinely improves on what I have now, rather than offering a few bells and whistles that I can live without.

p> I think you'll miss the chance of using the best computer Atari ever
p> made. It's a joy to use, and with the arrival of Nemesis it seems it'll
p> get even better.
p>
p> Give the bird a try, Harry - I don't think you will be disappointed :-)

Nemesis sounds like a upgrade for a Falcon, but the machine itself offers nothing that I want. For *my* purposes the TT is clearly the best machine Atari made for a whole variety of reasons - I'll continue to look in that direction for my next upgrade.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 340. System Solutions!?

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <25892_SSweet@mettav.demon.co.uk>
Source record: 130575

FROM: SSweet@mettav.demon.co.uk
SUBJ: System Solutions!?

G> I send them two eMails (one via UUCP/and one via WWW) and one Fax, that i
G> like to buy ExtenDOS. But they did not answer till now. Could anybody in
G> GB, maybe some body who lifes near to theyr office, talk to them about my
G> wish. Please leave them my eMail-adress that they could contact me.

I'l be visiting them this week, i will hardcopy this and take it with me.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Sometimes you're the windshield, and sometimes you're the bug...
--

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## 341. Re: Cookie jar patch program

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <25893_SSweet@mettav.demon.co.uk>
Source record: 130576

FROM: SSweet@mettav.demon.co.uk
SUBJ: Cookie jar patch program

m> You need JARXXX by Dan Wilga, it comes with the Geneva Demo if you can
m> find it. I renamed it JAR100.PRG in my Auto folder.

*100 Cookie entries*, are you off your trolley, i think your mind has drifted
to CACHExxx.PRG, surely?

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= If you think this was rubbish then you aint read many of my mails.
--

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## 342. Re: Oasis 2.10 problems revisited

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <78779911_000007_OASIS_NEWS@000007-hookup.net>
Source record: 130577

```
>.demon.co.uk!Simon
>From: Simon@husbands.demon.co.uk (Simon Husbands)
>Newsgroups: comp.sys.atari.st,demon.ip.support.atari
>Subject: Oasis 2.10 problems revisited
>Date: Sun, 5 Jan 97 18:34:18 GMT
>Lines: 54
>Message-ID: <852489258_OASIS_@husbands.demon.co.uk>
>Reply-To: Simon@husbands.demon.co.uk
>NNTP-Posting-Host: husbands.demon.co.uk
>X-NNTP-Posting-Host: husbands.demon.co.uk
>Organisation: The Husbands Foundation
>X-Newsreader: OASIS Daily Net (Atari) v1.35E
>Xref: nic.ott.hookup.net comp.sys.atari.st:74534
>
>Hi to all.
>
>I'm having problems with Oasis 2.10. I love V1.35 which I have used ever since I
>made it onto the 'Net, and was excited at the prospect of Oasis2. I registered
>in advance, paid money, everything. Oasis2 came out. I had problems. Couldn't
>use it. The authors told me to wait until 2.05 cam out. i did. When it came out,
>I couldn't use it. I waited until 2.10 came out. it has. And I can't use it. So
>is there anyone out there that can help me? Please?
>
>I have a 520ST upgraded to 2.5 Meg RAM TOS 1.2, with System Solutions 170 Meg
>HD booting from HDDriver v3.7, then using Superboot V7. I am running everything
>clean to try to get Oasis2 working. These are my problems.
>
>1) Once in Oasis2, I can't get out. The Exit commands cause the mouse to vanish
>and the computer to freeze.
>
>2) If I try to call ICE or the OASIS editor, it tells me it can find them on
>Drive I. Why is it looking on drive I? I have all the OASIS stuff on Drive C.
>Anyway I moved the needed files to drive I where I put them in a folder called
>OASIS2 and these programs come up OK now.
>
>3) ICENET2.PRG just doesn't work. Period. It starts up then freezes with a menu
>bar across the top.
>
>4) I configured ICE.NET by hand to try to get it going. I can now log on. ICE is
>called and goes into it's thing, dials, and I get connected. Then all I get is
>'IP:Bad checksum' coming up every second until I have a long column of them on
>the screen. Then the modem hangs.
>
>These are my primary problems. There are others, but I won't go into them.
```

>
>I am coming to the conclusion that OASIS2 just won't work with my version of
>TOS. Am I right? Or are these common complaints?
>
>Can anyone help me? Or should I just give up? I'm a little frustrated,
>especially as I preregistered over a year ago.
>
>Thanks for any help!
>
>Simon
>
>__
>
> =----------------------------------------------------------------------=
> Your friend and mine, SIMON HUSBANDS simon@husbands.demon.co.uk
> And for a bit of stuff and nonsense http://www.husbands.demon.co.uk
> =----------------------------------------------------------------------=
>
>
>
>
>
>
>
Go to your SYSTEM folder and check the Tools.cfg file and make sure
it's pointing to your drive. While your at it configure the tools such
as zip to point to your zip program ... Then it should light up like a
Christmas tree ! I had the same problem till I looked at all the CFG
files in this folder .

--

---


**********
* martinr@hookup.net Falcon 030 16MEGS 85/IDE 1.6/GIG SCSI *
* Ottawa , Ontario Powerup 2/Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
**********


---

## 343. double sided drive

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: michael j stevens <michaeljefry@delphi.com>
Message-ID: <xnJWdaP.michaeljefry@delphi.com>
Source record: 130578

I want to buy a double sided disc drive for atari st....external...can't spend too much money...thanks...

## 344. Atari in Calgary Alberta?

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: bp507@torfree.net
Message-ID: <E3MG87.BLy.0.sheppard@torfree.net>
Source record: 130579

I will be moving to Calgary, Alberta, Canada soon. Could anyone from there contact me with some information about the Atari users groups (I think that there are two), as well as some information/opinions about local Internet Service Providers that offer dialup text-based shell access, and uncompressed SLIP access. You know, for an Atari. I'm using CoNnect for shell access and STIK/CAB for the web.

Any information would be appreciated. Thanks.

Frank Lockwood
--
____/ /
/ / Frank Lockwood
__/ / Toronto, Ontario, Canada
__/ _______/ http://www.candisc.com/fl/

## 345. Atari Sites

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: samsung@nevada.edu
Message-ID: <5asr7e$bi@news.nevada.edu>
Source record: 130580

Here is again the list of Atari Sites that helped me out so much so long ago:
Atari FTP list update!
msh@daresbury.ac.uk M.S. Smith at Daresbury
Laboratory, UK

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
-

Last edit: 6-July-1995
Additions/changes since last list: 3

- ftp.informatik.uni-muenchen.de (New Site)
- ftp.e-technik.tu-muenchen.de (Replaces
reseq.regent.e-technik.tu-muenchen.de)
- phlem.ph.kcl.ac.uk (Directory change only holds Linux 68K)

- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
-

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as
password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :
---
USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and
/pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/

f.ms.uky.edu.............(128.163.128.6)...../pub2/atari/

CZECH REPUBLIC:
---------------
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:

---------
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari

NETHERLANDS:
------------
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
--------
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
-------

ftp.cnam.fr.........(163.173.128.15)......../pub/Atari/

GERMANY:
--------
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/ or /pub3/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)...../atari/
ftp.cs.tu-berlin.de.......(130.149.144.4)...../pub/atari/
email server.............mail-server@cs.tu-berlin.de
ftp.fu-berlin.de..........(160.45.10.6)......./pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)...... /pub/atari/

ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/comp/Atari/
ftp.uni-bremen.de.........(134.102.228.2)...../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
ftp.e-technik.tu-muenchen.de....(129.187.231.131 or 129.187.42.1)
.../pub/comp/platforms/atari
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de

```
ftp.hrz.uni-kassel.de....(141.51.12.12)...../pub/machines/atari/
ftp.ira.uka.de..........(129.13.10.90)...../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
ftp.rz.tu-bs.de.........(134.169.9.44)...../pub/atari/
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/comp/atari

ftp.inf.tu-dresden.de....(141.76.1.11) ...../pub/atari/
ftp.uni-giessen.de.......(134.176.2.177)...../pub/atari
ftp.rz.tu-harburg.de.....(134.28.240.5)...../ATARI/
ftp.uni-oldenburg.de.....(134.106.40.9)...../pub/atari
ftp.uni-frankfurt.de.....(141.2.1.7)...../pub/Atari
ftp.informatik.uni-muenchen.de...(129.187.249.15).../pub/comp/platforms/atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) ...../micros/atari/
email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)...../pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)...../pub/Linux/

SWITZERLAND:
-----------

ftp.isbiel.ch.....(147.87.2.27)...../atari/
ezinfo.ethz.ch....(129.132.2.72)...../st/
ftp.switch.ch.....(130.59.1.40)...../mirror/atari/
ftp.switch.ch.....(130.59.1.40)...../software/atari/

AUSTRALIA:
---------
closer.brisnet.org.au.....(203.4.149.97).../pub/archive1/ATARIST

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari

- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
ftp.switch.ch.............(130.59.10.40) or (130.59.1.40)...
/mirror/atari/ - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"
```

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
---

1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de"
[CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no"
[CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari"
[CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another

site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are
connected.
- Most files are compressed. Use an appropriate program on your computer
on
which the programs were intended, or in UNIX .......
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities

- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys,
xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to
another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS
---
Part of this is dependent on you having the GNU msdos-utilities available

at your site. If you don't, ask your local system operator how to transfer
files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc
a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for
"low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from
disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel
a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject
buttons".

- - - - - - - - - - - - - - - - - - - - -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Stephen Smith (msh@dl.ac.uk) with permission from
Hallvard

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with all data intact.

Copyright (C) 6-July-1995
--
Very truly yours, (*YAWN!!*) || |~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
/ ____|| | University Student |
__ {~._.~} /__| o| | This truck is movin! |
(_-` ( O ) ,---'| ,| |___| |
_ \ _/_ _ _ ()~*~() |----|__|__|===|--==========================--|
(__/ _//_(/_|/_(/_ (_)-(_) `-(*)---(*)`- (*)(*) (*)(*)
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 346. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan7.003312.1@cobra.uni.edu>
Source record: 130581

In article <32D1F2A3.9A3@scad.edu>, jring <jring@scad.edu> writes:
> I am at this point studying various types of computer systems. Could
> anyone here tell me about what an atari st/falcon or above can do. What
> advantages and disadvantages are there??? I have studied and am
> knowledgable in pc's, amiga's, mac's, bebox's, NeXT(??). you may e-mail
> me at jring@scad.edu.

The ST/Falcon were considered the poor mans/women Mac. While Apple developed
and innovated, Atari under Jack Tramiel tries to immitate the Mac OS while not
adding or innovating. Apple lead, Atari followed(failed miserably).

GREETINGS..
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-------------------------------------------------------------------------|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

## 347. NOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: kfoley@cameo.co.uk
Message-ID: <1721_kfoley@cameo.co.uk>
Source record: 130582

I'd really like to stop NOS POP3 deleting emails that it's read as I also like to use my PC to access the internet and read my email.

Does anyone know how I can stop it including modifying the source code (if available)?

ATB,
Karl.

--

Cameo Network Services Ltd., York House, | Novell authorised reseller.
2-4 York Road, Felixstowe, Suffolk. UK. | Microsoft soloution provider.
Tel: +44-1394-672004 | Training and consultancy.
Fax: +44-1394-271210 | http://www.cameo.co.uk

## 348. Re: System Solutions!?

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5astsh$re0@scanner.worldgate.com>
Source record: 130583

greg_evans@delphi.com wrote:
>
>Reni,
>
>I have found that Systems Solutions is slow to reply to email also.
>I suggest getting hold of a UK magazine, such as Atari Computing,
>findout the price for Extendos and then mailing in an order. They
>take credit cards, I think, so you'll be protected there. If you
>don't want to do that contact chris@compdirect.com (Computer Direct,
>Canada and try to order from him. He seems to check his email 7
>days a week so he'll likely answer quickly.
>
>Greg

And I hang here a bit when I am done answering my mail!

We would be pleased to send a copy.

All the best,
Chris @ Computer Direct

## 349. Re: Quantum Fireball 1.2 Gb; AHDI doesn't wanna see it

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5asu0r$re0@scanner.worldgate.com>
Source record: 130584

istvan@innet.be (Istvan Leelossy) wrote:
>Hye!
>
>My falcon wont recognise a Quantum 1.2 Gig which I installed. As disk
>0. The only drive apart from a 850Mb eide inside.
>Whatever I do, AHDI 6.06 won't see it during boot up. ICD tools will,
>but Cubase wont deal with it.
>'Non AHDI-compatible scsi driver' or something to that end.
>The drive however is formatted, partitioned and all (by ICD tools).
>
>Anyone can help?

If it is a Fireball, it requires SCSI bus arbitration. HD Driver and
HUSHI (spelling) are the only drivers I know of that support
arbitration.

TOS cannot boot from arbitrated drives, you must boot from another
drive or floppy.

All the best,
Chris @ Computer Direct

## 350. Re: Holy 16 bits! The Atari _is_ alive

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: kfoley@cameo.co.uk
Message-ID: <1722_kfoley@cameo.co.uk>
Source record: 130585

At 22:50:46 on 01 Jan 97, moose@mitt.demon.co.uk wrote this about Holy 16 bits! The Atari _is_ alive

m> Basically, what I'm trying to do here is set up a diskless workstation
m> using the ST, for no better reason than that it strikes me as cool.
m> The Atari certainly appeals to me on a number of levels (the mono
m> monitor is one of the crispestdisplays I've used), and I'd like help
m> turning it into a useful workhorse.

What about HDD_DMN2.ZIP which I discovered at the ParCP download site (ftp.zlin.vutbr.cz) a few days ago. (Why has ftp.zlin.vutbr.cz stopped working?).

HDD_DMN2.ZIP appears to be similar to Ghostlink but over a parallel connection instead of a serial one. I havn't tried it yet, still trying to get ParCP up and running.

You could use MiNT/NFS but you'll have bugger all memory (technical term there) for anything else. The serial speed (even if doubled) is still very slow - I've got 60MB+ to transfer to my ST so i can back it up -That's about 4.25 hours worth. :(

Just read the HDD_DMN2 docs and the support site for this is http://www.upol.cz/~cieluch/atari.html

Good luck!

ATB,
Karl.

--

Cameo Network Services Ltd., York House, | Novell authorised reseller.
2-4 York Road, Felixstowe, Suffolk. UK. | Microsoft soloution provider.
Tel: +44-1394-672004 | Training and consultancy.
Fax: +44-1394-271210 | http://www.cameo.co.uk

# 351. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Michael Grove <**mgrove@ridgecrest.ca.us**/sick>
Message-ID: <5at084$1d@ash.ridgecrest.ca.us>
Source record: 130586

Bite!

And Apples losses continue to mount.
My crystal ball is ever telling.

(Poor mans/womans? Who bought the cheap Mac?)

Mike

A place for someone really interested in learning
about the Falcon is

http://home.sn.no/~hallvart/

There is more information available from
this site than most will ever know.

## 352. Re: Stik WWW page updates

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5at1qh$t6@scanner.worldgate.com>
Source record: 130587

Roy Goring (rgoring@zetnet.co.uk) wrote:

: Hi Greg,

: As has been mentioned already CAB 2 is not available for general release
: yet :-(

: It is in VERY early beta testing ATM :-(

: But at this stage the whole thing has been rewritten from the begining :-)

: This will make it faster in the end, although ATM it is a bit slow to
: respond to the mouse clicks :-)

: The most important new development is that it now supports 'frames' :-)

: It does this very well, and I have already designed a 'frame' page for the
: WAG site, which I will upload at the next update :-)

: Don't worry, I'm sure a message will be put in here when CAB 2 becomes
: available, and then it will be 'lets all rush to flinnys site to get it'
: :-p

: With the latest version of CAB, the author included a text file with all
: the HTML TAGS that CAB now supports :-)

: I anyone wants a copy I will upload it here as long as no one objects?

: Yours Roy

Well, I would appreciate it, and it'd be a neat sneak peek at what is to
come for my user group meeting tomorrow (I'm actually demoing CAB tomorrow
(that being Tuesday), so it would be actually pretty neat to have the beta
version to show. :) )

Leslie

## 353. Re: System Solutions!?

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32D213F4.5035@bruker.de>
Source record: 130588

Rene Ceron Palomino wrote:

> I have a question about System Solutions.
>
> I send them two eMails (one via UUCP/and one via WWW) and one Fax, that i like
> to buy ExtenDOS. But they did not answer till now.

This is because the person answering email for them has been ill for
quite a time.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 354. Re: Problem: Quantum F-ball 1.2 > Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32D2149D.25ED@bruker.de>
Source record: 130589

Istvan Leelossy wrote:

> My falcon wont recognise a Quantum 1.2 Gig which I installed. As disk

For Quantum Fireball drives connected to the TT or Falcon you need a
driver supporting initiator identification/bus arbitration, e. g. CBHD,
HuSHI, HDDRIVER.
With an ST the Fireball can only be used with the LINK96 host adapter by
Norbert Wieczorek.

--
----------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

## 355. Saying seeya (temporarily!)

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <5at6ca$gqb@orm.southern.co.nz>
Source record: 130590

Heading says all...I'm closing my 'net account so this email address will no longer work. I'm keeping on with my Falcon though, and I may appear again in the not-too-distant future...

glad to have talked to (some of) you!! :)

Chris W.
/|\ ATARI Falcon030 16Mb/340Mb/DSP/FPU

## 356. Re: ??: SLM-804 w/ PC's

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <32D23AEA.6999@undine.physik.uni-erlangen.de>
Source record: 130591

Pradeep Naga wrote:

> about 1 year ago, I had asked a question about connecting
> an SLM-804 printer to a Windows based PC. (using the Atari ST
> as a intermediate). I received a reply that a German magazine
> had 2 issues devoted to this and that it was done successfully.

I'm one of the authors of that article (I guess ;-). There is another
thread in this newsgroup about that topic.

Harald

# 357. Re: Object Linking with OLGA

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32D2487C.2781E494@etlxdmx.ericsson.se>
Source record: 130592

Mille Babic wrote:
>
> Hi!
>
> I just can't get along with OLGA!

I've seen a few mentions of this around. I gather it's a bit like OLE in Windoze. What does it do? Is it available? If so, where from? The truth is out there.

Regards
Martyn

## 358. ST Mouse pinout

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: barn@mayberry.com
Message-ID: <5athgc$okm@costarica.earthlink.net>
Source record: 130593

```
Here's the pinout for the ST mouseport:
1-Up/XB
2-Down/XA
3-Left/YA
4-Right/YB
5-Not Connected
6-Left Button
7-+5Volts
8-Ground
9-Right Button

Now if someone would post the PC bus mouse pinout...
```

# 359. For Sale (UK) : 16MB TT fastram upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: "Dr. Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <E3n5nt.6Lu@cf.ac.uk>
Source record: 130594
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For Sale:

Catch computers (Systems Solutions) high spec TT ram expansion board
(takes upto eight simms) fitted with 16MB fastram (four 4MB 30-pins). The
fastest fastram upgrade available for the TT. Can take upto 128MB!

Cost over ï¿½600 but will sell for ï¿½300 o.n.o.

If interested,

Dr Simon Williams
email spesgw@cf.ac.uk

## 360. Re: Looking for a Tester

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <32D2CA50.7004@imperial.co.uk>
Source record: 130595

Stuart Shaw wrote:
>
> I'm looking for some testers to test some of the programmes I Write.
> You will not get payed but your name will be in it.
> I will not be making money out of my programmes anyway.
>
> If you want to test programmes for me email:
> Stu@shaw1.demon.co.uk
>
> Thanks
> Happy New YEar
> Stuart
> --
> Hi Stuart,

I may be interested in testing some of your software. What sort
of software to you write?

Yours,

Ben Hills.

ben@imperial.co.uk

## 361. Re: Atari ST emulator for the PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <32D2CB0C.3D9E@imperial.co.uk>
Source record: 130596

Tony wrote:
>
> Anyone know where I can download one?
> Cheers
> Tony :)

Hi Tony,

You can find a demo version of the Atari Emulator for Windows called
Gemulator 96 from:

ftp://ftp.pulsar.net/pub/Stumble/Other/AtariST/Emulators/gem96dem.exe

Hope this helps,

Yours,

Ben Hills.

ben@imperial.co.uk

## 362. UUCP over null-modem line

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: "Jens M. Felderhoff" <jmf@informatik.uni-koblenz.de>
Message-ID: <32D269D5.370@informatik.uni-koblenz.de>
Source record: 130597

I installed Taylor UUCP on my ST 1040 to
communicate to a PCS Unix machine via null-modem
line.

My ST is running FreeMiNT 1.12.6.

Does anyone know how to configure the terminal
settings in /etc/inittab and /etc/ttys on the
Atari?

I neither do know which device(s) to use nor if
they should be activated by init (via /etc/ttys)
or uucico.

Can anybody help?

Tschuess

Jens
--
+-----------------------------------------------+
| Jens M. Felderhoff | jmf@infko.uni-koblenz.de |
+--------------------+--------------------------+
| Fido: 2:2454/ 95.10@fidonet.org |
| NeST: 90: 400/601.10@nest.ftn |
+-----------------------------------------------+

## 363. WTB these games too. Hurry!

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32D27314.705D@con2.com>
Source record: 130598
Cross-posted to: abg.atari,comp.sys.atari.st

Mykle wrote:
>
> I am looking for these games. I know that they are a bit old but I
> remember that I liked them way back when. Now I would like you to go
> into your closet and blow the dust off these old Atari games and sell
> them to me. Who else is gonna buy them?
>
> xenon
> Gods
> Fire & Ice by Renegade
> Underworld by Origin
> Cadaver by Bitmap Brothers
> Chaos Engine
> The Bitmap Brothers Volume 1
> Drahken (sp?)
Super Cauldron
Prince of Persia
Leander
Lemmings
James Pond II
Adams Family
Pirates
William Tell

Please respond by e-mail
> Mykle@con2.com

## 364. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvafqllbaq.fsf@emw.ericsson.se>
Source record: 130599
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Peter Rottengatter <perot@pallas.amp.uni-hannover.de> writes:

I hate when I get replays to my own messages which I havn't even read!
Nevermind. :-|

> On 20 Dec 1996, Chris Wilkinson wrote:
>
> > Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
> > :
> > : Is there a ethernet card available for the Falcon? Can I use the
> > : internet applications with it like CAB, Antmail etc?
> >
> > No there isn't sadly :(. If anyone can say otherwise then please do!!
>
> This is not quite right. There is a german hardware manufacturer that
> almost finished development of an SCSI - Ethernet adapter. He also sells
> ACSI - SCSI adapter. I've been told that the former does comprise the
> latter, but I'm not sure.

Yup I have heard about it. It looks to be rather nice as well as the SCSI
port is uing DMA. Fast and doesn't take any CPU power at all. :-)

> > : The reason I ask this is that I talked to our landlord
> > : yesterday and he was thinknig of setting up a ethernet
> > : network in our house using ISDN to get out on the
> > : internet! Cool! As there are not that many apartments in the
> >
> > Ethernet in your house? Thats pretty decent of the landlord!! You could
> > use MiNTnet to connect to a PC that is connected via Ethernet via a null
> > modem cable. That would be moderately fast compared to an analogue
> > phone/modem combination. The PC would need to be running something (Linux
> > etc...) that can treat a serial port as a PPP connection in order to get
> > MiNTnet to talk to it from the other end...
> >
> > Never seen this done, although it should work in theory...
>
> Many people operate it this way !

Well it looks like he will set up a rooter in the basement. I have no idea
how this stuff work, but I guess it wont cause any problems for me, or?

BTW. It isn't decided that he will install it. It does depend on how many
are interrested but hopfully he will do it, if I can use it that is. :-)

It's rather cool I must say. Just plug your computer into a socket in the
wall. No need to block the phone or pay expensive phonecalls. :-))

> It's also only true for now that Ethernet cannot be used with STiK. There
> is work going on to include other interfaces (Ethernet too) into STiK.

Well I doesn't realy care about STiK. MiNT will do. I wold like to get
it running under MagiC thought and then I can't use MiNT-Net or I just
have to sit down and make a decent MiNT installaion. There are many
other nice things with MiNT too. :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 365. Re: JAZ drive

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5attog$abh@ratatosk.uio.no>
Source record: 130600

>Warning: The newest Quantums, called Fireball TMs (not just Fireball)
>aer Ultra-SCSI-3 and will not run on an Atari with or without HD
>Driver. Stick to SCSI and SCSI-2.

AFAIK the Quantum Fireball TM are IDE (or EIDE) drives and should work
fine with the Falcon. I didn't know they made SCSI versions also...

Btw.: What's the difference between SCSI-2 and SCSI-3?

- Petter -

## 366. Re: Junk Email spam about 'Minoxidil/Thinning hair'

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32D28503.C03@cyberstrider.org>
Source record: 130601

Frank Charlton wrote:
> I've received a lot of junk spam email from various addresses lately, all
> concerning hair loss treatment. Having scanned thru the headers, it .

Yeah, i received this too and noticed other CSAST posters in the mail-to
list. I emailed abuse@internet provider from where it was posted and
also CCd it to various other role accounts withing that ISP. I got a
mssage back saying they were looking in to it. I did mention the fact
that all other people who were mailed the message were in the same
newsgroup as me.

--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk

## 367. AU player for Atari computers

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: ebaiz@qtm.net
Message-ID: <5attiq$gb0$3@news2.qtm.net>
Source record: 130602

Does anyone know of a program that plays "AU" audio files for Atari computers? I want to use it as an exteranl viewer in CAB.

## 368. Twentyfour, Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: dipching@ping.be
Message-ID: <852627474_OASIS_@ping.be>
Source record: 130603

I have three things to sell:

- one Steinberg TwentyFour official & complete with english manual.
- one Spectre GCR in a very good condition with system 6.4.
- one Ibanez DM 1000 Digital Delay in perfect condition.

I will not ask too much for these two items I don't use no more.
Feel free to make any proposition.

--


--------------------------------------------------------------------------------

*** *** *** *** *** * ** *** *** Jo Vandeweghe
** *** ** ** * * * * ** * 13D, rue de la B.Leclercq
* * * *** *** * * *** *** * B-7711 Dottignies
********************************** BELGIUM
"Perhaps the highest mountains Tel : (+32) 056 48 62 04
are not made of stone" E-mail : dipching@ping.be
********************** A*C*M*S

--------------------------------------------------------------------------------

## 369. Re: SW Ports

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <5au215$9cc@lira.i-way.co.uk>
Source record: 130604

RCain@nest.demon.co.uk (Roger Cain) mumbled indistinctly:

>Hi c_graham@patrol.i-way.co.uk, on 17 Dec 96 you wrote:

> cg> It doesn't do PCB layouts....

>..... but v3 does routing, doesn't it?

Yeah, but the autorouter in v3 is so you don't have to draw a path
for every connection in the schematic (similar to the way Electronics
Workbench handles wires). It's also pretty slow on a standard ST
(useful on a falcon or TT though).

>There's only one solution .... we need more Craigs!

No problem - like Zaphods, I now come in six packs....

>Roger

Craig.

## 370. Dairy type programme needed...

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: jaubrey@jaubrey.demon.co.uk
Message-ID: <852654948_OASIS_@jaubrey.demon.co.uk>
Source record: 130605

I am looking for a programme that I can use for a daily diary, I need to be able to be able to write in it everyday. Assign dates(birthdays etc..), have search/find function to find a keyword or list of keywords on any days, be able to print daily/monthly accounts as and when needed. If possible it needs to be a ACC as well as a PRG, running in med rez. I know this sounds a lot, but that is ideally what I need! I have already got a programme called Dairy that runs in high rez but this is not flexable enouth. Anyone have any suggestions/ideas where I can get such a programme, shareware or otherwise?

Thanks,

James

--

---

jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
jaubrey@cix.compulink.co.uk | #Aubrey on IRC 20-23hrs GMT
New web address: http://www.jaubrey.demon.co.uk

---

## 371. Ultima ][ and return of jedi

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Gambit <m_collins@hp.com>
Message-ID: <32D29335.6816@hp.com>
Source record: 130606

I have a question i have ultima ][ for the atari st, though its great having it the conversion was done with new graphics and interface that doesnt hold true to the original and was wondering if it was ever out in the same style as apple/ibm/??

also I have return of the jedi for my amiga and at one atari site it listed it for the st and was wondering if anyone has it? and whats it like

last but not least is their a "Empire Strikes Back" arcade conversion available on any platform hopefully st,

And was Startrek SOS from sega converted to the atari st

thanks
Mark C.
m_collins@hp.com
gambit@netone.com

## 372. FS: 2 SM 124 (mono) monitor $25 each

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970107114320.25147A-100000@acs2.byu.edu>
Source record: 130607
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

SC1224 same price. all excelent working condition.

plus shipping.

## 373. Re: FTP with CAB/STIK

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5au6fj$7lo@irk.zetnet.co.uk>
Source record: 130608

On 3 Jan 1997 09:24:41 , Dave B wrote:
>
>Hi All,
>I've tried in vain to get the FTP client for STIK to work. However
>from reading this newsgroup I've gathered that some people are FTPing
>with CAB.
>
>
>Is this true? And if so, how do you do it?
>

No, sorry the only program to use with Stik is MG-FTP 1.03 :-)

It is a little quirky but it does the job once you get it to work :-)

I have no problem putting my web pages up with it, and downloading any file
I want :-)

You can also get NOS to work under Stik, but it's not so friendly to use
:-(

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

# 374. Re: Problem: Quantum F-ball 1.2 > Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: istvan@innet.be
Message-ID: <5au8ou$sm5$1@news.be.innet.net>
Source record: 130609

Paul@pwomar.demon.co.uk (Paul Womar) wrote:

> In article <32CF863E.4A41@innet.be>
> Istvan Leelossy <istvan@innet.be> said:-

>>Hye!
>>
>>My falcon wont recognise a Quantum 1.2 Gig which I installed. As disk
>>0. The only drive apart from a 850Mb eide inside.
>>Whatever I do, AHDI 6.06 won't see it during boot up. ICD tools will,
>>but Cubase wont deal with it.
>>'Non AHDI-compatible scsi driver' or something to that end.
>>The drive however is formatted, partitioned and all (by ICD tools).
>>
>>Anyone can help?

>I had the same problem when I was sent a fireball, apparently it
>needs Bus Arbitration which ICD & AHDI don't support, HD Driver
>however does, I'm sure Uwe will be along any second to confirm or deny
>what I say :-) I didn't have HD Driver when I was sent the Fireball
>so I returned it and was sent a Maverick instead, if this isn't an
>option then HD Driver is likely to be your only hope.

And wher could I obtain this driver...?

More thanx...

## 375. ftp download with CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: dipching@ping.be
Message-ID: <852665296_OASIS_@ping.be>
Source record: 130610

Sure it is possible to connect to ftp sites with CAB, just try
AFTP.PRG linked with CAB, although you will not be able to use that
with Geneva ... like I have experimented.

--


```
------------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
#  *** *** *** *** *** * ** *** *** Jo Vandeweghe #
#  ** *** ** ** * * * * * ** * dipching@ping.be #
#  * * * *** *** * * *** *** * A*C*M*S #
#  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
#  " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
------------------------------------------------------------------------------
```

## 376. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <5au24j$9cc@lira.i-way.co.uk>
Source record: 130611
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tom Lamparty <Lamparty@concentric.net> mumbled indistinctly:

>On 19 Dec 1996, Magnus Kollberg wrote:

>>What about using a PC Ethernet card for the parallel port?

>I think that you will find that Atari's implimentation of the parallel
>port was never meant for bi-directional data transfer and therefore
>doesn't have all the lines necessary for it to be used like the IBM
>version! This would negate any effort to use a PC parallel port ethernet
>card on any Atari computer, or for that matter any parallel port device
>for the PC other than a printer!

The parallel port is bi-directional, the problem is that it is missing
several of the non-essential handshake lines (things like paper out)
which are used by a lot of parallel port stuff like ethernet cards.
You can bodge a DLINK600 parallel port adaptor into the cartridge
port - MiNTnet comes with a driver for it....

> Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580

Craig.

## 377. Wanted:Chaos Engine and Rainbow Islands

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <01bbfccd$9dd68ec0$5a3bd4cc@Primenet.Primenet.com>
Source record: 130612

For the Atari ST.I'll pay whatever you think is fair.By the
way,does anyone know if Rainbow Islands works on TOS 1.02? I bought a copy
from England and it didn't work on my TOS 1.02 or my TOS 2.06 computers.I
returned it,got a new copy,and same thing.Maybe its a Euro-thing.-Satcom2

## 378. Re: New Atari HTML-Editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Portland Atari Club <atari@teleport.com>
Message-ID: <5audml$8el$1@nadine.teleport.com>
Source record: 130613

In comp.sys.atari.st Mille Babic <mille@tripnet.se> wrote:

: Hi all!

: There's a new version of HomePage-Penguin by Matthias Jaap
: aviable, whith it You can create Your own Homepage without
: knowing any HTML-commands.

: You will find HP-Penguin v1.6, dated 1996 Jan 5 at my homepage:

: http://www.tripnet.se/~mille/english/atari.html

Another source is the ftp site listed below. Most of the files there have
been tested using TOS2Win_95 as well - and HP Penguin does work (in full
color!) on that emulator.

--
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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

## 379. PPP connection and atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Gambit <m_collins@hp.com>
Message-ID: <32D2B5F7.43C1@hp.com>
Source record: 130614

Is anyone aware if there is a PPP package avail
or in development for the ST. i noticed the STik
kit which is slip based, however my provider doesnt
allow slip connections?

## 380. Re: Cookie jar patch program

Newsgroup: comp.sys.atari.st
Date: 1997-01-07 00:00:00 UTC
From: Portland Atari Club <atari@teleport.com>
Message-ID: <5audpv$8el$2@nadine.teleport.com>
Source record: 130615

In comp.sys.atari.st Steve Sweet <SSweet@mettav.demon.co.uk> wrote:
: FROM: SSweet@mettav.demon.co.uk
: SUBJ: Cookie jar patch program

: m> You need JARXXX by Dan Wilga, it comes with the Geneva Demo if you can
: m> find it. I renamed it JAR100.PRG in my Auto folder.

: *100 Cookie entries*, are you off your trolley, i think your mind has drifted
: to CACHExxx.PRG, surely?

Well, it's certainly overkill, but OTOH he won't run out of cookie jar
space before he runs out of RAM, will he? <G>

--
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## 381. High Density Floppy Disk Drives - MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32D40935.1118@cfcsc.dnd.ca>
Source record: 130416

I remember seeing _something_ quite a while ago
about good High Density floppy disks drives to use
when upgrading from the Double Density disk drives
found in ST's.
Does anybody else remember what drives are good,
and/or have some experience with upgrading they can
pass on?
thanks.merci

## 382. Link96 developer's address

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b18nv$a1m@ornews.intel.com>
Source record: 130417

(posted and mailed)

In article <5b1490$7b5@scanner.worldgate.com>,
Chris Krowchuk <chris@compdirect.com> wrote:
>
>Do you have an e-mail address for the dev of Link96?

See http://members.aol.com/NorWiecz/index_e.html

Norbert's email address is NorWiecz@aol.com and he as in the final Beta
stages last time we discussed the DMA/SCSI Ethernet card - Link96 has been
shipping for some time. And there's a MegaSTe version as well!

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## 383. Re: Magic Memory limitations

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: mcooke@tyndale.apana.org.au
Message-ID: <5b0tf3$vp9@posgate.acis.com.au>
Source record: 130418

```
>
>>In article <5ar5ib$hsm@charm.magnus.acs.ohio-state.edu>
>> faehnle.3@osu.edu "Matthew C. Faehnle" writes:
>>
>>]
>>] How do I limit the amount of memory that a program is allowed to take in
>>] magic? Every time I run pagestream, it gobbles up all 14mb of my free TT
> ram!
>>]
>>]
>>] Matt Faehnle
>>
>>Hi Matt,
>>
>>IIRC, call limitmem.ttp with 2 parameters;
>>
>>1. full filename (incl absolute path if limitmem and the target program are
> in
>>different directories)
>>
>>2. max memory to use in Kb.
>>
>>eg: <limitmem> d:\pgs\pgs2uk.prg 1024
>>
>>will limit pagestream 2 to 1Mb
>>
>>Hope this helps...
>>
>>--
>>dave
>>
>
>
>I tried this and everything seemed to work well until I ran pagestream again.
>It still does the same thing!
>
>
>Has anyone ever successfully limited the amount of memory that pagestream
>gobbles up?
>
>
>Matt Faehnle
>
>
```

>
>
>.
Hi Matt,

I have Pagestream limited to 4 meg in MagiC4and 5 it works in the
install OK I am using a TT which works better than the Falcon.
Regards

___ _____ _____ _ _ ____ ____
/ __)( _ )( _ )( )/ )(_ _)( ___)
( (__ )(_)( )(_)( ) ( _)(_ )__)
___)(_____)(_____)(_)_)(____)(____)
Malcolm Cooke email: mcooke@tyndale.apana.org.au
Snail mail: 7 Naas Rd Tharwa 2620 Australia :-)
http://www.spirit.net.au/~mcooke

## 384. Re: Junk Email spam about 'Minoxidil/Thinning hair'

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b18ff$a1m@ornews.intel.com>
Source record: 130419

In article <19970108215415.10672.qmail@mail.ptd.net>,
Mr@mail.ptd.net, Maddog@mail.ptd.net wrote:
>
>>In point of fact, you should have kept the email, ...
>>- then when they don't pay up, turn the account over to a collection
agency.
>>
>>Eventually, they'll be put out of business.
>
>That's good advice, I'll remember that.

Demon and other UK users should complain to BT - unsolicitedcommercial email
is "theft of services" since the recipient must pay to receive it /AND HAS
NO WAY TO REFUSE IT BEFOREHAND/ (sorry for shouting, but that's the most
important issue in this situation).

And to answer the snipped qustion - yes, CyberSpammo is owned and operated
by the same assh*le who was /the/ single most important reason for the
drafting of the "junk fax" law (Title 47 USC). AOL has instituted a "spma
blocker" policy which CyberSpammo contested in court - and AOL was
vindicated becasue AOL owns their servers and has a right to protect their
assets from unauthorized use.

I suggest you contact support@demon.co.uk and ask if they can and will
institute a similar policy - as long as each user has the ability to turn it
off (not that I have ever heard of anyone on AOL doing so), it's legal in
the US, and certainly ought to be legal in the UK.

OTOH, if anyone wants to send me email discussing less polite means of
dealing with email spammers... Well, start by looking at the source code of
my Web page. Then we can talk.

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--------------------ftp://ftp.teleport.com/users/atari--------------------

## 385. Re: WTB: Atari 520ST

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <JDOXVUv.greg_evans@delphi.com>
Source record: 130420

I have a friend with a 520 and 3 floppy drives and a bunch of software.
I can ask him if he'd like to sell.

Greg

## 386. Re: Photo-processing an F030

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <JjHU9ap.greg_evans@delphi.com>
Source record: 130421

Juergen Oppermann <joogn@FB1.FHTW-Berlin.DE> writes:

>does somebody know a professional photo-processing software
>that supports DSP and a lot of usual grfx-formats
>(like jpg, gif, tiff, ...)
>it should be fast, doing saturation, sizing, converting, ...

The best one around is Photoline which is very, very fast. For about half that you can get Positive Image which is almost as good and nearly as fast. Each has its own merits -- PI has some nice built-in masks, Photoline has incredible scaling -- fast and accurate -- it even can interpolate colors so that reduced or enlarged images don't look blocky or jagged.

Greg

# 387. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Michael Grove <**mgrove@owens.ridgecrest.ca.us**/spam>
Message-ID: <5b1pfi$4so@ash.ridgecrest.ca.us>
Source record: 130422

PETER SINCLAIR-DAY wrote:
>
> In article <5at084$1d@ash.ridgecrest.ca.us>, Michael Grove
<"**mgrove"@ridgecrest.ca.us**/sick of spam> writes:
> > Bite!
> >
> > And Apples losses continue to mount.
> > My crystal ball is ever telling.
> >
> > (Poor mans/womans? Who bought the cheap Mac?)
>
> You would have to ask for the customer lists from PowerComputing, Umax/SuperMac
> and Motorola. All did a bangup Christmas business.
>

Talk about two faced. For the better part of the last two years all I
have seen
from you is how well off Apple is and what great hardware they produce.
Now that they are having problems, and clones are finally available, you
jump ship and start ranting about them. That is what I would expect from
some
one who thinks of Christmas in the terms of sales and volume. I'll bet
every
Atari owner on the planet enjoyed a better Holiday Season than you.
Wishy-washy is the polite term. I have a much better one for you
however.
But my New Years resolution was not to pick on Sinclap any more......
ahh the hell with it. Your an asshole.

Mike

# 388. Re: Ansi Font For NVDI 3

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b0nei$sv8@ornews.intel.com>
Source record: 130423

In article <32D109D6.2781E494@doc.ic.ac.uk>,
"Alastair J. Houghton" <ajh8@doc.ic.ac.uk> wrote:
>
>Doesn't Windows 95 come with an ANSI outline font for use in
>the terminal windows?

Not the one I have here. AAMOF, there's no "ANSI" font at all on this CD.

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## 389. Stewart

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: allmidd@xs4all.nl
Message-ID: <5b0qk9$aln@news.xs4all.nl>
Source record: 130424

Somebody mentioned Stewart 104E being available on Umich. As I can not
reach this site: any ideas which other FTP site I can get the file?

Johan


**********************************************************************
* allmidd@xs4all.nl: the address of Johan Middendorp & Marianne Braun *
* johmid@dds.nl *
* j.middendorp@nia-tno.nl *
*====================================================================*
* "Logic takes you from A to B but imagination takes *
* you anywhere" Albert Einstein *
**********************************************************************

## 390. Problem: Quantum F-ball 1.2 > Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199701081941.a21869@do2.maus.de>
Source record: 130425

```
ILI>My falcon wont recognise a Quantum 1.2 Gig which I installed. As disk
ILI>0. The only drive apart from a 850Mb eide inside.
ILI>Whatever I do, AHDI 6.06 won't see it during boot up. ICD tools will,

AHDI only supports IDE no. 0. Try HD-Driver when you want to use more
than one IDE-harddisk with your falcon.

Tschuess
Frank
```

## 391. Re: AU player for Atari computers

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: john@whalley.demon.co.uk
Message-ID: <852754642_OASIS_@whalley.demon.co.uk>
Source record: 130426

In article <5attiq$gb0$3@news2.qtm.net>
ebaiz@qtm.net (Edward S. Baiz Jr.) said:-

>Does anyone know of a program that plays "AU" audio files for Atari
>computers? I want to use it as an exteranl viewer in CAB.

Long Play Sample (LPS.TTP) will do the job. It's up to version 1.24
and can be found at the usual FTP sites. Try ftp.cnam.fr - I think
that's where I got the latest version, the filename is something like
LPS124.ZIP.

HTH
John

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

## 392. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Chris Crosskey <chrisc@zetnet.co.uk>
Message-ID: <19970108204934750 23@zetnet.co.uk>
Source record: 130427

In message <32D1F2A3.9A3@scad.edu>
jring <jring@scad.edu> writes:

> I am at this point studying various types of computer systems. Could
> anyone here tell me about what an atari st/falcon or above can do. What
> advantages and disadvantages are there??? I have studied and am
> knowledgable in pc's, amiga's, mac's, bebox's, NeXT(??). you may e-mail
> me at jring@scad.edu.

I though I'd send this so as to give you some basic stuff from
someone who knows a bit about PC's, Ataris and Macs. Maybe you can
tell me a bit about the NeXT and Bebox. I thought they were kind of
super-macintoshes that finally worked <g> As you know amiga's then
they'll do for a comparison. Basically ST/STFM/STE were all 68000
based machines in cases very similar to some Amiga's. They had built
in MIDI ports which made and makes them ideal for musicians, and
there's about a ton of professional and not-so-professional software
out there for synthesiser based musical activities. It was also, due
to it's <poor-mans Mac> label, much used in DTP, and the programs for
that were impressivein there day. GEM is pretty much as easy to use
as Windows or MacOS, a sort of cross between the two. OS replacements
and alternatives are not common, however due to its popularity with
student programmers in the eighties there is a Linux port for those
suffering with terminal anoraksia. There are some multi-tasking OS's,
notable Magic and Geneva, though honourable mention must be made of
MultiTos. Due to the Germans having it sold to them as a business
machine (Atari left there subsiduaries to market the machine how they
liked) there's a lot of high quality software from Germany for
business applications. databases, Fax utilities etc. For some bizarre
reason, the Germans also came up with a networking method using the
MIDI ports, and although it is a bit slow, it's OK for groupmail
applications etc, and the underlying idea was also used by games
programmers to make multiplayer games that linked ST's via their MIDI
ports. The ST had a slightly odd SCSI implementation that demands a
converter to be fitted to allow communication with standard SCSI,
although it isn't expensive or hard. I've got a pair of hard-drives
and a CDROM on mine and it's been less trouble to install than a
multimedia kit on a clean PC and a lot cheaper than putting a couple
of hard-disks and a CDROM on a small-cased Mac
The Falcon is a sort of super-ST. By the time they came along,
it was obvious that musicians were the best market Atari had, and
along with the MIDI ports came the ability to do eight-track D2D
recording at CD quality with nothing beyond a dealer mod to the sound
system to take the I/O from mic to line level and a few bits and
bob's. Of course you need a huge SCSI hard-disk for D2D but then you

do on anything you do it on. Given the price you can pick up a Falcon for these days, you can get yourself an eight-track D2D with a 2Gig drive and still have spent less than a grand, if you chuck in Cubase Audio, you're talking a grand and a half for sixteen tracks, go to two grand and you can master your own CD's as well. You won't get near that with a Mac or a PC.
there are no new Atari machines any more, they pulled the plug about eighteen months ago, though some dealers still have new stock. There's still a small but thriving Atari scene, especially in Europe, and there are licensed clones appearing now that offer m,assive improvements over the basic Falcons. As one of these clones uses a very open ended hardware system there are strong rumours that there'll be a 533MHz (yep over half a Gigahertz) Atari clone soon, as the motherboard would allow it.
hope this helps a bit more than some drivelling flame-war involving PSD. He don't like Atari's much but he seems to live on our NG's telling us how wonderful Macs are.
chrisc

## 393. Can an SLM804 print from the desktop?

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <5auqur$nj2$1@preeda.internex.net.au>
Source record: 130466

I just got an SLM 804 with a system. I managed to get it to print out
using Calamus but it refuses to print out or 'see' the printer from the
desktop when I select 'print' after double clicking on a .txt file.

I have the slm804.sys file in the root dir of C.
I think the assign.sys is ok.
I have gdos in the auto folder.

Help please!

--

/| |\ o _, /�� o |\ |\ _ |
| | | | |/ | / | /|/| ( _ | |/ |/ / _|/�/�|
\|/ \/|_/|_/|/\/|_/ | |_/ _/ |/|_/|_/_/ | \/|_/
(| julian@connexus.apana.org.au |) |)

## 394. WTB: Devpak 3

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: chas@localnet.com
Message-ID: <5b00sd$qdl@prometheus.localnet.com>
Source record: 130467

Interested in acquiring Devpak 3 for my falcon. Anybody have it
for sale?

## 395. Re: Object Linking with OLGA

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <852747832_OASIS_@ping.be>
Source record: 130468

In article <5arl5e$td@minox.tripnet.se>
mille@tripnet.se (Mille Babic) said:-

>
>Hi!
>
>
>I just can't get along with OLGA!
>
>
>I want use QED and CAB with the OLGA-protocoll.
>
>
>I know that this should work, CAB is a OLGA-client and
>here it stops. The question is who should work as a
>server (OL_SERVER) ?
>
>OLGA.APP?, QED.APP? N.Thing? or my girlfriend? and how
>can I tell my system, who is who.

IMHO: QED is the server. To tell it at your system just add on the
mint.cnf
setenv OLGAMANAGER=full path of olga.app

e.g. setenv OLGAMANAGER=h:\olga\olga.app

That's it

I've found that you better start QED before CAB otherwise CAB would
not recognise the first change. However after reloading the page
after the first change on the htm it will work like it's intend to work

On my configuration (TT030, N.AES, Thing 1.09, NVDI 4) it works fine.

Hope this helps
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

## 396. A bit of help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: cs1cl@stoat.shef.ac.uk
Message-ID: <5b0rql$fvf@bignews.shef.ac.uk>
Source record: 130469

Hi,
I have a bit of a problem. I am solely UN*X but I always seem to get roped in when h/w or s/w is playing up.
This problem is exacerbated by the fact I know nothing about Atari machines other than what can be got from removing the cover...
The latest is a friend with an 1040STf with HD and a b/w monitor. He uses it solely for running Notator. Recently a friend gave him all his old games (Lemmings and other such stuff) but in some cases they refuse to run (like Lemmings) and in others the music plays but no picture. Going into desktop the preferences didn't allow me to change the resolution from "high". Any ideas?

thanks

Chris

## 397. Re: Cookie jar patch program

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b0omr$sv8@ornews.intel.com>
Source record: 130470

In article <dwilga-0801970934410001@dwilga.comm.mtholyoke.edu>,
dwilga@mtholyoke.edu (Dan Wilga) wrote:
>
>In article <5audpv$8el$2@nadine.teleport.com>, Portland Atari Club
><atari@teleport.com> wrote:
>
>> In comp.sys.atari.st Steve Sweet <SSweet@mettav.demon.co.uk> wrote:
>>
>> : *100 Cookie entries*, ...
>>
>> Well, it's certainly overkill, but OTOH he won't run out of cookie jar
>> space before he runs out of RAM, will he? <G>
>
>Cookie entries are only 8 bytes each...

Right, but since each program normally creates only 1 cookie, he's going to
have to run an awful lot of REALLY small programs at once to hit the "100
cookie wall" - assuming a 14 meg Falcon, I figure a maximum average size of
143k per program, including system overhead and ignoring video display RAM,
stack space, etc.

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## 398. Re: Junk Email spam about 'Minoxidil/Thinning hair'

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b0od3$sv8@ornews.intel.com>
Source record: 130471

In article <5as41g$748@news.Hawaii.Edu>,
jperez@Hawaii.Edu (John Perez) wrote:
>
>Good news guys! One of these companies was axed for their behavior,
>specifically, advertising the hair loss product with threats at the end...
>
>an excerpt:
>----
>> simple. NOTE TO FLAMERS:DON'T DO IT! We will comply with and respect
>> all REMOVE requests, but if we are flamed we will (a) FLAME YOU 1000
>> times as much (b)email to 3 million people a questionable item with
>> your return email address. We want respect as much as anyone else, so
>----
>
>
>Here is an excerpt from the response from Cyberpromo:
>---
>Cyber Promotions has recently terminated several accounts for
>abuse of our policies. (Updated TOS at end of message).
>
>Cyber Promotions will not tolerate irresponsible
>commercial email activities.
>
>The following email accounts have been *recently TERMINATED...
>*noci@cyberpromo.com 1-4-97: Spamming with THREATS!
>---
>
>Score one for our side!

Sorry, John, but that's just plain bullsh*t.

The address given is OWNED by Cyberpromo, and is not an "account" of a customer. Cyberpromo is NOT an ISP - they sell "bulk email" services, and do not provide connectivity to any real customers. What they actually do is forward mail from their customers (actually, in some cases, they ORIGINATE the mail after the customer says "advertise this product for me") and they also filter incoming mail and pass it back to the customer AFTER removing (a) all "Remove" requests (so your request does nothing except validate your email address - this was heavily documented in Summer 1996 by the sysadmins at several of the major ISPs in the USA) and (b) all flames.

Thus, the Cyberpromo customer never sees any flames anyhow.

My personal opinion is that Cyberpromo originated that bit of flame-bait for the specific purposes of validating email addresses (if you complained, you

obviously got their spam), and pretending to be a good guy by "terminating" a non-existant account.

In point of fact, you should have kept the email, printed a full copy of it including all headers, and toddled down to the office of your local US Attorney to file a damages suit under Title 47 USC para 227. That law defines a "facsimile machine" in a manner that is identical to any personal computer with a faxmodem and a printer - and makes sending unsolicited commercial messages to sucha a machine illegal. If Cyberpromo fails to show up (and they aren't going to bother to fly to Hawaii, you can count on that), you will be awarded a summary judgement against them. Be sure to claim damages of $500 PER MESSAGE plus court costs, plus collection expenses - then when they don't pay up, turn the account over to a collection agency.

Eventually, they'll be put out of business.

Disclaimer: I Am Not A Lawyer (I'm a human being with feelings).

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## 399. CAF and Screen Wonder PRO

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: psloth@post2.tele.dk
Message-ID: <32d40179.1186316@news-server.dk-online.dk>
Source record: 130472

Who is running CAF along with Screen Wonder PRO (enhanced Screen-Res
(1024 x 768 from Hard & Soft) without any problems !!!!
Running Screen Wonder PRO without CAF - no problems !!!
Running Screen Wonder PRO with CAF - The Screen Start Flashing
Please reply (psloth@post2.tele.dk), Preben Sloth, Denmark.

## 400. Re: NOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <852709974_OASIS_@nordnet.fr>
Source record: 130473

In article <1721_kfoley@cameo.co.uk>
kfoley@cameo.co.uk (Karl Foley) said:-

>I'd really like to stop NOS POP3 deleting emails that it's read as I also
>like to use my PC to access the internet and read my email.
>
>Does anyone know how I can stop it including modifying the source code (if
>available)?

I don't think the source is available for NOS POP3, but a quick and dirty untested hack could be: with a binary editor edit NOS.TTP and overwrite the string "DELE %d[10][0]" (there is only one, at +250118 of the executable file) by "NOOP[10][0]". The "[10][0]" are of course only the two bytes LF and NULL.

Make this only on a copy of NOS, and say us if it works, I didn't test this. In fact I'm not sure if all POP3 servers know the NOOP command (in this case replace it with another one with a "+OK" response), and some servers could even automatically delete all RETRieved messages when you QUIT the session (bad behaviour, even if possible according to the RFC, change server).

Bye! Bruno.

--

/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

## 401. Re: Magic Memory limitations

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: faehnle.3@osu.edu
Message-ID: <5b0jnl$ol1@charm.magnus.acs.ohio-state.edu>
Source record: 130474

```
>In article <5ar5ib$hsm@charm.magnus.acs.ohio-state.edu>
> faehnle.3@osu.edu "Matthew C. Faehnle" writes:
>
>]
>] How do I limit the amount of memory that a program is allowed to take in
>] magic? Every time I run pagestream, it gobbles up all 14mb of my free TT
ram!
>]
>]
>] Matt Faehnle
>
>Hi Matt,
>
>IIRC, call limitmem.ttp with 2 parameters;
>
>1. full filename (incl absolute path if limitmem and the target program are
in
>different directories)
>
>2. max memory to use in Kb.
>
>eg: <limitmem> d:\pgs\pgs2uk.prg 1024
>
>will limit pagestream 2 to 1Mb
>
>Hope this helps...
>
>--
>dave
>

I tried this and everything seemed to work well until I ran pagestream again.
It still does the same thing!

Has anyone ever successfully limited the amount of memory that pagestream
gobbles up?

Matt Faehnle
```

## 402. Re: STeve's Computers...

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: szhays@rocky.ucdavis.edu
Message-ID: <5av2ke$oc7$1@mark.ucdavis.edu>
Source record: 130475

Richard Wegner (richardw@dmapub.dma.org) wrote:
:
: Does this company exist still and if so, do they support the Atari 16 bit
: computers (ST/STe)? Also, how about Computer Dungeon, I had good luck
: with both of those companies in the past and I lost their address and
: phone numbers. I don't care if they are web sites only, I do have access
: to the web via my IBM PC Compatable, so I can contact them that way.
: Also, how about BRE Software...I used to get TONS of shareware programs
: from them...

Steve's is still around, here's the contact information (from the YAC Web
Page, http://virtual-markets.net/vme/yac/):
5 West St., Woodland, CA 95695. (916) 661-3328 / (800) 487-7753
http://woodland.net/wdm/STeves/

Computer Dungeon has closed. He wanted to keep it open, and was making
money, but family health problems required his time.

BRE has gone full bore into game platforms. They can be reached at:
352 W. Bedford Ave. Suite 104; Fresno, CA 93711; (209) 432-2684;
http://www.cybergate.com/~bre/

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-------------------------------------------------------+

## 403. Junk Email spam about 'Minoxidil/Thinning hair'

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: algy@allatsea.demon.co.uk
Message-ID: <304_algy@allatsea.demon.co.uk>
Source record: 130476

frank@tachyon.co.uk previously gibbered to All ...

Hiya Frank ...

f> I've received a lot of junk spam email from various addresses lately,
f> all concerning hair loss treatment. Having scanned thru the headers,
f> it seems as if a lot of the addresses used for one wave of this crap
f> were pulled from this newsgroup. I spotted quite a few familiar email

Yep, that seems to tie in with mail heading this way from them!

f> well known mail spammer who generally doesn't ever remove your email
f> address, no matter what they may say. So, this is basically a warning

And considering the instructions to remove your address from their system I find that not at all surprising ...

f> catchers. I'd be interested to hear anyone else's opinion on whether
f> it's worth doing this...

While not wishing to discuss the spam itself I too would be interested to see what can be done to stop this sort of .. erm .. nonsense (gosh I'm polite today!) .. it's becoming more and more common and is a real pain!

The real pain is that it interferes with easy comms between all the genuine readers of a group ...

--

Floating around aimlessly at All At Sea.

# 404. Re: Making Animated Gifs [Falcon]

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: algy@allatsea.demon.co.uk
Message-ID: <305_algy@allatsea.demon.co.uk>
Source record: 130477

john@whalley.demon.co.uk previously gibbered to All ...

Hiya John ...

j> Also I am grateful that someone is working on this as not having a
j> Falcon I can't use M-Player for the job.

Even that may not be a problem for too much longer.

Guillaume (the author) is now working on a version for the ST(e) and MegaST(e). He says (as of this morning) it will be ready for release in about 2 weeks.

As soon as I have any further news I will pass it on.

For those with TT/Falcon registered copies of 2.30 will be going out this week ... if you haven't registered you canget the shareware version from my homepage at http://www.allatsea.demon.co.uk on the Atari page ...

This Web site is begining to have a few animated GIF's added for some reason! ;-)

--

Floating around aimlessly at All At Sea.

## 405. Notator for TT 030?

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Bertil Persson <pbertilp@algonet.se>
Message-ID: <Pine.SOL.3.92.970108133110.9913A-100000@kairos.algonet.se>
Source record: 130478

```
Does anyone know if it is possible to run
Notator on a TT 030?
Would grateful for an answer on this matter

Bertil Persson
```

## 406. Re: NVDI help needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5b13op$6ht@scanner.worldgate.com>
Source record: 130479

The vendor should have sent back the old master disks. This is the upgrade policy as set by System Solutions.

If the vendor did not return the old masters, then you should contact them immediately and demand your masters.

All the best,
Chris @ Computer Direct

http://compdirect.com

## 407. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: STigma <notmyrealaddress@nowhere.com>
Message-ID: <01bbfd05$61b2eb40$LocalHost@stigma1>
Source record: 130480

> Just had to tell you guys this as I thought it was quite nice to see the
> computers we use every day in professional use!

In Spain there are thousands of 1040s in visit-card machines in stations
and commercial areas.

One day I saw one of those machines under repair with the cover open, and
inside was a 140STFM with a cartridge inserted, some sort of inkjet printer
with a cutting mechanism, the insides of an Atari mono monitor and a flat
keyboard attached (maybe to the serial port).

--
****Do not reply to the reply-to address*****
(\
_ _/(\ tricio@geocities.com
Q Q \) http://www.geocities.com/RainForest/3251
=(_T_)=
"

## 408. Re: Photo-processing an F030

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32D40FFD.648D@cfcsc.dnd.ca>
Source record: 130481

Juergen Oppermann wrote:
> does somebody know a professional photo-processing software
> that supports DSP and a lot of usual grfx-formats
> (like jpg, gif, tiff, ...)
> it should be fast, doing saturation, sizing, converting, ...
> -- Jo'ogn (; - 030/606 91 85Try:
1)ApexMedia OR the soon to be released(if not already) Apex3
http://ourworld.compuserve.com/homepages/TITANWEB/
2)DA's Picture or DA's Repro (no DSP support)http://www.ssolutions.com/
http://www.compdirect.com/products/graphics/graphics.html for info on both,
and lots more Falcon tools!

## 409. Re: A bit of help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: shinobi@alpha2.csd.uwm.edu
Message-ID: <5b12l9$f5r@uwm.edu>
Source record: 130482

C Lamb (cs1cl@stoat.shef.ac.uk) wrote:
: Hi,
: I have a bit of a problem. I am solely UN*X but I always seem to get
: roped in when h/w or s/w is playing up.
: This problem is exacerbated by the fact I know nothing about Atari
: machines other than what can be got from removing the cover...
: The latest is a friend with an 1040STf with HD and a b/w monitor. He
: uses it solely for running Notator. Recently a friend gave him all
: his old games (Lemmings and other such stuff) but in some cases they
: refuse to run (like Lemmings) and in others the music plays but
: no picture. Going into desktop the preferences didn't allow me to
: change the resolution from "high". Any ideas?
:
: thanks
:
: Chris

If all you have is high resolution, then you must be using a monochrome monitor. Most games require a color monitor which runs in low and medium resolution. The ST autodetects which type of monitor it is attached to.

You can buy an inexpensive switch box that will allow you to switch between the two different types of monitors without continually plugging them in and out. (If you can find a decent deal on a color monitor, that is.)

--

Scott Hetzer - UWM Information and Media Technologies Consultant
e-mail: shinobi@csd.uwm.edu web: www.uwm.edu/~shinobi
"Simplicity is the hallmark of genius."

## 410. WTB: HOTZ Midi translator software for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5aur2p$d75@news.Hawaii.Edu>
Source record: 130483

Greetings,

I had corresponded with someone who was selling the HOTZ Midi
tranlation software for Atari computers here. Since, I have lost that
message/address. Please contact me if you have this program available for
sale.

Aloha,

John Perez/The Borg
jperez@hawaii.edu

## 411. DSP/CPU mod on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: guitarmn@earth.execpc.com
Message-ID: <5b15r2$77j@newsops.execpc.com>
Source record: 130484

I'm running Logic Audio Falcon. The screen locks w/extensive
tracks/samples. Is there a mod to keep the CPU and DSP synched properly?
If so, how do I do it?
Thanks in advance. Please e-mail to address below.

--
Cory Bonnett
Progressive Metal Guitar For The '90's
guitarmn@execpc.com

## 412. Games on TT compatibles

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.970108160722.21124B-100000@home.ptd.net>
Source record: 130485
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Has anyone with a TT use a patch program called TT GAME which makes the TT play ST games?

I downloaded it from a BBS sometime ago to look at it, just to see if I can get a game I'm writting to run on a TT. I still have STOSfix 1.1 which supports TOS 3.x on the TT so I'm wondering...

If the thing works, then might be good playing ST games on DirecT/40 or Medusa...especially if it has a PC card for running Windoze 95 and DOS games as well :)

Eric Noss
a.k.a
Mr. Maddog

<<<Unsolicited Email of a commercial nature delivered to this address >>>
<<<is subject to a $5000 charge. Emailing such items, whether manually>>>
<<<or automatically, constitutes acceptance of these terms and >>>
<<<conditions. Do NOT send me any soliciation whatsoever!!! >>>

## 413. Re: CSound

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d40e9c10a051@sn.no>
Source record: 130486

I've had a look around at the Csound pages and using FTP search engines as
well, but so far I haven't found any Atari version of it. Is it available
at all?
Also, will it work on a standard STe, or just on the Falcon?

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 414. Re: Quantum Fireball 1.2 Gb; AHDI doesn't wanna see it

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5b1490$7b5@scanner.worldgate.com>
Source record: 130487

Uwe Seimet <us@bruker.de> wrote:
>Chris Krowchuk wrote:
>
>> TOS cannot boot from arbitrated drives, you must boot from another
>> drive or floppy.
>
>This is generally correct. There is only one exception to this rule: An
>ST with LINK96 host adapter (by Norbert Wieczorek) will boot from such a
>drive. In this special case the host adapter supplies a fixed SCSI ID of
>7 for the ST so that the Quantum Fireball will work.
>With any other host adapter it won't work. At least the LINK96 is the
>only adapter I know of that supports initiator identification on an ST.

Hi Uwe,

Will Link96 allow you to boot from an arbitrated drive? I thought that this was not possible with TOS, at least awhile back you had mentioned that it was not possible to boot from an arbitrated drive because TOS would not allow it and that a driver could not fix this problem. Does link96 with HD Driver solve this issue once and for all?

Could you clarify this?

Do you have an e-mail address for the dev of Link96?

All the best,
Chris @ Computer Direct

http://compdirect.com

## 415. Re: SLM Laser Printer questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: erik@schunta.etc.tu-bs.de
Message-ID: <5b11vd$bsb@ra.ibr.cs.tu-bs.de>
Source record: 130488

Derryck Croker (DCroker@mettav.demon.co.uk) wrote:

: Yep, an SLM604.

I only know the SLM804 and the SLM605, what's a 604?

: If it's an 804 you'd be better scrapping it IMHO.

Why this? None available anymore? The guy I bought my 804 from said
there were compatible cartridges and drums in some other make's printer,
only I forgot which. When I asked at some electronics discount store
two years ago, they said they could deliver. Anyone got more info on
this?

Oh, and if you do scrap or have scrapped an SLM804, sell me the interface
please (I can get anotherone without an interface, but very cheaply)!

Email me if you want to sell me one. SLM804 drum/cartridge info should
probably be posted here, shouldn't it?

Thanks,
Erik.

## 416. Re: Junk Email spam about 'Minoxidil/Thinning hair'

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <852728094_OASIS_@pwomar.demon.co.uk>
Source record: 130489

In article <5as41g$748@news.Hawaii.Edu>
jperez@Hawaii.Edu (John Perez) said:-

>Good news guys! One of these companies was axed for their behavior,
>specifically, advertising the hair loss product with threats at the end...
>
>an excerpt:
>----
>> simple. NOTE TO FLAMERS:DON'T DO IT! We will comply with and respect
>> all REMOVE requests, but if we are flamed we will (a) FLAME YOU 1000
>> times as much (b)email to 3 million people a questionable item with
>> your return email address. We want respect as much as anyone else, so
>----
>Here is an excerpt from the response from Cyberpromo:
>---
>Cyber Promotions has recently terminated several accounts for
>abuse of our policies. (Updated TOS at end of message).
>
>Cyber Promotions will not tolerate irresponsible
>commercial email activities.
>
>The following email accounts have been *recently TERMINATED...
>*noci@cyberpromo.com 1-4-97: Spamming with THREATS!

This isn't worth the photons it's written on as far as I am concerned.
ALL Cyberpromo do is SPAM, that is what they are here for, they may
well have cancelled this account but they still have thousands more
spammers and will continue to get them and send their spam.

--
---
Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

## 417. Atari / Amiga /Magiclink for sale and or trade

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Gambit <m_collins@hp.com>
Message-ID: <32D3E464.1B2F@hp.com>
Source record: 130490

```
Atari 520stfm upgraded to 1 mb ram 100.00
Atari Megafile 30 100.00
Atari SC1224 color monitor 75.00
Atari Ext floppy Drive w ps 35.00

Amiga 500 1mb chip, ks3.1, rev 6a mb,ps,mouse 175.00
Amiga 1084s stereo monitor and cable 100.00
Amiga 1000 512k memory ,keyboard, mouse 50.00

Gvp A500-HD+ series 2, 200meg harddrive, 4meg ram 150.00
Vxl030 accelerator 68030-25mhz 2 megs of 32 ram 150.00
(needs 3 pins(brokeoff) resoldered to work)

Hayes Accura 14.4 data/fax external 50.00
Epson FX-286 9pin wide carriage 25.00

Sony Magiclink, with nimh battery, and pc uplink 200.00
leather case.

What i may be looking to trade for
Atari Falcon / ibm multimedia 486dx250 or better
e-mail or call and let me know what you have and
are interested in.

Shipping Charges are not included, dont like the prices, offer, never know(within
reason)

Thanks
Mark Collins

m_collins@hp.com
gambit@netone.com
970-635-8565 work
303-451-9429 home
```

## 418. NVDI help needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Michael Grove <**mgrove@owens.ridgecrest.ca.us**/spam>
Message-ID: <5avl0t$k3h@ash.ridgecrest.ca.us>
Source record: 130491

I did a stupid thing when I upgraded NVDI for
TOS and MagiC Mac from V3 to V4. I didn't note
at home the key or serial number on the master disk.
The new disk I got back were identical with different keys.
The recipt from the vendor had the old serial number,
but I can't match it to the disk pair. And of course
I have mixed up the disk with the package they came
with, however, neither manual states specifically
which one is for MagiC and which is for TOS.
How do I tell which one is for MagiC Mac and
which is for TOS?
I installed one set on my Falcon and NVDI shows
as being V4.11r3. The machine acts buggy now. One
problem I noticed right off was a "stuck key" noise
when I change video modes. I installed the same
version on MagiC Mac, but have problems with the
video modes there.

Thanks to anyone getting me out of this mess I made:)

Mike

## 419. Re: A bit of help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b12th$5vk@ornews.intel.com>
Source record: 130492

(posted and mailed)

In article <5b0rql$fvf@bignews.shef.ac.uk>,
cs1cl@stoat.shef.ac.uk (C Lamb) wrote:

>I have a bit of a problem. I am solely UN*X but I always seem to get
>roped in when h/w or s/w is playing up.
>This problem is exacerbated by the fact I know nothing about Atari
>machines other than what can be got from removing the cover...
>The latest is a friend with an 1040STf with HD and a b/w monitor. He
>uses it solely for running Notator. Recently a friend gave him all
>his old games (Lemmings and other such stuff) but in some cases they
>refuse to run (like Lemmings) and in others the music plays but
>no picture. Going into desktop the preferences didn't allow me to
>change the resolution from "high". Any ideas?

Most games require color - and with the SM124 high-rez monitor plugged in,
the ST knows it can't do color. Unplug the monitor and connect a TV set's
antenna input (75 ohm) to the little RCA jack next to the monitor jack on
the back of the ST. This will only work if the ST has a modulator built-in,
of course. If he has no modulator, he won't have an RCA jack, either. In
that case, he needs to get a suitable color monitor (ideally, a used SC1224,
as they can be had for as little as $25 from Atari users, and sometimes $5
from Goodwill) or an external modulator (in which case, you;re on your own).

The Atari color video signal is RGB analog at NTSC sync rates; a NEC 3d
multisync (or any other VGA multisunc that can handle 15.75 kHz sweep rates)
will do it. The NEC also permits using ST high rez on the same monitor.
Details are at my ftp site (See .sig) as "multsync.faq"

Amiga monitors can also be made to work, but are a bit pricey.

The final option (perhaps less expensive than another monitor) is to cobble
up a cable that brings composite video out of the monitor jack and plugs
into the video input on a TV or video monitor. Again, a modulator is
needed, else there is no composite video output. See "pinouts.zip" on my
ftp site for the monitor jack pinout.

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--------------------ftp://ftp.teleport.com/users/atari--------------------

## 420. Re: Dairy type programme needed...

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5b13c6$6ht@scanner.worldgate.com>
Source record: 130493

Try In Touch, there is a demo at http://compdirect.com/demofiles or on
CNAM.

All the best,

Chris @ Computer Direct

http://compdirect.com

## 421. Re: Cookie jar patch program

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Mr@mail.ptd.net, Maddog@mail.ptd.net
Message-ID: <19970108212030.22072.qmail@mail.ptd.net>
Source record: 130494

> From: SSweet@mettav.demon.co.uk (Steve Sweet)
>
> m> You need JARXXX by Dan Wilga, it comes with the Geneva Demo if you can
> m> find it. I renamed it JAR100.PRG in my Auto folder.
>
>*100 Cookie entries*, are you off your trolley, i think your mind has drifted
>to CACHExxx.PRG, surely?

You're right...I ment to say JAR10 with 10 entires. 10's just enough to
run the Geneva demo. I just forgot what the actual name I have it as,
once I had something installed and running good I don't think about it
much. :)

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $5000 charge for solicition, manual or
automatic.

## 422. Re: Stewart

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b12fq$5vk@ornews.intel.com>
Source record: 130495

In article <5b0qk9$aln@news.xs4all.nl>,
allmidd@xs4all.nl (Johan Middendorp) wrote:
>
>
>Somebody mentioned Stewart 104E being available on Umich. As I can not
>reach this site: any ideas which other FTP site I can get the file?

Hit my Web page (see .sig below), click on "Archives" and select the
Washington University mirror site. You have a choice of http or ftp access.

An ftp search on "stewart" turned up the following links:

ftp://ftp.gui.uva.es/.1/atari/Desktops/stewart.lzh
ftp://ftp.utbm.fr/pub/.pub2/atari/Desktops/stewart.lzh
ftp://ftp.utbm.fr/pub/.pub2/atari/Desktops/stewart.lzh
ftp://ftp.cs.tu-berlin.de/pub/atari/Utils/Misc/stewart1.lzh
ftp://ftp.cs.tu-berlin.de/pub/atari/Utils/Misc/stewart1.upl

The last one is just a short text file, 137 bytes; all of the others date
back to either October or February 1996, so they probably aren't what you're
looking for.

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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

## 423. Re: Where Can I Get CAB 2.0?

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Gary Priest <Gary@the-gap.demon.co.uk>
Message-ID: <tn2amAA+220ylwu9@sotnops.demon.co.uk>
Source record: 130496

In article <5aqgra$t78@orm.southern.co.nz>, Chris Wilkinson
<chriswil@southern.co.nz> writes
>Hi there!
>
>leslieh@valis.worldgate.com wrote:
>: Where can I get CAB 2.0? I hear about it all the time, but I have
>: yet to find a copy of it anywhere. Thanks for responding.
>:
>: Leslie
>
>Um...er...I think something has slipped us here!! CAB is at v1.5 AFAIK. I
>would not think that a version number would jump to 2.0 unless something
>REALLY big had been done to upgrade it! Then again we could be lucky! :)

No slip up! CAB2 contains full frame support as well as support for a
lot more HTML tags. Hence the version number jump.
It just isn't available yet, that's all.
The current version of CAB IS 1.5.

--
Gary Priest gary@the-gap.demon.co.uk Southampton,England
http://www.the-gap.demon.co.uk/ The Home of CoSTa for Ataris
--

# 424. Re: Quantum Fireball 1.2 Gb; AHDI doesn't wanna see it

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32D36411.EFD@bruker.de>
Source record: 130497

Chris Krowchuk wrote:

> TOS cannot boot from arbitrated drives, you must boot from another
> drive or floppy.

This is generally correct. There is only one exception to this rule: An
ST with LINK96 host adapter (by Norbert Wieczorek) will boot from such a
drive. In this special case the host adapter supplies a fixed SCSI ID of
7 for the ST so that the Quantum Fireball will work.
With any other host adapter it won't work. At least the LINK96 is the
only adapter I know of that supports initiator identification on an ST.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

## 425. Re: Problem: Quantum F-ball 1.2 > Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32D364BE.C56@bruker.de>
Source record: 130498

Istvan Leelossy wrote:

> And wher could I obtain this driver...?

The English version, including an English manual, is distributed by
System Solutions. A demo version you can get via ftp from
acp5.chemie.uni-kl.de/pub/atari/hddriver61_demo.zip or
http://acp5.chemie.uni-kl.de/seimet/hddriver_english.html

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 426. Re: Gemulator 96 and TOS ROM Images

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Bill Merik <bmerik@worldgate.com>
Message-ID: <32D43067.7A1@worldgate.com>
Source record: 130499

Darek Mihocka wrote:
> 
> First of all, I would like to point out that Toad, along with any other
> Atari dealer that sells Gemulator is given registration cards to include
> with the Gemulators that they sell. For some reason, Toad was not
> including the registration cards with Gemulators, and we also have
> reports that they were not including the full printed documentation.
> 
> While this is unfortunate, I cannot speak for Toad or any other reseller
> of Gemulator. We ship product to dealers. Dealers resell the product. As
> I stated in the earlier email, if the dealer sends you an incomplete
> package, you need to contact the dealer to get the rest of the package.
So what is your policy as far as Toad reselling your products now?

Bill

# 427. Re: Gemulator 96 and TOS ROM Images

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Allen Schreiber <schreib@osuunx.ucc.okstate.edu>
Message-ID: <32D3DFA0.204A@osuunx.ucc.okstate.edu>
Source record: 130500
Cross-posted to: comp.sys.atari.st,comp.emulators.misc

How did you run Gemulator 96 with a TOS image? Did you use the Tosdump.prg that came with STonX to dump the ROM? And do you think there would be a problem with TOS 1.2 (Mega TOS)?

I would like to try the Gemulator demo have been unable to because the MagiC PC demo is in German. It had some errors which I couldn't figure out so I gave up on it.

As far as using TOS ROM's, I don't see a problem because all I have to do is cross the room boot the Mega 2 and dump the rom. Besides, what can Atari say after they dumped the ST years ago?

Allen Schreiber
schreib@osuunx.ucc.okstate.edu

## 428. Family Tree 2.27

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: ddc@imaginet.fr
Message-ID: <5b13qf$l7j@belzebul.imaginet.fr>
Source record: 130501

New version 2.27 of Family Tree, a genealogical database for Atari computers, for which I am the French translator. Family Tree is freeware.

Main features:
- compatible with ST, STE, TT, Falcon, MultiTos, MagiC, every resolution >= 640*200,
- all dialogues are in non modal windows,
- context sensitive on line help, in ST-Guide format,
- full manual in ST-Guide and Papyrus format,
- compatible with GDOS, SpeedoGDOS,
- clipboard compatible,
- import and export in GEDCOM format,
- comprehensive data management (for example 40 children per marriage, no limitations on the number of marriages, uncertain dates can be qualified, etc...).

New in version 2.27:
- import/export in CSV format (delimited ASCII). This allows to communicate with spreadsheets, databases, word processors, etc.

Available from ftp.cnam.fr
/pub/Atari/Applications/family_tree-v2.27-english.lzh
Papyrus manual is in
/pub/Atari/Applications/family_tree-english-papyrus-format-manual.zip

Didier BRIEL
ddc@imaginet.fr

## 429. Re: Photo-processing an F030

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <852749280_OASIS_@ping.be>
Source record: 130502

In article <5b0lfv$rc5@commserv.fb1.fhtw-berlin.de>
joogn@FB1.FHTW-Berlin.DE (Juergen Oppermann) said:-

>
>does somebody know a professional photo-processing software
>that supports DSP and a lot of usual grfx-formats
>(like jpg, gif, tiff, ...)
>it should be fast, doing saturation, sizing, converting, ...

I don't know what you exactly means by profesional but anyway try
Photoline v2.25
You can find more information about it at:

http://www.magmacom.com/~nima/html/grafx/photolin.htm

On the same page you can download a demoversion.

You can also try Positive Image. This package takes avantage of the
DSP and can do quit a lot but it doesn't support gif. I don't know how
fast it is on a Falcon but on a TT it's deadly slow. You can find a
demoversion on the most ftp-sites.

CU
Martin
--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
***************************

## 430. Mac read ST floppies?

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Richard Harvey <rharvey@dial.pipex.com>
Message-ID: <32D41C8F.1A26@dial.pipex.com>
Source record: 130503

Is there any way I can read Atari ST floppies on my power mac, I want to transfer some midi files from C Lab Creator to Studio Vision Pro without having to connect the two machines via midi cables.

Regards
Richard Harvey

## 431. Re: Junk Email spam about 'Minoxidil/Thinning hair'

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Mr@mail.ptd.net, Maddog@mail.ptd.net
Message-ID: <19970108215415.10672.qmail@mail.ptd.net>
Source record: 130504

> From: atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens)
>
>In article [6]<5as41g$748@news.Hawaii.Edu>,
> jperez@Hawaii.Edu (John Perez) wrote:
>>
>>Good news guys! One of these companies was axed for their behavior,
>>specifically, advertising the hair loss product with threats at the end...

[snip]

>>Here is an excerpt from the response from Cyberpromo:
>>---
>>Cyber Promotions has recently terminated several accounts for
>>abuse of our policies. (Updated TOS at end of message).
>
>Sorry, John, but that's just plain bullsh*t.
>
>The address given is OWNED by Cyberpromo, and is not an "account" of a
>customer. Cyberpromo is NOT an ISP - they sell "bulk email" services, and
>do not provide connectivity to any real customers. What they actually do is
>forward mail from their customers (actually, in some cases, they ORIGINATE
>the mail after the customer says "advertise this product for me") and they
>also filter incoming mail and pass it back to the customer AFTER removing
>(a) all "Remove" requests (so your request does nothing except validate your
>email address - this was heavily documented in Summer 1996 by the sysadmins
>at several of the major ISPs in the USA) and (b) all flames.
>
>Thus, the Cyberpromo customer never sees any flames anyhow.

So "remove" messages makes them spam harder and flames aren't even
sent(return address doesn't exist), these pigs are getting worse. At
least now I'm not including my e-mail address when I send my postings
out, the Demon UK gateway could care less if I type "fghjsfgukj"
in place of the address I can by contacted with.

Hey, you want to talk privately with me...use my e-mail now in my
sig. But if anyone even thinks of spamming me, you better have $500
for each letter you send cuz it'll cost you.

BTW, wasn't CyberPromotions an operation in Philidelphia? I remeber
seeing them on "The Site" show and they were boo-hooing about AOL
canceling their account for spamming. Now you know why I think this
should be regulated like phone calls and faxes. If the spammers are
balling about their "rights", what about OUR rights?

>In point of fact, you should have kept the email, printed a full copy of it
>including all headers, and toddled down to the office of your local US
>Attorney to file a damages suit under Title 47 USC para 227. That law
>defines a "facsimile machine" in a manner that is identical to any personal
>computer with a faxmodem and a printer - and makes sending unsolicited
>commercial messages to sucha a machine illegal. If Cyberpromo fails to show
>up (and they aren't going to bother to fly to Hawaii, you can count on
>that), you will be awarded a summary judgement against them. Be sure to
>claim damages of $500 PER MESSAGE plus court costs, plus collection expenses
>- then when they don't pay up, turn the account over to a collection agency.
>
>Eventually, they'll be put out of business.

That's good advice, I'll remember that.

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

## 432. Re: Stik WWW page updates

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5b086g$dfd@irk.zetnet.co.uk>
Source record: 130505

On 7 Jan 1997 08:34:25 , wrote:
>: With the latest version of CAB, the author included a text file with all
>: the HTML TAGS that CAB now supports :-)
>
>
>: I anyone wants a copy I will upload it here as long as no one objects?
>
> Well, I would appreciate it, and it'd be a neat sneak peek at what is to
>come for my user group meeting tomorrow (I'm actually demoing CAB tomorrow
>(that being Tuesday), so it would be actually pretty neat to have the beta
>version to show. :) )
>
Sorry Leslie,

I think you got the wrong end of the stick :-(

I wasn't offering to upload CAB 2, I can't do that :-(

But was offering to upload the list of HTML TAGS that CAB 2 supports :-)

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

## 433. Re: AU player for Atari computers

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5b086l$dfd@irk.zetnet.co.uk>
Source record: 130506

```
On 7 Jan 1997 16:28:10 , Edward S. Baiz Jr. wrote:
>
>Does anyone know of a program that plays "AU" audio files for Atari
>computers? I want to use it as an exteranl viewer in CAB.
>
>

N_PLAYER :-)

Yours Roy

**************************************************************************
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**************************************************************************
```

## 434. Help? -- Atari disks

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: bn737@freenet.carleton.ca
Message-ID: <bn737-ya02408000R0801972023070001@news.roc.infi.net>
Source record: 130507

Hi, folks. Can anyone give me some advice? I used to have an Atari ST -- not sure what model, but it was pretty early, bought it in 1987. Had a floppy drive, no hard drive... Well, the machine itself is gone, thanks to my mother's enthusiastic spring cleaning, and I have some terribly important files -- the *only* copy of something I wrote in college, a work dear to my heart that took quite a few years to complete -- in "1st Word" format on floppies.

I've tried every sensible thing I can think of, and waved a few dead chickens, but I cannot retrieve the files. My Mac's Finder says they're PC disks, but though it recognizes that *something* is taking up room on them, it lists no files. (I tried them on a PC, also, and it was unable to read the disks at all.) On the Mac, I also tried opening them in ResEdit -- it sees files, but calls them all "BAD" and can't open them. On someone's advice I tried opening the files from within Microsoft Word, viewing "All Files", but it also lists all files on the disks as "BAD" and can't open them.

I downloaded an Atari ST emulator called "MagiCMac" in hopes that it might be able to understand the files -- however, the emulator itself is in German, and 3 years of high school German did not seem to equip me for poking around an unfamiliar program. <g> However, the dialog box that pops up when I try to access one of the disks doesn't look too promising.

In essence -- help! I desperately want these files, but don't know what else to try. Do I need to find someone who owns an ST who can convert them to something I can use? Or is there anything else I might try? I am a writer cruelly separated from one of her beloved works, and I feel like a bereft mom. (But not, I hope, the sort of mom who throws away a perfectly good computer just because someone had it in a closet!) <g>

Any advice will be *hugely* appreciated. If possible, please email me at bn737@freenet.carleton.ca.

Janet Coleman Sides
http://www.ling.rochester.edu/~sides/storybox/index.html

## 435. FS: Sottware: Word Perfect 4.1

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: MIke & Pat McAvoy <mcavoy3@vgernet.net>
Message-ID: <32D441EE.43CB@vgernet.net>
Source record: 130508

Software for sale:

Word Perfect 4.1 for Atari and Mavis Beacon teaches typing
Please make an offer.

Reply to Mike by E mail to:
mcavoy3@vgernet.net

## 436. FS: Software: Word Perfect 4.1

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: MIke & Pat McAvoy <mcavoy3@vgernet.net>
Message-ID: <32D44380.3387@vgernet.net>
Source record: 130509

Software for sale:

Word Perfect 4.1 for Atari and Mavis Beacon teaches typing
Please make an offer.

Reply to Mike in USA by E mail:
mcavoy3@vgernet.net

## 437. Re: Can an SLM804 print from the desktop?

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: a1960563@athena.rrz.Uni-Koeln.DE
Message-ID: <5b0e17$d8g@news.rrz.uni-koeln.de>
Source record: 130510

Hi Julian,

Julian Gifford (julian@connexus.apana.org.au) wrote:
: I just got an SLM 804 with a system. I managed to get it to print out
: using Calamus but it refuses to print out or 'see' the printer from the
: desktop when I select 'print' after double clicking on a .txt file.

: I have the slm804.sys file in the root dir of C.
: I think the assign.sys is ok.
: I have gdos in the auto folder.

If don't use Ease (and perhaps other desktops with similar equipment) you
cannot print just like that from the desktop. You then need an additional
printer driver like Diablo or Laserbrain.

Ease supports printing window contents from the desktop with vector-gdos
(This is no advertising, I simply have no experience with other
alternative desktops).

Bye,

Kerstin

## 438. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <JnIWNMj.greg_evans@delphi.com>
Source record: 130511

Rene Ceron Palomino <Geburah@kether.snafu.de> writes:

>Try: Dieter_Fiebelkorn@do.maus.de

Thanks! I'll try again...

Greg

## 439. Re: NVDI help needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Michael Grove <**mgrove@owens.ridgecrest.ca.us**/spam>
Message-ID: <5b1oou$4so@ash.ridgecrest.ca.us>
Source record: 130512

Chris Krowchuk wrote:
>
> The vendor should have sent back the old master disks. This is the
> upgrade policy as set by System Solutions.
>
> If the vendor did not return the old masters, then you should contact
> them immediately and demand your masters.
>
> All the best,
> Chris @ Computer Direct
>
> http://compdirect.com

This particular vendor has never returned any of the disk I have sent
them
for upgrading. I did however find a couple of text files that I saved
with
the original key and serial numbers and then could match the disk that
way.
The MagiC Mac NVDI disk would not load with the new key that was
provided and
I had to use the serial and key from my TOS V4.10 disk to get it to load
on the
Mac. Still, even with a "clean" install, I cannot get MagiC to boot with
the V4.11r3 NVDI for Mac. Cannot load a driver for this
resolution.......:(.
Went back to 3.31 for now.
As the other dealer has yet to respond to my email, maybe Computer
Direct could
upgrade both my 4.10 for TOS and defective 4.11r3 for me? :) <grin>

Mike

## 440. Re: switchable tos question

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970108131014.12249A-100000@usr08.primenet.com>
Source record: 130513

hmm I ran the TOS 1.0 on my megaste. It worked fine..
From a disk image of course..
bye.

On Mon, 6 Jan 1997, Gerry O'Rourke wrote:

>In article <852162280_OASIS_@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk wrote:
>
>> In article <19961231200734750 23@zetnet.co.uk>
>> Chris Crosskey <chrisc@zetnet.co.uk> said:-
>>
>> >In message <01bbf66b$74b875c0$4a3bd4cc@Primenet.Primenet.com>
>> > "Satcom2" <svenhard@primenet.com> writes:
>> >
>> >> Does anyone know if a switchable TOS (2.06/1.4 or 1.2) will work on an STE
>> >> with a 16 mhz accelerator? If it would,which is the easiest to install? I
>> >> can't play a lot of my games on this machine,because I have TOS 2.06,but I
>> >> would like to.
>
>AFAIK, TOS 1.2/1.4 won't work on an STE.
>
>--
>Gerry O'Rourke
>Materials Engineering
>Northern Telecom (Ireland) Ltd
>E-mail gigxr01@nt.com
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

## 441. Re: PPP connection and atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970108132443.12249C-100000@usr08.primenet.com>
Source record: 130514

PPPKIT114.zip on CNAM will do it.

On Tue, 7 Jan 1997, Gambit wrote:

>Is anyone aware if there is a PPP package avail
>or in development for the ST. i noticed the STik
>kit which is slip based, however my provider doesnt
>allow slip connections?
>
>

_____________________________________________________________________________
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
_____________________________________________________________________________

## 442. Re: Photo-processing an F030

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970108133326.12249D-100000@usr08.primenet.com>
Source record: 130515

Photoline is the brother of photoshop.
Very powerfull.

On 8 Jan 1997, Juergen Oppermann wrote:

>
>does somebody know a professional photo-processing software
>that supports DSP and a lot of usual grfx-formats
>(like jpg, gif, tiff, ...)
>it should be fast, doing saturation, sizing, converting, ...
>
>
>-
>-- Jo'ogn (; - 030/606 91 85
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 443. Re: Atari Sites

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d2da3a865050@sn.no>
Source record: 130541

On Tue 07-01-97 06:41, Steve S. (samsung@nevada.edu) wrote:

>Here is again the list of Atari Sites that helped me out so much so long ago:
>Atari FTP list update!
>msh@daresbury.ac.uk M.S. Smith at Daresbury
>Laboratory, UK
>
>Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
> comp.sys.atari.announce
>- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
>-
>
>Last edit: 6-July-1995
>Additions/changes since last list: 3

Yeaow!! That's a pretty old version of the list you've got there!
To get the latest one you can either go to my web page, or FTP it from my
FTP site. I try to post an update once at the end of every month to this
and the tech newsgroup.
I've also made a WWW page of the list so you can access all the sites
directly using WWW!

Check out the links in my signature below.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 444. Re: Object Linking with OLGA

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d2da3a865b21@sn.no>
Source record: 130542

On Tue 07-01-97 12:58, Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:

>Mille Babic wrote:
>>
>> Hi!
>>
>> I just can't get along with OLGA!
>
>I've seen a few mentions of this around. I gather it's a bit like OLE in
>Windoze. What does it do? Is it available? If so, where from? The
>truth is out there.
>
>Regards
>Martyn

There's an article about the OLGA protocol in the January '97 issue of the
German computer magazine "ST Computer".

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 445. Looking for "Kontext"

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d2da3c867464@sn.no>
Source record: 130543

I'm looking for a text utility called "Kontext 2.31s", and I haven't been able to find it using the usual search engines. Perhaps it hasn't reached the net yet as it was featured in the January issue of "ST computer" (German Atari magazine)..... But if it is somewhere on the net I'd be happy to find out where.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 446. Re: Sweet Geneva!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: publish@zetnet.co.uk
Message-ID: <5auoeq$99l@irk.zetnet.co.uk>
Source record: 130544

Hi all

Glad I got my usenet bit working recently again, as I was just about to upgrade MagiC 2 to MagiC 5. And mainly to allow me to m/t on my Falcon (improved by Paul Rossiter 4.04 version!).

It's starting to seem to me that perhaps Geneva/Neodesk is the better option for the Falcon, but I'm very open to persuasion!

So, I'll think I'll wait and see how things develop a bit more, before upgrading MagiC.

Maybe, just maybe, I haven't wasted 40 quid yet!

ATB, Mike

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
publish@zetnet.co.uk - For Playback RadioWorks Info!
ataricomputing@cix.compulink.co.uk - For Atari Computing Info!
mkerslake@cix.compulink.co.uk - For Direct Mail!
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 447. $$$$$$$$$$$$$$$$$$

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: sjmunchak@aol.com
Message-ID: <19970108021400.VAA19815@ladder01.news.aol.com>
Source record: 130545

Take five minutes to read this and it WILL change your life.

I've been a fool so far. Yes, I admit it I've been a fool. I've
been doing this on local BBS's for the last 2 years. I've been
getting about 40 to $50,000 a year if that. I tried it the net
3 weeks ago and I wouldn't believe it! Not just a little each week
(barely enough to keep my head above the debt), but tons, I mean
big bucks! In the first week I got three hundred dollars, then a
week later, a couple of thousand, and by the end of the third week,
I had recieved nearly $32,000.00.

It's REALLY SIMPLE to do too!!!

Here's all there is to do:

STEP 1.

Invest your $5 by writing your name and address on five seperate
pieces of paper along with the words: "PLEASE ADD ME TO YOUR MAILING
LIST."
(In this way, you're not just sending a dollar to someone; you're
payingfor a legitimate service.) Fold a $1 bill inside each paper,
and mail them by standard U. S. Mail to the following five addresses:

1-Sam Coice
25550 Buckthorn Ridge Rd
Pioneer Ca 95666

2-Peg Vickmore
14905 Highway 88
Jackson, Ca 95642

3-Brian Hyson
4278 Sayoko Cr
San Jose, Ca, 95136-2335 USA

4-Daniel Hanlon Jr.
6001 Fox Run
Fairfax, Va 22030

5-Joe Munchak
13535 Union Village Cir
Clifton, Va 20124

STEP 2.

Now remove the top name from the list, and move the
other names up. This way, #5 becomes #4 and so on.

Put your name in as the fifth one on the list.

STEP 3.

Post the article to "at least" 250 newsgroups. Rembering that the more that you post on, the more people see it, and the more you will get. There are at least 30,000 newsgroups at any given moment in time so don't be stingy.

STEP 4.

You are now in business for yourself, and should start seeing returns within 7 to 14 days! Remember, the Internet is new and huge. There is no way you can lose.

Now here is how and why this system works:

Out of every block of 250 posts I made, I got back about 5 responses. Yes, thats right,only 5. You make $5.00 in cash, not checks or money orders, but real cash with your name at #5.

Each additional person who sent you $1.00 now also makes 250 additional postings with your name at #4, 1000 postings. On average then, 50 people will send you $1.00 with your name at #4,....$50.00 in your pocket!

## 448. $$$$$$$$$$$$$$$$$$$$

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: sjmunchak@aol.com
Message-ID: <19970108021500.VAA19840@ladder01.news.aol.com>
Source record: 130546

Take five minutes to read this and it WILL change your life.

I've been a fool so far. Yes, I admit it I've been a fool. I've
been doing this on local BBS's for the last 2 years. I've been
getting about 40 to $50,000 a year if that. I tried it the net
3 weeks ago and I wouldn't believe it! Not just a little each week
(barely enough to keep my head above the debt), but tons, I mean
big bucks! In the first week I got three hundred dollars, then a
week later, a couple of thousand, and by the end of the third week,
I had recieved nearly $32,000.00.

It's REALLY SIMPLE to do too!!!

Here's all there is to do:

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pieces of paper along with the words: "PLEASE ADD ME TO YOUR MAILING
LIST."
(In this way, you're not just sending a dollar to someone; you're
payingfor a legitimate service.) Fold a $1 bill inside each paper,
and mail them by standard U. S. Mail to the following five addresses:

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25550 Buckthorn Ridge Rd
Pioneer Ca 95666

2-Peg Vickmore
14905 Highway 88
Jackson, Ca 95642

3-Brian Hyson
4278 Sayoko Cr
San Jose, Ca, 95136-2335 USA

4-Daniel Hanlon Jr.
6001 Fox Run
Fairfax, Va 22030

5-Joe Munchak
13535 Union Village Cir
Clifton, Va 20124

STEP 2.

Now remove the top name from the list, and move the
other names up. This way, #5 becomes #4 and so on.

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You are now in business for yourself, and should start seeing returns within 7 to 14 days! Remember, the Internet is new and huge. There is no way you can lose.

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Out of every block of 250 posts I made, I got back about 5 responses. Yes, thats right,only 5. You make $5.00 in cash, not checks or money orders, but real cash with your name at #5.

Each additional person who sent you $1.00 now also makes 250 additional postings with your name at #4, 1000 postings. On average then, 50 people will send you $1.00 with your name at #4,....$50.00 in your pocket!

## 449. Re: Cannot delete files..

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5av3ia$dh5@news2.nkn.net>
Source record: 130547

Keith Bilinsky wrote:
>
>I've been trying to rid my hard drive of corrupted files with illegal names.
>I cannot delete these files from the desktop nor can I access them (but I
>can see that they are there and that they take up space.)
>
>I was able to remove ones from a boot directory using chkdisk3 that came
>with my falcon. Diamond Edge removed some of the other files that had
>illegal names with characters such as '
>
>my problem is that I have corrupted files in subdirectories (usally contian
>a lower case letter) that I cannot delete.
>
>Is there a program that I can use to help me delete these ugly files?

ICD CleanupST worked pretty good for me. You can probably find a used
copy for $5 or $10.

Mike White (michael@fastlane.net)

## 450. Re: Cannot delete files..

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5av3pk$dh5@news2.nkn.net>
Source record: 130548

>
>I've been trying to rid my hard drive of corrupted files with illegal names.
>I cannot delete these files from the desktop nor can I access them (but I
>can see that they are there and that they take up space.)
>
>I was able to remove ones from a boot directory using chkdisk3 that came
>with my falcon. Diamond Edge removed some of the other files that had
>illegal names with characters such as '
>
>my problem is that I have corrupted files in subdirectories (usally contian
>a lower case letter) that I cannot delete.
>
>Is there a program that I can use to help me delete these ugly files?

I should have thought of this first: try grabbing the "rm" program from someone with a MiNT setup (email me if you want - I have it here). Re-name it "rm.ttp", copy it into the directory that you want to delete the file from, then open it. Enter "*" for the parameter. Should clear out all files. If you want to remove a directory, use the "-r" option.

WARNING - DO NOT DO THIS FROM A DIRECTORY WHOSE CONTESTS YOU WANT TO KEEP.
DO NOT DO THIS FROM THE ROOT DIRECTORY.

Mike White (michael@fastlane.net)

## 451. NEWSie OK but no CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5av573$dh5@news2.nkn.net>
Source record: 130549

Hi all!

I'm using STiK 1.12, which works fine with NEWSie, but with CAB, it's at best sporadic. I've tried CAB OVL 1.18 and 1.21. 1.18 works for a short time (a few pages), then I'll start seeing "Receiving 0 bytes" forever. 1.21 is does that from the start.

I can run NEWSie for hours (literally). I don't have any trouble with the CAB OVL for MiNT (which causes my Mega STe to be a wee bit slow).

Any suggestions?

Mike White (michael@fastlane.net)

## 452. Junk Email spam about 'Minoxidil/Thinning hair'

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <25975_SSweet@mettav.demon.co.uk>
Source record: 130550

```
FROM: SSweet@mettav.demon.co.uk
SUBJ: Junk Email spam about 'Minoxidil/Thinning hair'

f> I've received a lot of junk spam email from various addresses lately,
f> all concerning hair loss treatment.

How appropriate, did they mention any free samples. 8~)))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Begging Tag Line, please give generously.
--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

## 453. Magic4 & Mega STE

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <25976_SSweet@mettav.demon.co.uk>
Source record: 130551

FROM: SSweet@mettav.demon.co.uk
SUBJ: Magic4 & Mega STE

a> Thanks in anticipation

What did you want to know, if "Does it work", then yes Big time, i'm currently smokin Magic 5 with NVDI4 on a Mega STE, big speed increases. Dont think any more, just buy.
You might also find yourself /needing/ HD-Driver to be able to use it to its potential. Mine wouldnt work at all with out it.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Diplomacy - the art of letting someone have your way.
--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 454. Re: Toad and Emulators, Inc.

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <5av8at$coe@news1.halcyon.com>
Source record: 130552

In article <5a54p4$6n0@ultra.sonic.net>,
Albert Palmer <apalmer@zapcom.net> wrote:
>
>You seem to be putting all the blame on Toad, but Darek could and
>should handle this problem. The first thing he should do is take
>care of you and get the software you paid for up and running as
>advertised. He received his money for your copy from Toad when
>he sold it to them. If not, that is his problem. It should be
>up to him to contact Toad and handle any conflict he has with
>them.

Al, as I already explained in a different message thread, if someone doesn't receive the product they ordered from a reseller, they need to contact that reseller about it, or return the product and do business with a different reseller. In this particular case, someone contacted me claiming to have purchased a Gemulator but offered no proof of purchase. No registraton card, no sales receipt, nothing. I cannot, and will not, provide any support to someone who can't show proof of ownership. I am not aware of any software companies that don't ask for proof of ownership. Call up Microsoft or Corel or Lotus or whoever and ask them to send you a replacement for some product you don't own. Don't provide any proof of purchase, just bitch and scream and demand they send you a free disk just because you claim to have purchased the product. If they do, lucky you but my guess is they'll tell you to take a hike.

I don't believe that our policy of asking for proof of owndership is in any way unfair to the legitimate customer.

- Darek

--
==========
Darek Mihocka. Distributors of Gemulator Xformer and Recycler.
Emulators, Inc., 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 http://www.emulators.com

# 455. Re: Gemulator 96 and TOS ROM Images

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <5av7p3$ckd@news1.halcyon.com>
Source record: 130553

First of all, I would like to point out that Toad, along with any other Atari dealer that sells Gemulator is given registration cards to include with the Gemulators that they sell. For some reason, Toad was not including the registration cards with Gemulators, and we also have reports that they were not including the full printed documentation.

While this is unfortunate, I cannot speak for Toad or any other reseller of Gemulator. We ship product to dealers. Dealers resell the product. As I stated in the earlier email, if the dealer sends you an incomplete package, you need to contact the dealer to get the rest of the package.

In the case of the registration cards, your sales receipt is just as good as a registration card. Simply mail a copy of your sales receipt to Emulators Inc. and you will be fully registered.

- Darek

In article <19961225052200.AAA25090@ladder01.news.aol.com>,
RDupuy5596 <rdupuy5596@aol.com> wrote:
>I was impressed with the Gemulator demo and bought the full version from
>Toad along with Magic (I ordered Magic 4 but was sent Magic 2)...
>
>and I am very disappointed...
>
>Not only did toad send me the wrong version of magic, but they did not
>send me a registration card and Darek at Emulators, inc.will not help me
>at all...Toad has yet to send the registration card, nor have they
>responded to my Emails regarding the registration card. Darek says return
>the software to Toad and buy from him, well I wish I had done that now,
>but it would be very hard to return the software to Toad since they do not
>accept returns.
--
==========
Darek Mihocka. Distributors of Gemulator Xformer and Recycler.
Emulators, Inc., 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 http://www.emulators.com

# 456. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Michael Grove <**mgrove@owens.ridgecrest.ca.us**/spam>
Message-ID: <5avk0h$k3h@ash.ridgecrest.ca.us>
Source record: 130554

Robert Schaffner wrote:
>
> In <1997Jan7.003312.1@cobra.uni.edu> PETER SINCLAIR-DAY wrote:
>
> >and innovated, Atari under Jack Tramiel tries to immitate the Mac OS while not
> >adding or innovating. Apple lead, Atari followed(failed miserably).
>
> Dumbhead..

Hi Robert,

That's Dipshit in English:)

Mike

>
> --
> ### robscha@data.rhein-main.de -= Home of DOITF030 =-
> ### _____
> # # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
> # # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
> http://www.rhein-main.de/people/robert/doitf030.htm

## 457. Re: Cookie jar patch program

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-0801970934410001@dwilga.comm.mtholyoke.edu>
Source record: 130555

In article <5audpv$8el$2@nadine.teleport.com>, Portland Atari Club
<atari@teleport.com> wrote:

> In comp.sys.atari.st Steve Sweet <SSweet@mettav.demon.co.uk> wrote:
> : FROM: SSweet@mettav.demon.co.uk
> : SUBJ: Cookie jar patch program
>
> : m> You need JARXXX by Dan Wilga, it comes with the Geneva Demo if you can
> : m> find it. I renamed it JAR100.PRG in my Auto folder.
>
> : *100 Cookie entries*, are you off your trolley, i think your mind has
drifted
> : to CACHExxx.PRG, surely?
>
> Well, it's certainly overkill, but OTOH he won't run out of cookie jar
> space before he runs out of RAM, will he? <G>
>

Cookie entries are only 8 bytes each...

You can also find JARxxx in the NeoDesk 4 demo. Both demos are available
from www.pair.com/gribnif .

Dan Wilga
dwilga@mtholyoke.edu

# 458. Re: Vortex 386 SX emulator for Mega STe

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5b0aq1$gbm@m1.cs.man.ac.uk>
Source record: 130556

In article <25894_SSweet@mettav.demon.co.uk>, SSweet@mettav.demon.co.uk (Steve Sweet) writes:
>FROM: SSweet@mettav.demon.co.uk
>SUBJ: Vortex 386 SX emulator for Mega STe
>
>
> f> I sold my Mega STe to a friends that don't need the emulator card .
> f>
> f> So now I sell it for 75 $ plus 15 $ for shipment cost . It runs
> f> correctly Windows 3.1 and main application softwares ( Word , Excel ,
> f> etc. ) .
>
>
>Whereabouts in the MegaSTE does this fit.

Right on top of the CPU, and if I had the money, I'd have snapped this up a long time ago!

> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>
>** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **

Is your machine still in its original case by any chance??

------------------------------
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
------------------------------
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
------------------------------

## 459. Re: PPP connection and atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5b0crl$nrl@ccshst05.cs.uoguelph.ca>
Source record: 130557

Gambit (m_collins@hp.com) wrote:
: Is anyone aware if there is a PPP package avail
: or in development for the ST. i noticed the STik
: kit which is slip based, however my provider doesnt
: allow slip connections?

The Mint/MintNet combination will allow PPP combinations (and CSLIP and SLIP). You can either install from scratch, or use one of the prepackaged kits, such as KGMD or the TAF distribution, both of which require a MinixFS partition. If you don't want a MinixFS partition, there is a PPP kit available (on cnam, I believe) which does not require one.

THeo

## 460. Cubase Audio & Epson Stylus

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: p9548@iupmime.univ-lemans.fr
Message-ID: <199701080924.JAA13044@bigiup.univ-lemans.fr>
Source record: 130558

Does someone make a prn file to have a Stylus Color II available under
Cubase Audio 2.0x ?

Cedric MOREAU, cedric.moreau@mail.dotcom.fr,
http://bigiup.univ-lemans.fr/~p9548/
IUP MIME, Universite du Maine, 72000 LE MANS, FRANCE

## 461. Re: Magic Memory limitations

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5avk46$qd8@newsserver.rrzn.uni-hannover.de>
Source record: 130559

dave (dave@mbha.demon.co.uk) wrote:
: IIRC, call limitmem.ttp with 2 parameters;

NO!!!!!!!!
Do not use limitmem any longer. This program is no longer needed.
Just do "install application". limitmem changes the program file which
can cause problems, e.g. with anti virus utilities.

--

-----------------------
ANDREAS KROMKE

.....................................................
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

## 462. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Geburah@kether.snafu.de
Message-ID: <HAIIEIBZUP@kether.snafu.de>
Source record: 130560

In <5BI31II.greg_evans@delphi.com> greg_evans@delphi.com wrote:

>
>Thanks to all who responded to my query. I have gotten 3.16 which
>seems to use the DSP - yea! I tried emailing a note to Dieter just
>to thank him for his support and it bounced back. The address I
>used was DieterFiebelkorn@do.maus.de

Try: Dieter_Fiebelkorn@do.maus.de
> >Greg

## 463. Re: Magic Memory limitations

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970108101602.18848J-100000@pallas.amp.uni-hannover.de>
Source record: 130561

On 8 Jan 1997, Andreas Kromke wrote:

> dave (dave@mbha.demon.co.uk) wrote:
> : IIRC, call limitmem.ttp with 2 parameters;
>
> NO!!!!!!!!
> Do not use limitmem any longer. This program is no longer needed.
> Just do "install application". limitmem changes the program file which
> can cause problems, e.g. with anti virus utilities.

What do those people who do not use MAGXDESK ?

Cheers Peter

---
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---

## 464. Photo-processing an F030

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: joogn@FB1.FHTW-Berlin.DE
Message-ID: <5b0lfv$rc5@commserv.fb1.fhtw-berlin.de>
Source record: 130562

```
does somebody know a professional photo-processing software
that supports DSP and a lot of usual grfx-formats
(like jpg, gif, tiff, ...)
it should be fast, doing saturation, sizing, converting, ...

-
-- Jo'ogn (; - 030/606 91 85
```

## 465. cyber stuff

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: Barry.Summer@rebel.genesplicer.org
Message-ID: <b9c_9701080842@genesplicer.org>
Source record: 130563

To: dave@mbha.demon.co.uk

CYBER ANIMATION SOFTWARE FOR SALE:
CyberStudio(Cad 3D)
Cybperpaint 2.0
CyberSculpt
CyberControl
Cyber Utlities
Cyber SEQ. animations
GFA Artist
All registered w/ manuals/binders.
Package price: $45.00 (inc. shipping in U.S.)

If interested, leave message for Barry Summer
bsummer @ delphi.com

## 466. WTF: Contact info for Kaktus software

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5avth1$a8n@news.Hawaii.Edu>
Source record: 130564

Greetings,

I would very much appreciate it if someone could direct me to the
people at Kaktus Bestechende Software, makers of Kobold.

H.-J. Richstein & E. Dick are the names on the package.

I have Kobold 2.5, and am having trouble with 1gig partitions.

Aloha,

John Perez/The Borg
jperez@hawaii.edu

## 467. Kobold and 1gig partitions?

Newsgroup: comp.sys.atari.st
Date: 1997-01-08 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5avtc4$a8n@news.Hawaii.Edu>
Source record: 130565

Greetings,

I am trying to use Kobold to transfer files to and from a 4gig drive with 1gig partitions. I get an "Invalid Cluster Size" error. Can Kobold not handle 32k clusters (if I understand this correctly)? Is there any way to make this work other than GEMDOS mode?

Any idea what the largest partition size that I can use with Kobold would be? 512meg?

Aloha,

John Perez/The Borg
jperez@hawaii.edu

## 468. Re: switchable tos question

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-09019713301400001@47.85.0.99>
Source record: 130366

In article <Pine.BSI.3.95.970108131014.12249A-100000@usr08.primenet.com>,
Katherine L Ellis <kellis@primenet.com> wrote:

> hmm I ran the TOS 1.0 on my megaste. It worked fine..
> From a disk image of course..
> bye.
>

OK, that's cool, were the STE features (DMA sound,microwire) unavailable.

Were you able to change these with the control panel?

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

## 469. Re: Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <852801294_OASIS_@nordnet.fr>
Source record: 130367

In article <5avekh$al6@posgate.acis.com.au>
mcooke@tyndale.apana.org.au (Malcolm Cooke) said:-

[snip quoting of a full message including the sig...]
[snip]
>my icon file is below just to show how it works.
[snip]
>begin 644 MAGICICN.LZH
[snip a 66 Kb uuencoded binary...]

Thank you very much for sending a big file usable only for (or interesting only) a few persons to thousands of servers around the world, and to thousands of users who use offline readers and can't select what they download before they download news... and don't have any use of your file.

Thank you very much to read the Netiquette, or simply think a little, and not post binaries to discussion newsgroups. Alt.binaries.* groups, FTP sites, WWW sites, and attachments to email are other ways to transmit binaries to only those who want them.

Thank you, Bruno.

--

/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

# 470. Re: Making Animated Gifs [Falcon]

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: john@whalley.demon.co.uk
Message-ID: <852853208_OASIS_@whalley.demon.co.uk>
Source record: 130368

In article <305_algy@allatsea.demon.co.uk>
algy@allatsea.demon.co.uk (Antony Lacey) said:-

>john@whalley.demon.co.uk previously gibbered to All ...
>
> Hiya John ...
>
> j> Also I am grateful that someone is working on this as not having a
> j> Falcon I can't use M-Player for the job.
>
>Even that may not be a problem for too much longer.
>
>Guillaume (the author) is now working on a version for the ST(e) and
>MegaST(e). He says (as of this morning) it will be ready for release in about
>2 weeks.

Now that's wonderful news!

*anticpation mode ON*

TTFN
John

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

## 471. Port LAN sur MegaSTE 4

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: TSINGOS Micha&#65533;l <s962449@student.ulg.ac.be>
Message-ID: <32D4D03F.3518@student.ulg.ac.be>
Source record: 130369

Bonjour a Tous,

J'aimerais savoir s'il existe une ou plusieurs possibilites pour
exploiter le port LAN sur le Mega STE. (Programmes, accessoires et CPX)

Dans l'affirmative, pourriez-vous m'indiquer des noms de PRG ainsi que
certaines indications pratiques (software et/ou ardware).

D'avance, je vous remercie de ce que vous pourrez me communiquer !

A bientot !

Patrick.

## 472. Re: Atari in Calgary Alberta?

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970109193026.16720D-100000@voyager.cris.com>
Source record: 130370

On 9 Jan 1997, Tom Carman wrote:

>Frank,
>
>
>As a member of the Executive of CACE (Calgary Atari Computer
>Enthusiasts) let me welcome you to Calgary and invite you to our Club
>meetings. We meet the 1st and 3rd Mondays of each month, at 7:30 pm
>at Crescent Heights Community Hall. I can provide directions via
>phone or email when you arrive. I think you will enjoy our little
>group. As a native of North York and resident of Calgary for the last
>15 years I can also say I think you will enjoy living in Calgary. It's
>a great city.
>
>
>As for a private Internet Service provider offering text-based shell
>access, I have not been able to find one. We do, however, have a
>Freenet that offers this service. A basic account is $20/year.
>Member's access is $50/year. My ISP can offer you uncompressed SLIP,
>but to be honest I was never able to get CAB/STiK to work with it.
>Instead I am using MiNTNET/CAB to achieve a PPP connection. This does
>not require a dedicated partition and is rather easy to set up. If
>you like I can help you with this when you arrive. I have also gotten
>Antmail, Newsie and AFTP10B3 working with this setup.

You might want to try my ISP which has a POP in Calgary. They are a good
deal here in Ohio, don't know how busy they are in Calgary though I
haven't heard any bitching from that direction 8^) their number is
403-265-4590 and the name is concentric.net, they have a nice UNIX shell
with all the goodies plus a true uncompressed SLIP that works with all the
STIK stuff.

>
>
>Email me at carmant@internetfirst.com and we can go into more detail
>on all this.
>
>
>--
>Tom Carman
>(The Sermonator)
>
>

Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 245MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

## 473. Re: "language cookie"- How/where?

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970109191937.16720C-100000@voyager.cris.com>
Source record: 130371

I'm pretty sure only the Falcon normally does the language cookie! If I'm
wrong I'm sure we will hear about it. 8^)

On 9 Jan 1997, Hallvard Tangeraas wrote:

>Trying out a small HTML utility called "html help" I got the message
>"couldn't find language cookie, <English> <German>?" The program worked
>fine after choosing the desired language, but how exactly do I set the
>language cookie on my STe? Is there any particular program around for it?
>
>There were no docs with the "html help" program.
>
>Hallvard
>
>--
> -ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
> -Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
> -Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
> -Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>
>
>
>

Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 245MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

## 474. What are you waiting for?

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32D59675.61F2@con2.com>
Source record: 130372
Cross-posted to: abg.atari,comp.sys.atari.st

Come on you guys and gals. What are you hanging onto these games for? you don't play them anymore. You'll be lucky if you can find them and even luckier that I will buy them. So get some money and some need closet space. Go get them and sell them to me! I will buy the games you see below.

Contact me at Mykle@con2.com

> > xenon
> > Gods
> > Fire & Ice by Renegade
> > Underworld by Origin
> > Cadaver by Bitmap Brothers
> > Chaos Engine
> > The Bitmap Brothers Volume 1
> > Drahken (sp?)
> Super Cauldron
> Prince of Persia
> Leander
> Lemmings
> James Pond II
> Adams Family
> Pirates
> William Tell
>
> Please respond by e-mail
> > Mykle@con2.com

## 475. HELP!! Link Virus?

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32D590E1.46F9@huey.cadvision.com>
Source record: 130373

HELP!!!!! In the last week I have encountered a strange anomaly coming up on screen in the upper left corner of the screen at bootup and sometimes during operations at the desktop level. I am using Magic 4/Ease/NVDI on a TT with Nova graphics card and a 17" Mag monitor. In the last 3-4 weeks Diamond Mirror has been reporting that partion E (1 of 5 on a 2.1 Gig Conner inside the TT) has errors and I should run Diamond Edge IMMEDIATELY. I go into Edge and check the E partition and there are no problems to report. Now in the last week these letters have been appearing on screen:

BO[BFOJ

I cannot get a directory window for floppy A and get 11 bombs showing up on my PTC1426 sitting off to one side. Today I rebooted over and over and many times got 4 to 11 bombs on boot. Sometimes a message from MagiC that there was a fatal error in GEMDOS. Sometimes I could get to the desktop, sometimes not. Oftentimes the computer would freeze just as Ease was coming up with the typical green Atari background but before any icons appeared. When I tried to run Edge it crashed with 11 bombs. When I tried to open a window for C Drive, only the outline of the window appeared and then crash again with 11 bombs. As I understand it, 11 bombs means a "line 1111 instruction - line 'f' error" which means nothing to me at this stage. Also, 4 bombs at boot means there has been an illegal instruction with 2 programs possibly trying to access the same memory space.

I'm getting no where but Chris Krowchuk at Computer Direct thinks it may be a link virus that will progressively destroy the executables on my drive. I'm going to get a bunch of Zip disks tomorrow and do a backup of my drive before reformatting and checking all the files with UVK (as soon as I can get my hands on it!).

Does anyone else have any ideas what the heck is going on? Is this a virus or is Diamond Mirror detecting something wrong that Edge cannot seem to find?

All suggestions gratefully welcome!!

Keith Brooks

## 476. Re: Quantum Fireball 1.2 Gb; AHDI doesn't wanna see it

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5b3jpj$9jf@scanner.worldgate.com>
Source record: 130374

Excellent explanation Uwe. Thanks, this clears up a lot of
confusion for many users.

All the best,
Chris @ Computer Direct

## 477. Re: Gemview

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199701091037.a23540@do2.maus.de>
Source record: 130375

GE>used was DieterFiebelkorn@do.maus.de

His correct address is: dieter_fiebelkorn@do2.maus.ruhr.de

Tschuess
Frank

## 478. Papyrus 4

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199701091024.a23539@do2.maus.de>
Source record: 130376

MCF>actual release? I currently use version 3 on my TT with the nova
MCF>card and would like to upgrade to version 4 for the purpose of using
MCF>color. I can see no sense in doing this if the bug that prevents it
MCF>from working with the nova card still exists. I received no answer
MCF>when I e-mailed HiSoft.

I am working with Papyrus 4.21 with a nova card and everything is
O.K. when I import JPGs.

Tschuess
Frank

## 479. Re: Photo-processing an F030

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5b34tr$3h6@nyheter.chalmers.se>
Source record: 130377

In article <JjHU9ap.greg_evans@delphi.com>, <greg_evans@delphi.com> wrote:
>Juergen Oppermann <joogn@FB1.FHTW-Berlin.DE> writes:
>
>>does somebody know a professional photo-processing software
>>that supports DSP and a lot of usual grfx-formats
>>(like jpg, gif, tiff, ...)

Well, MGIFv5 (latest beta is v5.10) is not professional in the meaning
that it's sold commercially. It's jolly good, though, IMHO. ;-)

No TIFF support, but extremely fast GIF loading, JPEG loading via JPEGD
(with the latest beta). Targa, PPM and (X)IMG are also supported.

Images can be stored internally in greyscales, mapped colour or 24 bit
depending on what you want to do. For graphics cards, only 8 bit VDI based
output is supported, but Falcon TC can be used.

Images are never displyed in windows in the current version, only full
screen (which can of course be scrolled). MGIF displays very fast, though.

>>it should be fast, doing saturation, sizing, converting, ...

MGIF is very fast for most things. In fact, the demos I've tried of the
commercial programs have been slower, sometimes a lot.

A 3x3 convolution on a 640x480x8bit image takes about 1s with MGIF on
a Falcon and a 5x5 one less than 2s, IIRC.
This is of course using the DSP, which can also be used for fast 3x3
medians. I don't think any of the commercial programs come close.

>The best one around is Photoline which is very, very fast. For

It would be interesting to compare it to MGIF. (Hmm, perhaps I already did.)
Is there a demo around perhaps?

>about half that you can get Positive Image which is almost as
>good and nearly as fast. Each has its own merits -- PI has some
>nice built-in masks, Photoline has incredible scaling -- fast and
>accurate -- it even can interpolate colors so that reduced or
>enlarged images don't look blocky or jagged.

MGIF has very fast filtered scaling and rotation and lots of other image
processing stuff as well, some of which you won't find in the commercial
programs.
There's no way to do manual editing with pencils or the like, though.

Since MGIF is FreeWare (you're encouraged to send me something if you like
it, but you'd be the first) it won't cost you anything to try it.

It could also be good to have something to compare the commercial offerings to. ;-)

Both the latest full release (v5.01) and the latest betas (v5.10beta) are available at my WWW site (see .sig). Please, note that you _need_ the full archive even if you fetch the beta, since a lot of files (among them the documentation (ST-Guide)) are not included in the latter.
The beta is quite stable and you really should use that. I've just not got around to finishing it up and updating the documentation.

Please, feel free to ask any questions you like about the program.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

## 480. Re: Sweet Geneva!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Oliver Skelton <skelton@gatwick.geoquest.slb.com>
Message-ID: <32D55D0F.3485@gatwick.geoquest.slb.com>
Source record: 130378

Harry Sideras wrote:

> You'll already know from Doug that a good summary of the reasons for the
> delay in shipping Nemesis is that they were increasing the build quality to
> such a level that the inconsistencies from one Falcon to the next were
> finally overcome. I think that tells its own story, don't you...?

I'm very interested in Nemesis/Afterburner... but most Falcon accelerators seem to experience prolonged (or infinite) delays and I fear that the more machines come in for upgrade, the more variation in machines becomes apparent. What seems robust with the first 5-10 machines fails on several of the next 10.. and so on.

I really hope you are right and Nemesis works a treat - I'm in 'wait and see' mode.

--
Regards,
Oliver oskelton@cix.compulink.co.uk

## 481. Atari 1040 STe for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: ecortes@myna.com
Message-ID: <5b3q49$cdj@melon.myna.com>
Source record: 130379

```
Attention midi musicians Atari 1040 STe, monochrome monitor, Steinberg
12 and CAsio translator for Sale. Best Offer.
Call phone: (416) 461-6620
```

# 482. Re: CAF and Screen Wonder PRO

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32D5A630.4B3E@intuit.com>
Source record: 130380

```
Preben Sloth wrote:
>
> Who is running CAF along with Screen Wonder PRO (enhanced Screen-Res
> (1024 x 768 from Hard & Soft) without any problems !!!!
> Running Screen Wonder PRO without CAF - no problems !!!
> Running Screen Wonder PRO with CAF - The Screen Start Flashing
> Please reply (psloth@post2.tele.dk), Preben Sloth, Denmark.

It's probably not much help, but Screen Blaster works fine
with CAF.

-Mark
```

## 483. Re: Making Animated Gifs [Falcon]

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: algy@allatsea.demon.co.uk
Message-ID: <322_algy@allatsea.demon.co.uk>
Source record: 130381

robscha@data.rhein-main.de previously gibbered to All ...

Hiya Robert ...

>> MPlayer now creates animated GIF's from version 2.30 on ... I know

r> How much? :-)

Details are as follows:

Cost: 15DM, Can$15, US$10, 60F or 7Ukp

You can send it direct to the Author (Guillaume Tello in France), or there are UK and Canadian registration sites.

r> How i can get it??

It's available on many BBS's or the following Web sites:

http://www.allatsea.demon.co.uk
http://www.tripnet.se/~mille
http://www.magmacom.com/~nima

Please note the top address is mine and some people have reported problems getting the file. It has been checked and is there but I have reported the problem to my ISP to see what's up. I've managed to download it without a problem ...

r> Status? PayWare, ShareWare?

It's shareware. The unregistered version is mono only ... that's the only restriction.

In the next two weeks Guillaume hopes to release a version that will work on ST(e)s and Mega ST(e)s .. until then it is TT/Falcon only.

--

Floating around aimlessly at All At Sea.

## 484. Frontier questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: msh@ast.lmco.com
Message-ID: <5b3puu$r06@tel.ast.lmco.com>
Source record: 130382

I just got Frontier: Elite II, and I've really been enjoying it. I
do have a few questions and problems, however:

1. I've heard just about universally that it is hard drive installable.
I copied the files from both disks onto my hard drive and attempted
to run FRONTIER.PRG in ST-Low, but it just locked the machine. What
is the secret? (I think there should have been a system-specific
card detailing how to load, install on HD, etc., but the person I
bought it from apparently didn't have it.)
2. Is it normal for the autopilot, upon guiding the ship into a space
station's docking bay, to smear you across the side of the station
instead? Five times (i.e., new games) in a row??!! (Fortunately,
I learned to watch docking VERY carefully and take over manually if
it looks like it's going to crash, but that's a bit annoying; that's
what the autopilot's for, after all.) It shouldn't be a matter of
requiring maintenance, less than 2 months into the game.
3. This may also be from the missing card: how do you change your
name from Jamison (which affects the savegame filename)?

Just this once, could I please request email replies in addition to
posts? I'm switching jobs, and I'm not sure about the status of
reading news before I get stabilized sometime next week. Please reply
to msh@qadas.com . Thank you very much for any help.

--Michael

--------------------------------------------------------------------------------
Michael Hill <>< Isaiah 9:6 | "... all of you are--as you used to call it in
Michael.Hill@ast.lmco.com | the Shadow-Lands--dead. The term is over:
Aerospace/Software Engineer | the holidays have begun. The dream is ended:
Lockheed Martin Astronautics | this is the morning."
http://www.qadas.com/~msh | --Aslan, "The Last Battle" (C.S. Lewis)
---In a marketplace (like the one of ideas), not everything has equal value!---
Did you ever notice that everybody in favor of abortion has already been born?!

## 485. NeoDesk3Bomb

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: "chrisTiaN.a.h." <godpup@ix.netcom.com>
Message-ID: <32D5B27B.1A13@ix.netcom.com>
Source record: 130383

dear god,

i recently purchased an atari hard drive (yeah, they still exist), and decided to instal NeoDesk3 because i thought it looked nice and neato... and i got it for 2 bucks from Toad. so, after running the self-installation program, and choosing the option to boot straight into Neo, i ran into a little problem. everytime i boot my computer, the correct HD driver version comes up, number of foders, cookies, etc... and then i get a 3 bomb error and my computer (1040ST 4 meg, TOS 1.4) re-boots. my hard drive and floppy drive are fine, memory test always checks out, and my other programs work fine. anyone know what the deal might be, and/or how to fix it??? thanks bunches...

chrisTiaN
:cookie jar set to 10, folders=200
--
" Winners don't do drugs...They just sell them. "

## 486. wanted

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: mythos <affinity@xnet.com>
Message-ID: <32D5C0D4.65D@xnet.com>
Source record: 130384

Atari St and Loom(adventure game by lucas arts)

please reply

## 487. SLM804 / Power MOD

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Richard Claunch <RClaunch@Pacbell.Net>
Message-ID: <32D5DA96.30CA@Pacbell.Net>
Source record: 130385

Would someone EMAIL me the a detailed MOD that allows the Atari SLM804
laser printer to remain turned off and still hooked to the DMA port
without skrewing the Hard drive. I understand that there are a few cuts
to be made on the SLM804 DMA contoller and a 5volt DC added to the cap
on the controller to trick the DMA...

Thanx Richard - RClaunch@Pacbell.Net
--
/|\ ========================================== /|\
fuji LIVES! The PC-Widowmaker BBS fuji LIVES!
Atari TT030 based - 3gigs Hard Drive - 7 CD ROMS
======= Riverside, Ca.USA (909)637-1274 v.34 =======

## 488. WTB: Atari 520ST/ STfm/ STe or 1040ST/ STfm/ STe

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Eric McCormack <earthshaker@datatek.com>
Message-ID: <32D5DDB8.6C40@datatek.com>
Source record: 130386

As it says above. Let em know what you have. Just a simple system to play around with and learn. Thanks.

Eric

## 489. Mac read ST floppies?

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Rob.Schafrick@taf.to.org
Message-ID: <3f4_9701100900@to.org>
Source record: 130387

I seem to remember that Logic Mac might be able to convert
Notator/Creator files. Once you get it into Logic Mac,
you can save it as a MIDI file, and then load it into
Vision.

You should probably consult a friend or store familiar with Logic
Mac.

Hope this helps...
--
| Via: 1:250/98 - The Net 250 Gateway in Toronto, CANADA
|
| Standard disclaimer: The views of this user are strictly his own.

## 490. Notator for TT 030?

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Rob.Schafrick@taf.to.org
Message-ID: <3f5_9701100900@to.org>
Source record: 130388

Notator may run on the TT in ST-hi or TT-med if you use v3.2,
the version that supports Log3. I tried running it in TT hi
without success. The program crashes.

I would suggest switching to Logic. Then you are able to run
Notator and Logic using the same key, and retain upwards file
compatibility.
--
| Via: 1:250/98 - The Net 250 Gateway in Toronto, CANADA
|
| Standard disclaimer: The views of this user are strictly his own.

## 491. Bitmap View

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: cb@Raceme.UUCP
Message-ID: <5b3lf2$90b@Raceme.UUCP>
Source record: 130389

Hello;

If you are interrested by a french/english viewer/slideshow/converter
picture shareware program which works on all atari machines in all
resolutions you can visit my homepage and download Bitmap View IV.

--
Christophe Boyanique (raceme@lenet.fr)
Visit homepage at http://www.lenet.fr/raceme (atari & linux)

## 492. help SLM804 needs toner cartridge

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: VESA <cheok@pacific.net.sg>
Message-ID: <32D4F73C.2829@pacific.net.sg>
Source record: 130428

Hi

Can anyone out there help me with my SLM804? I am looking for a vendor outside Singapore which sells the toner cartridge for this laser printer. Nobody does seem to play with the Atari St machine anyone and that is why I have to post this message for help in the oversea newsgroup section. Please email me at cheok@pacific.net.sg.

Thanks

Danny

# 493. Re: Forgive me, I'm new at this and I need an Atari Word Prcoessor

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d42ed619984d1@sn.no>
Source record: 130429

On Tue 07-01-97 10:25, Paul Gladden (Paul Gladden) wrote:

[....]
>ALso is there a FAQ for new guys like me to read?

Go to:

ftp://ftp.sn.no/user/hallvart/atari/info/

23K n_faq1.txt New Atari ST Frequently Asked Questions part 1
29K n_faq2.txt New Atari ST Frequently Asked Questions part 2
41K n_faq3.txt New Atari ST Frequently Asked Questions part 3

You may also want to download the latest Atari ST FTP site list, so that
you'll find sites where you can download Atari ST software:

24K ftplist.txt Atari ST FTP site list/user guide

There's also a WWW version of that list, as well as my Atari ST pages and
software download pages for beginners/essential utilities...Look at the
signature below for URLs.
Good luck!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 494. Re: Object Linking with OLGA

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Mille Babic <mille@tripnet.se>
Message-ID: <32D4AEE1.45C6@tripnet.se>
Source record: 130430

Robert Schaffner wrote:
>
> In <5arl5e$td@minox.tripnet.se> Mille Babic wrote:
>
> >I want use QED and CAB with the OLGA-protocoll.
>
> OLGA.INF:
> ---------------------------
> [Extensions]
> .TAD=$ARTWORX
> .CWG=$ARTWORX
> .GEM=$ARTWORX
>...

Thanx Robert!

I going to edit OLGA.INF at once...
I set the environmentvariable:
export OLGAMANAGER=c:\olga.app into my N.AES configfile and every time
I start QED or CAB then OLGA start up. :)
Wonder if this is a right thing to do...

Best Regads
Mille

---
Mille Babic Atari Falcon 40 MHz
E-Post: mille@tripnet.se N.AES Opsystem
http://www.tripnet.se/~mille 800x600 12MB RAM
---

## 495. Need help with "Connect"

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d43dda2548761@sn.no>
Source record: 130431

Due to changes in phone pricing in this country I need to change my
"connect.num" file.
But the pricing is a little more complicated than it used to be, so I was
hoping that someone here could help me out.
Here's the pricing details that I need to enter in the file:

Time of day pricing
---
weekdays 0800-1659 (0.40) + 0.23/sec

weekdays 1700-0759 (0.40) + 0.14/sec
all weekend

From the above you can see that any call costs 0.40, and on top of that
each second is charged, so how do I incorporate this into Connect?

Another question regarding Connect: I've had problems with the
international character set for a long time. Not that it doesn't work, but
when it's accessed, from say a web page in Lynx where Norwegian, German,
Swedish, French etc. characters are being used the "Graphic" character set
is enabled automatically for some reason resulting in 'garbage' where
accented characters or whatever should be used.

Has anyone else experienced this? I have no idea what I can do to remedy
this problem- my only solution so far is to access the menu in Connect;
<setup>/<char set>, set the second character set from the top to
"multinational" (there are 4 rows, only the two first matter as far as I
know- row1 is set to "US ASCII", and row2 is set to "Multinational"), then
do a "re-read" in Lynx to refresh the screen with the proper character set.
Very annoying!

I've set Connect to "Vt-xxx (ISO)" and "8bit ISO", so I suppose everything should
be correct. And the terminal setting is VT-100.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 496. Re: Magic Memory limitations

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: faehnle.3@osu.edu
Message-ID: <5b1eun$23v@charm.magnus.acs.ohio-state.edu>
Source record: 130432

```
>On 8 Jan 1997, Andreas Kromke wrote:
>
>> dave (dave@mbha.demon.co.uk) wrote:
>> : IIRC, call limitmem.ttp with 2 parameters;
>>
>> NO!!!!!!!!
>> Do not use limitmem any longer. This program is no longer needed.
>> Just do "install application". limitmem changes the program file which
>> can cause problems, e.g. with anti virus utilities.

I have tried using install application to limit the amount of memory that
pagestream uses, but it still takes up all the memory I have. Has anyone done
this successfully with pagestream?
```

# 497. Re: Nemesis board - when ?

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <26071_hsideras@mettav.demon.co.uk>
Source record: 130433

*Hi Chris*, on 07 Jan 97 you wrote: ...respect, brethren

c>
c> Harry Sideras (hsideras@mettav.demon.co.uk) wrote:
m>>> Must be a beta tester. Been told unavailability is down to manual not
m>>> being ready.
h>> Strange - a few more people are popping out of the woodwork in NeST
h>> and on CiX to brag already...
c> I'm (supposedly) on the mailing list and have yet to see anything. I
c> hope these braggers aren't just pulling the other one...

The following messages have been posted in NeST (Network ST) messaging areas.
They're pretty definitive ISTM. Go get 'em...

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
From: Dave Murphy
Subj: Nemesis upgrades
---------[N.FALCON.MISC]---------------------------------------------
I just thought you'd all like to know that Nemesis boards are currently
available. We're only offering a fitting service at present as the manuals
are not yet back from the printers.

For details of the fitting service contact :-

Titan Designs Tel : 0121 - 693 - 6669
6 Witherford Way
Selly Oak Fax : 0121 - 414 - 1630
Birmingham
B29 4AX Email: 100345.2350@compuserve.com

There will be a fitting service available shortly in Scotland too - more
details when it's properly organized.

For those of you who'd like to know a little more before deciding which
option to take (D.I.Y. or professional fitting) there will be a review by
Simon Coward in the next issue of Atari Computing.

All things being equal the manuals should be available next month, allowing
the strong of nerve to attempt installation themselves :)

BFN
[)ave
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

From: Doug Little
Subj: Nemesis
---------[N.SUP.ATARIPHILE]----------
I'll try to explain this otherwise confusing situation:

We have not recieved the final versions of the Nemesis manual from our
printers, and since these manuals are required for DIY installation, it would
be unfair of us to expect users to be able to work it out themselves, or to
work from unofficial diagrams put together by ourselves. For this reason, we
are holding back distribution until the manuals are ready.

However, because the fitting instructions are NOT required for Nemesis sales
covered by the upgrade-service, we are able to perform the upgrades _before_
the manuals arrive. We are trying to account for some of the 'buildup'
resulting from previous delays. This seemed to be the only fair and practical
way to deal with the situation.

We do realise that some customers who have already placed orders, and are
waiting for the product _are_ capable of fitting Nemesis without the final
manual, but we are not prepared to 'experiment' with the situation and so we
must unfortunately wait for the manuals to arrive. We expect this will not
take very long now. We also apologise to the people who have ordered Nemesis
and are still waiting for the product for this additional delay caused by the
late arrival of the manuals.

Doug.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~


# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *


--


~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 498. Re: A bit of help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970109003753.14423B-100000@voyager.cris.com>
Source record: 130434

On 8 Jan 1997, C Lamb wrote:

>Hi,
>I have a bit of a problem. I am solely UN*X but I always seem to get
>roped in when h/w or s/w is playing up.
>This problem is exacerbated by the fact I know nothing about Atari
>machines other than what can be got from removing the cover...
>The latest is a friend with an 1040STf with HD and a b/w monitor. He
>uses it solely for running Notator. Recently a friend gave him all
>his old games (Lemmings and other such stuff) but in some cases they
>refuse to run (like Lemmings) and in others the music plays but
>no picture. Going into desktop the preferences didn't allow me to
>change the resolution from "high". Any ideas?

Problem is that, most games were meant to run in color! He will either
have to figure out how to connect it to a TV via the scart connector or
get an Atari SC1224 color monitor.

Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 245MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

## 499. Atari/XL-it

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Greg Granger <gregg@istar.ca>
Message-ID: <5b20m9$a1v@news.istar.ca>
Source record: 130435
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Where can I get a copy of Atari/XL-It from? Any help would be greatly
appreciated.
--
Gregeory C. (Greg) Granger 5516-190A Street Edmonton, AB Canada
T6M 2L3
Phone: + 1 (403) 483-2049 or +1 (403)
481-5110
WWW: http://home.istar.ca/~gregg Email:
gregg@istar.ca

## 500. Re: Games on TT compatibles

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b27jm$bas$1@nadine.teleport.com>
Source record: 130436

>Has anyone with a TT use a patch program called TT GAME which makes the TT
>play ST games?
>
>I downloaded it from a BBS sometime ago to look at it, just to see if I
>can get a game I'm writting to run on a TT. I still have STOSfix 1.1
>which supports TOS 3.x on the TT so I'm wondering...
>
>If the thing works, then might be good playing ST games on DirecT/40 or
>Medusa...especially if it has a PC card for running Windoze 95 and DOS
>games as well :)

If it works (and it doesn't require any keypresses to run), maybe I
can put my dorr games back on-line now that the second TT is running
the BBS.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
-------------------ftp://ftp.teleport.com/users/atari----------------------

## 501. Re: Atari in Calgary Alberta?

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: carmant@internetfirst.com
Message-ID: <5b25c6$csm@nr1.calgary.istar.net>
Source record: 130437

>I will be moving to Calgary, Alberta, Canada soon. Could anyone from
>there contact me with some information about the Atari users groups (I
>think that there are two), as well as some information/opinions about
>local Internet Service Providers that offer dialup text-based shell
>access, and uncompressed SLIP access. You know, for an Atari. I'm using
>CoNnect for shell access and STIK/CAB for the web.
>
>Any information would be appreciated. Thanks.
>
>Frank Lockwood
>--
> ____/ /
> / / Frank Lockwood
> __/ / Toronto, Ontario, Canada
> __/ _______/ http://www.candisc.com/fl/
>.

Frank,

As a member of the Executive of CACE (Calgary Atari Computer
Enthusiasts) let me welcome you to Calgary and invite you to our Club
meetings. We meet the 1st and 3rd Mondays of each month, at 7:30 pm
at Crescent Heights Community Hall. I can provide directions via
phone or email when you arrive. I think you will enjoy our little
group. As a native of North York and resident of Calgary for the last
15 years I can also say I think you will enjoy living in Calgary. It's
a great city.

As for a private Internet Service provider offering text-based shell
access, I have not been able to find one. We do, however, have a
Freenet that offers this service. A basic account is $20/year.
Member's access is $50/year. My ISP can offer you uncompressed SLIP,
but to be honest I was never able to get CAB/STiK to work with it.
Instead I am using MiNTNET/CAB to achieve a PPP connection. This does
not require a dedicated partition and is rather easy to set up. If
you like I can help you with this when you arrive. I have also gotten
Antmail, Newsie and AFTP10B3 working with this setup.

Email me at carmant@internetfirst.com and we can go into more detail
on all this.

--
Tom Carman
(The Sermonator)

## 502. Re: CSound

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Aardvyrk@cris.com
Message-ID: <5b2bed$f77@herald.concentric.net>
Source record: 130438

Hallvard Tangeraas (hallvart@sn.no) wrote:
: I've had a look around at the Csound pages and using FTP search engines as
: well, but so far I haven't found any Atari version of it. Is it available
: at all?
: Also, will it work on a standard STe, or just on the Falcon?
:
: Hallvard
: --
: -ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
: -Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
: -Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
: -Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

Found it!

Apart from Peter's music page, which leads you to loads of docs but no binaries, I found the ftp site for it.

ftp://ftp.maths.bath.ac.uk/pub/dream/ATARI/

No wonder you didn't find any csound directories! Although, the actual file is named csound.ttp. Remember to go back up a directory to get some docs and things, or visit one of the various web pages at leeds or datrtmouth, especially to get the FAQ. And there was also the item that spurred off this thread, the well-done Keyboard article/tutorial on Csound.

From what I understand, the Csound programming language compiles a series of defining and manipulative commands to produce a sound file, either .wav (probably on the PC version) or .aiff, which seems more likely for the Atari. So once you create your sound progs, you can create a score file which calculates everything and outputs a final sound file.

You can use it to either create new samples for your synths and playback devices or make a whole song from scratch, after creating your sounds. Note that most of my info is gleaned from the Keyboard mag article and perusing the FAQ, so I don't know exactly how much functionality the Atari port has. If I get a spare year or two, I would love to explore it fully, as it seems to be an immensely powerful synthesis compiler.

So to come to the point, I don't think it needs to do anything in real time. You can create your files and listen to them by whatever means.

Have fun and all that.

aardvyrk@cris.com
--

"Rock music is all about moving big | aardvyrk@cris.com
black boxes from one side of town to | It's better to disturb than
the other in the back of your car." | entertain, but if you can do both,
-John Thompson (of Pere Ubu), 1979 | you can work pop radio or TV news.

# 503. Re: Quantum Fireball 1.2 Gb; AHDI doesn't wanna see it

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32D4A95A.1776@bruker.de>
Source record: 130439

Chris Krowchuk wrote:

> Will Link96 allow you to boot from an arbitrated drive? I thought that

Yes, it will. It's necessary to make a difference here between bus arbitration and initiator identification. What some drives (e. g. Quantum Fireball) need is initiator identification. This means the computer must have a unique SCSI ID. On the TT and Falcon this ID is provided by some hard disk drivers (CBHD, HuSHI, HDDRIVER, concerning ICD I don't know). On the ST (or for the TTs ACSI bus) initiator identification can't be supplied by software. You need special hardware for this and the only host adapter that works in this case is the LINK96.
Bus arbitration is even more advanced than initiator identification and is supported at least by CBHD, HuSHI, HDDRIVER. You need bus arbitration if you want to share a SCSI drive (or another SCSI peripheral) with several computers. Contrary to initiator identification bus arbitration is not possible with an ST, i. e. the LINK96 can only support initiator identification, not bus arbitration. But fortunately initiator identification is what most users need and what satisfies Quantum Fireball SCSI drives and some others. You can expect that more and more new SCSI drives will require initiator identification.

> that it was not possible to boot from an arbitrated drive because TOS
> would not allow it and that a driver could not fix this problem. Does
> link96 with HD Driver solve this issue once and for all?

Yes, but only for drives connect to the ACSI bus. In this case not the hard disk driver is responsible for supplying a SCSI ID, the LINK96 does it on its own. Because for ACSI the LINK96 supports initiator identification on its own TOS is able to read the root sector of any drive and thus can boot from any drive. With initiator identification provided by the hard disk driver (TT and Falcon SCSI) TOS cannot read the root sector because TOS has its won SCSI routines and those do not support initiator identification. This means that drives like the Quantum Fireball are only recognized _after_ a driver with initiator identification support was loaded.

> Do you have an e-mail address for the dev of Link96?

e-mail: norwiecz@aol.com or http://members.aol.com/norwiecz/index.html

Note that Norbert Wieczorek is also working on an SCSI based ethernet card for Ataris and on an ISDN card. (The latter one probably less interesting abroad but mainly for German users.)

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

## 504. Re: Help? -- Atari disks

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: b2b3@elec.iuta.u-bordeaux.fr
Message-ID: <5b2d50$t4c@news.u-bordeaux.fr>
Source record: 130440

Well...

First ST's disk format wasn't really DOS compatible. The best way to get back the files is to format some others disks on a PC (or a 1990 STe/falcon), and ask a friend with another ST to copy files onto these disks (don't forget to format in double density, not high).

# 505. Re: Kudo's for CAB/STiK

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5b2g00$rov$1@kiyoko.communique.net>
Source record: 130441

```
->On 16 Dec 1996, Dave Gostl wrote:
->
->>Same here, but I get a different error message from CAB. STiK seems to work
->>fine on my Falcon, and Newsie works too, but CAB/STiK no.
->
->If you are seeing recieved 0/1284, then there are 2 possible fixes!
->Upgrade to CAB 1.5 where the stuck jpeg bug is fixed or go back to CAB.OVL
->1.8 where you only see what is recieved not how much is to come yet! On my
->setup the cab 1.5 and cab.ovl 1.8 is the most rock solid! No crashes no

I was using 1.5 with the Falcon cab.ovl and cab_jpeg.ovl. Al I get is
bombs when I run it with Stik connected.

I'll try the versions you suggested. Thanks

Dave

_____
/ /
||||||||||||||||====]: d@mail.sstar.com
\____\
```

## 506. Re: DTP

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5b2g0h$rov$2@kiyoko.communique.net>
Source record: 130442

->BTW, if you are using PS fonts, make sure you generate the bitmap font files,
->they speed up the screen redraw very considerably. Try 12pt, 18pt and 24pt to
->start...

Generate? Makes sense to me but how is that done? I don't see a way to do it in
the progran itself.

Dave

_____
/ /
||||||||||||||||====]: d@mail.sstar.com
____\

## 507. mpack15 MIME/base64 decoder

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5b2g1i$rov$3@kiyoko.communique.net>
Source record: 130443

```
->Found it on umich, at least the TOAD mirror site of umich, in the
->Mint/Utilities directory as mpack13b.zoo, only thing is, it is MINT only!
->Don't have to use MINT, got SLIP!

I have mpack15, which dosen't need MINT. It works great!
Any idea how to upload to umich?
Dave

_____
/ /
|||||||||||||||====]: d@mail.sstar.com
\____\
```

# 508. Re: High Density Floppy Disk Drives - MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Miika Tervo <miitervo@jypoly.fi>
Message-ID: <32D4C462.4688@jypoly.fi>
Source record: 130444

Ken Macdonald wrote:
>
> I remember seeing _something_ quite a while ago
> about good High Density floppy disks drives to use
> when upgrading from the Double Density disk drives
> found in ST's.

If you want you will install the HD controller, I suppose TEAC drives
are quite reliable (atleast other drives can be hard to get working).
But if you will just use new HD drive as a DD replace then almost any
HD drive works.

Take Care, Miika

e-mail: miitervo@jypoly.fi

## 509. HARD hard disk...

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: b2b3@elec.iuta.u-bordeaux.fr
Message-ID: <5b2crc$t4c@news.u-bordeaux.fr>
Source record: 130445

I've found an IDE hard disk for my Falcon -a Conners CP 2024-, but HDX can't even format it! Also, the IDE port have some pins unconnected...
And what about Floppy drives? I'm obliged to use my STE's one 'cause none of those i've tried can work...Normally, ANY pc drive should work,isn't it?

Please help me!

## 510. Re: Photo-processing an F030

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970109Z131044.524dave@mbha.demon.co.uk>
Source record: 130446

In article <5b0lfv$rc5@commserv.fb1.fhtw-berlin.de>
joogn@FB1.FHTW-Berlin.DE "Juergen Oppermann" writes:

] does somebody know a professional photo-processing software
] that supports DSP and a lot of usual grfx-formats
] (like jpg, gif, tiff, ...)
] it should be fast, doing saturation, sizing, converting, ...

Try Photoline. I am not a graphics bod but it sure looks very smart to me!
They tell me it is based on Mac Photoshop.

Hope this helps,
--
dave

## 511. Re: mpack15 MIME/base64 decoder

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-0901971334350001@47.85.0.99>
Source record: 130447

In article <5b2g1i$rov$3@kiyoko.communique.net>, d@mail.sstar.com (Dave Gostl) wrote:

> ->Found it on umich, at least the TOAD mirror site of umich, in the
> ->Mint/Utilities directory as mpack13b.zoo, only thing is, it is MINT only!
> ->Don't have to use MINT, got SLIP!
>
>
> I have mpack15, which dosen't need MINT. It works great!
> Any idea how to upload to umich?
> Dave
> _____

Log on & put it (with a little descriptive note) in the incoming directory in the atari section.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

## 512. Re: Mac read ST floppies?

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: fLUX@thing.net
Message-ID: <fLUX-0901970906040001@sl7.thing.net>
Source record: 130448

In article <32D41C8F.1A26@dial.pipex.com>, rharvey@dial.pipex.com wrote:

> Is there any way I can read Atari ST floppies on my power mac, I want to
> transfer some midi files from C Lab Creator to Studio Vision Pro without
> having to connect the two machines via midi cables.
>
> Regards
> Richard Harvey

Yes.

On the Mac:

1. Get PC-Exchange (free system extension, go to http://www.download.com )
and format a floppy as 720 Kb DOS.

On the ST:

2. Save c-lab stuff as a MIDI file on the floppy.

Frank Rothkamm
fLUX@thing.net
http://www.thing.net/~flux/

## 513. Re: Toad and Emulators, Inc.

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: molin@smurfy.tcimet.net
Message-ID: <molin.852821296@smurfy.tcimet.net>
Source record: 130449

brasoft@coho.halcyon.com (Darek Mihocka) writes:

>>You seem to be putting all the blame on Toad, but Darek could and
>>should handle this problem. The first thing he should do is take

>Al, as I already explained in a different message thread, if someone
>doesn't receive the product they ordered from a reseller, they need
>to contact that reseller about it, or return the product and do business
>with a different reseller. In this particular case, someone contacted me
>claiming to have purchased a Gemulator but offered no proof of purchase.
>No registraton card, no sales receipt, nothing. I cannot, and will not,
>provide any support to someone who can't show proof of ownership. I am

Darek's right about this one, fellas... If you can't show legitimate
proof of ownership, then you for all intents and purposes don't own it.
It's that simple.

Darek offers that a copy of your sales receipt showing date of purchase
is an acceptable proof of purchase. Why not run with that? You _DID_
keep your sales receipt, right? (Can't blame Darek for losing your own
receipt.)
--
=-=-=-=-=-=-=-=-= molin@smurfy.tcimet.net =-=-=-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

## 514. WTB Bitmap maker for PGS (used copy)

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <5b31g9$765@thoth.nilenet.com>
Source record: 130450

I would like to buy a used copy of any program that will make bitmapped fonts for Pagestream. Thanks.

## 515. Re: Junk Email spam about 'Minoxidil/Thinning hair'

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32D51004.16A7@cyberstrider.org>
Source record: 130451

Rich Tietjens wrote:
> Thus, the Cyberpromo customer never sees any flames anyhow..

The spam I got was from trichosis@noci.com, thus I did a bit of
homework and:

whois -h whois.internic.net noci.com

brought up:

-----
Ramin Dabirian (NOCI-DOM)
11728 Wilshire Blvd. #1307
Los Angeles, CA 90025
USA

Domain Name: NOCI.COM

Administrative Contact, Billing Contact:
Dabirian, Ramin (RD734) ramin@WESTWORLD.COM
310-477-5191
Technical Contact, Zone Contact:
EarthLink Network, Domain Admin. (ELN-DA)
hostmaster@EARTHLINK.NET
(213) 644-9280 fax: (213)644-9542

Record last updated on 02-Feb-96.
Record created on 02-Feb-96.

Domain servers in listed order:

NS1.EARTHLINK.NET 206.85.92.2
NS2.EARTHLINK.NET 206.85.92.79
NS3.EARTHLINK.NET 206.85.92.60
NS4.EARTHLINK.NET 140.174.173.23

The InterNIC Registration Services Host contains ONLY Internet
Information
(Networks, ASN's, Domains, and POC's).
Please use the whois server at nic.ddn.mil for MILNET Information.
---

So I emailed abuse@earthlink.net (seeing as they host the domain) and
got the following reply back...
Return-Path: <spam@earthlink.net>
X-Sender: spam@staffmail.earthlink.net
Date: Wed, 01 Jan 1997 13:40:05 -0800
To: Denesh Bhabuta <denesh@cyberstrider.org>

From: Harris Schwartz <spam@earthlink.net>
Subject: Re: THINNING HAIR? MINOXIDIL USERS?

Dear Internet User/EarthLink Subscriber,

Thank You for your recent email that you have sent to
spam@earthlink.net,
or abuse@earthlink.net. Your report of spam and other abusive activity
has
been recorded and all incidents are being investigated.

Thanks again for your email, and your concern for a better internet
environment.

---

--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk

## 516. Re: help SLM804 needs toner cartridge

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: pmonstad@sn.no
Message-ID: <32d51cf6941ec1@sn.no>
Source record: 130452

Vesa (cheok@pacific.net.sg) wrote:

>Hi
>
>Can anyone out there help me with my SLM804? I am looking for a vendor
>outside Singapore which sells the toner cartridge for this laser
>printer. Nobody does seem to play with the Atari St machine anyone and
>that is why I have to post this message for help in the oversea
>newsgroup section. Please email me at cheok@pacific.net.sg.
>
>Thanks
>
>Danny

You can without problems use toner for the TEC LB 1301. This is the same
toner cartridge as originally used in the Atari SLM 804 laser printer.

The same is true for the OPC-kit, ask for TEC LB 1301!
--
Greetings from another Okami Newsreader user.

## 517. **** HIGH QUALITY MIDI SEQUENCES ****

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: rainbowmid@aol.com
Message-ID: <19970109160600.LAA10910@ladder01.news.aol.com>
Source record: 130453

Looking for professional MIDI sequences to support your performance ?

Visit our site:

http://users.aol.com/rainbowmid

CUSTOM MADE SPECIALISTS - Extremely high quality at competitive prices!

Free catalog and demo available

## 518. Re: Atari Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Daniel Fangmann <dfangmann@msn.com>
Message-ID: <01bbfe48$ed676fa0$fa082399@default>
Source record: 130454

Daniel Fangmann <dfangmann@msn.com>
> Following for-sale:
>
> 1040STF 1meg/720k floppy, good clean, working condition...$65.
>
> SC1224 Color Monitors-for Atari Computers- 'refurbished'-original
> box&docs, like new...$65.
>
> 'Used' SC1224's, good clean, working condition...$50.
>
> PCM124 Atari PC monitor - new-in the box- 9 pin connector...$65.
>
> AlberTT Video Card for MEGA STE or TT - 1024x768, 16 colors fron a
> palette of 4096, driver software and install instructions
> included...$125.
>
> Golden Image Cordless Trackball, new...$15.
>
> Jaguar & CD Player, like new, original boxes/doc's, includes CD
> 'pack-in' software titles PLUS Raiden Cartridge, Highlander CD &
> BrainDead 13 CD...$175.
>
> Aerochopper R/C Flight simulator, airplane and helicopter simulator,
> includes 4 channel R/C Futaba transmitter contoller, software,
> original box, plugs into the 'cartridge slot' on an ST computer, like
> new...$125.
>
> Buyer Payes shipping. Payment made by check/money-order or COD.
>
> Atari Computers are A-1!!!
>
> Dan Fangmann send e-mail to: dfangmann@msn.com
>
>
>

## 519. Re: Mint with CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: mc9931@mclink.it
Message-ID: <5b37fk$3bg@news1.mclink.it>
Source record: 130455

> In article <5aot22$h52@news1.mclink.it>
> mc9931@mclink.it (Lodovico Zanier) said:-
>
>>
>>>In <59eokc$nno@charm.magnus.acs.ohio-state.edu> Matthew C. Faehnle wrote :
>
>>I have tried Geneva with the PPP Kit. CAB works.. But, even if I am
>>connected it works in a off-line mode.
>>Any clue?
>>AntMail and Newsie both work fine (with Gluestik 0.2B)... :^)
>
>You have your ovl's and the likes in the modules dir, isn't it?

Yes CAB.OVL for Mintnet (v.1.77). is it available a newer version?

>If so just copy the cab.ovl (I suppose you use the cab-for-mintnet
>overlay) to the same place as the cab.app
>Geneva seems to have problems to find some files if they are placed in
>a different dir

Thank you, this solved my problem.

Ciao,

Lodovico

## 520. Re: FTP with CAB/STIK

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: mc9931@mclink.it
Message-ID: <5b37fm$3bg@news1.mclink.it>
Source record: 130456

>
>Hi All,
>I've tried in vain to get the FTP client for STIK to work. However
>from reading this newsgroup I've gathered that some people are FTPing
>with CAB.
>
>
>Is this true? And if so, how do you do it?
>

I think CAB doesn't have yet built in FTP client. ATM you should use
an external FTP client.

If you use Mintnet you can try AFTP.
AFTP understand the pass of the URL as parameter, so if you select in
a CAB page a ftp link, AFTP login and open automatically the URL path.

ciao,

Lodovico

## 521. 9090 The dance planet EDITOR:

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970109123754.14001B-100000@acs2.byu.edu>
Source record: 130457
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.emusic,alt.music.midi,alt.music.techno,alt.music.synthpop,comp.music.midi

Greetings musicians:

Does anybody know of a sound/patch editor for the Emu's 9090? I
just got it :) :) :) It keeps impressing me.

Please, repply to my address.

PS: What is the 9090? Go to http://www.emu.com ;then, products, orbit the
dance planet. You'll find *.WAV samples.

( ( ( ( ( ( -F. ) ) ) ) ) )
UTAH * USA * 1997

## 522. Magic Memory limitations

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <687_RCain@nest.demon.co.uk>
Source record: 130458

Hi faehnle.3@osu.edu, on 07 Jan 97 you wrote:

f> How do I limit the amount of memory that a program is allowed to take
f> in magic? Every time I run pagestream, it gobbles up all 14mb of my
f> free TT ram!

There is a program supplied in the MagiC distribution called LIMITMEM. This
will fix these old programs which think they are single tasking.

Roger
rcain@nest.demon.co.uk

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 523. "language cookie"- How/where?

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d54e1aa4091@sn.no>
Source record: 130459

Trying out a small HTML utility called "html help" I got the message "couldn't find language cookie, <English> <German>?" The program worked fine after choosing the desired language, but how exactly do I set the language cookie on my STe? Is there any particular program around for it?

There were no docs with the "html help" program.

Hallvard

--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 524. Re: Problem: Quantum F-ball 1.2 > Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: istvan@innet.be
Message-ID: <5b3gc6$gbb$1@news.be.innet.net>
Source record: 130460

Uwe Seimet <us@bruker.de> wrote:

>Istvan Leelossy wrote:

>> My falcon wont recognise a Quantum 1.2 Gig which I installed. As disk

>For Quantum Fireball drives connected to the TT or Falcon you need a
>driver supporting initiator identification/bus arbitration, e. g. CBHD,
>HuSHI, HDDRIVER.
My hushi has caused me troubles. I don't know where to get HD driver.
My dealer sez its'old stuff.. If I boot under ICD Cubase wont deal
with it by saying:
non AHDI 3.03 compatble or no driver

Thanx

## 525. Atari ST software/hardware/books FS

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: uni@dsuper.net
Message-ID: <5b3na6$96s@ns.RezoNet.NET>
Source record: 130461

```
Volks 1200 bps modem with original manual - $12
Flight Simulator (with original manual) - $14
DegasDraw orginal disk (no manual) - $6
ST Talk communications software (no manual) - $6
1st Word WP (original disk, no manual) - $6

and the following books are also available at $7 each, $6 each with
the purchase of any of the above items:

Atari ST Machine Language
Atari LOGO Sourcebook
Atari BASIC sourcebook

and at $9, Atari St Internals (including schematics). prices do not
include shipping.

Thanks,

Glenn
```

## 526. What price should I pay for an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Marc Fotheringham <marcf@cableinet.co.uk>
Message-ID: <32D54B38.4E38@cableinet.co.uk>
Source record: 130462

Hi

I know very little about Ataris, my expertise is in Amiga, Mac and PC.

However, being a musician, I've come across a free copy of Cubase for
the ST.

Needless to say, I'm wanting one, and would like your opinions on a
price for an ST with 1MB RAM?

Could you reply to me by email and to the news, if possible?

Thanks,
--
You have received this grammatically-correct message from:
Marc Fotheringham, (i96mf@tay.ac.uk)
in Dundee, Scotland.

If you're offended by the truth, then you probably shouldn't visit the
Homepage at http://www.virtual-pc.com/room101/index.html

## 527. Re: MPEG In a Window.

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: Oliver Skelton <skelton@gatwick.geoquest.slb.com>
Message-ID: <32D55949.79BA@gatwick.geoquest.slb.com>
Source record: 130463

For Falcon users I would hope that it would be possible to set M_PLAYER
to use Griff's mpeg player as a module - unless M_PLAYER can be written
to play MPEGs better/faster than Griff's.

What the Atari scene needs is the minimum duplication of effort, and the
maximum writing of complimentary products.
On the other hand this does tend to make installation and support more
cumbersome.

--
Regards,
Oliver

oskelton@cix.compulink.co.uk

## 528. Atari ST software/hardware/books FS

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: uni@dsuper.net
Message-ID: <dgJY4Kn$7GA.171@news.gisco.net>
Source record: 130464

```
Volks 1200 bps modem with original manual - $12
Flight Simulator (with original manual) - $14
DegasDraw orginal disk (no manual) - $6
ST Talk communications software (no manual) - $6
1st Word WP (original disk, no manual) - $6

and the following books are also available at $7 each, $6 each with
the purchase of any of the above items:

Atari ST Machine Language
Atari LOGO Sourcebook
Atari BASIC sourcebook

and at $9, Atari St Internals (including schematics). prices do not
include shipping.

Thanks,

Glenn
```

## 529. Re: HARD hard disk...

Newsgroup: comp.sys.atari.st
Date: 1997-01-09 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HAJQADCGUP@data.rhein-main.de>
Source record: 130465

In <5b2crc$t4c@news.u-bordeaux.fr> b2b3@elec.iuta.u-bordeaux.fr wrote:

>I've found an IDE hard disk for my Falcon -a Conners CP 2024-, but HDX can't
>even format it! Also, the IDE port have some pins unconnected...

It's not a MUST to format IDE-Drives.
Use HDDrive, make yoou own partitions, finsh i think.

Right, not all ide pins are used in a falcon for 2.5" devices.
Atari only :/

regards, robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

## 530. test

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: "Tony Greenwood"
Message-ID: <32d69898.1808955@news.airtime.co.uk>
Source record: 130268

Test to see if I can avoid spammers getting my email from the header

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

## 531. Re: Help? -- Atari disks

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: bn737@FreeNet.Carleton.CA
Message-ID: <5b5ljs$onm@freenet-news.carleton.ca>
Source record: 130316

Ben Hills (ben@imperial.co.uk) writes:

> I'm not sure what you used when you tried to acess the Atari Disks using a PC,
> but apparently the disk format of Windows 95 has now become ST compatible and
> so should to be able to read the Atari Disks.
>
> Perhaps this is worth a try.

Actually, the PC I used when I was trying to read the disks was running
Windows 95. I've been informed by the many kind souls who emailed me
in response to my wail of distress that the early model ST I had was
not DOS-compatible, though later models were.

However, someone has offered to retrieve my files if I send him the
disks, and so, hopefully, the magnum opus of my college career will
shortly be restored to me. Thanks very much to everyone who responded!
Atari people are the salt of the earth, or at the very least, of
USENET, and I gratefully salute you!

Janet Coleman Sides

--
"A word after a word after a word is power." MARGARET ATWOOD
- http://www.ling.rochester.edu/~sides/storybox/index.html -

## 532. Re: CSound

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d66782859863@sn.no>
Source record: 130317

On Thu 09-01-97 08:49, Aardvyrk (Aardvyrk@cris.com) wrote:

>Hallvard Tangeraas (hallvart@sn.no) wrote:
>: I've had a look around at the Csound pages and using FTP search engines as
>: well, but so far I haven't found any Atari version of it. Is it available
>: at all?
>: Also, will it work on a standard STe, or just on the Falcon?

>Found it!
>
>Apart from Peter's music page, which leads you to loads of docs but no
>binaries, I found the ftp site for it.
>
>ftp://ftp.maths.bath.ac.uk/pub/dream/ATARI/
>
>No wonder you didn't find any csound directories! Although, the actual
>file is named csound.ttp.

Oh no! I thought this was a proper GEM program. I hate those .ttp things-
it makes everything so complicated and un-Atari like if you know what I
mean (reminds me of PCs) ;-)
I had a look around at that site and it seems that the PC and Mac versions
are proper programs. Does anyone know if the Atari version will become a
more user-friendly program than a plain .ttp?

[...]

>From what I understand, the Csound programming language compiles a series
>of defining and manipulative commands to produce a sound file, either .wav
>(probably on the PC version) or .aiff, which seems more likely for the
>Atari. So once you create your sound progs, you can create a score file
>which calculates everything and outputs a final sound file.

Sounds a bit complicated. I didn't really know what it was, so I just
wanted to check it out.
I did visit the site you quoted, but it was extremely slow, so I gave it up
after a while.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 533. Re: Making Animated Gifs [Falcon]

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HAKMCAAFUP@data.rhein-main.de>
Source record: 130318

In <322_algy@allatsea.demon.co.uk> Antony Lacey wrote:

>http://www.allatsea.demon.co.uk
>http://www.tripnet.se/~mille
>http://www.magmacom.com/~nima

Great service! :-)
Thank you, i try the pages.

regards, robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____________________________________________________
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

## 534. Gerhard Huber's email?

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5b5p5r$r6d@ratatosk.uio.no>
Source record: 130319

Has anyone got a valid email adress for Gerhard Huber (of Computerinsel) ?
I tried gerhard_huber@r.maus.de, but the mail was returned with an
"unknown" tag.

- Petter -

## 535. MagicPC Demo - drive corruption

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk>
Message-ID: <01bbff12$ee866560$80dfe49d@m_clemmetsen_pc.ac.uk>
Source record: 130320

Hi all,

I've been tinkering on and off with the MagicPC demo on my PC at work and would suggest that people be wary of buying the full version unless they are sure the following has been fixed:

If you are using the virtual C drive in the Magic PC folder - disc_c.mpc (the demo only allows this type of disk access, perhaps the full version allows you direct access to the host filesystem), then it tends to become corrupted when it's nearly full. First you notice that files and folders are not properly deleted and are replaced with garbage filenames of garbage size, then the next thing is the system wont start claiming that the filesystem driver cannot be found (probably because it has been corrupted). The only way round this is to re-install the demo creating a new disc_c.mpc and thereby losing the entire contents of the old one. Obviously no one wants this to happen to their data when they are using the system seriously.

The only explanation I can come up for this is that the demo only allows a limited disc_c.mpc size and has problems maintaining this restriction. Has any one else seen this behaviour?

Michael

## 536. Re: NeoDesk3Bomb

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk>
Message-ID: <01bbff11$9abc9e00$80dfe49d@m_clemmetsen_pc.ac.uk>
Source record: 130321

If you have NVDI 4 installed, it does not work with NeoDesk3. I was a happy NeoDesk3 user until I got NVDI4 and then had to stop using it (it was a hard choice between NVDI and NeoDesk3 believe me). I've since got NeoDesk4 and am happy again. Somebody else might know of a way to get the two to work together but I never found one.

Michael

chrisTiaN.a.h. <godpup@ix.netcom.com> wrote in article
<32D5B27B.1A13@ix.netcom.com>...
: dear god,
:
: i recently purchased an atari hard drive (yeah, they still exist), and
: decided to instal NeoDesk3 because i thought it looked nice and neato...
: and i got it for 2 bucks from Toad. so, after running the self-
: installation program, and choosing the option to boot straight into Neo,
: i ran into a little problem. everytime i boot my computer, the correct
: HD driver version comes up, number of foders, cookies, etc... and then i
: get a 3 bomb error and my computer (1040ST 4 meg, TOS 1.4) re-boots. my
: hard drive and floppy drive are fine, memory test always checks out, and
: my other programs work fine. anyone know what the deal might be, and/or
: how to fix it??? thanks bunches...

# 537. M&#65533;chte einen Amiga Monitor an einen ST anschlie&#65533;en

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Andreas Hennig <sn013he@uni-duisburg.de>
Message-ID: <01bbff15$70252820$10035b86@h20-hrz.uni-duisburg.de>
Source record: 130322

Hilfe, bitte bitte helft mir!
Ich versuche seit Wochen ein Kabel f&#65533;r den Anschlu&#65533; eines ST+ an einen
Amiga Monitor ohne Scart zu bekommen. Dabei steht mir am Amiga ein normaler
PC-Monitorstecker und ein doppelter Chinch Stecker zur verf&#65533;gung.
Bitte helft mir und sagt mir, wo ich so ein Kabel bekomme.
Meine email lautet:
sn013he@uni-duisburg.de
A.Hennig@t-online.de

```
Vielen, vielen Dank
Ciao
Andreas
```

# 538. Re: HELP!! Virus!

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.011097.120751.80@wxs2-4.worldaccess.nl>
Source record: 130323

> HELP!!!!! In the last week I have encountered a strange anomaly coming
> up on screen in the upper left corner of the screen at bootup and
> sometimes during operations at the desktop level. I am using Magic
> 4/Ease/NVDI on a TT with Nova graphics card and a 17" Mag monitor. In
> the last 3-4 weeks Diamond Mirror has been reporting that partion E (1
> of 5 on a 2.1 Gig Conner inside the TT) has errors and I should run
> Diamond Edge IMMEDIATELY. I go into Edge and check the E partition and
> there are no problems to report. Now in the last week these letters
> have been appearing on screen:
>
> BO[BFOJ
>
> I cannot get a directory window for floppy A and get 11 bombs showing up
> on my PTC1426 sitting off to one side. Today I rebooted over and over
> and many times got 4 to 11 bombs on boot. Sometimes a message from
> MagiC that there was a fatal error in GEMDOS. Sometimes I could get to
> the desktop, sometimes not. Oftentimes the computer would freeze just
> as Ease was coming up with the typical green Atari background but before
> any icons appeared. When I tried to run Edge it crashed with 11 bombs.
> When I tried to open a window for C Drive, only the outline of the
> window appeared and then crash again with 11 bombs. As I understand it,
> 11 bombs means a "line 1111 instruction - line 'f' error" which means
> nothing to me at this stage. Also, 4 bombs at boot means there has been
> an illegal instruction with 2 programs possibly trying to access the
> same memory space.
>
> I'm getting no where but Chris Krowchuk at Computer Direct thinks it may
> be a link virus that will progressively destroy the executables on my
> drive. I'm going to get a bunch of Zip disks tomorrow and do a backup
> of my drive before reformatting and checking all the files with UVK (as
> soon as I can get my hands on it!).
>
> Does anyone else have any ideas what the heck is going on? Is this a
> virus or is Diamond Mirror detecting something wrong that Edge cannot
> seem to find?
>
> All suggestions gratefully welcome!!
>
> Keith Brooks

Hi Keith, this is Richard Karsmakers, "The Ultimate Virus Killer". You've been infected with the "Carpe Diem" virus; it's a hybrid link virus kind of thing. I have enclosed the removal instructions below. I would advise you to get your hands on UVK version 6.9 or higher. I will be finishing 7.0 in a week from now. What country are you in?

Instructions below:

HOW TO GET RID OF THE CARPE DIEM VIRUS

You have to remember that, on an infected system, there are a potential number of three copies of the virus: One on your floppy disk, one in the hard drive C:\AUTO\ folder and one in memory. These are the steps to get rid of the virus:
1) First you have to reboot without a disk, or with a disk that is guaranteed to be virus-free. Turn your system off for half a minute. These two measures will get rid of two of the possible three copies of the virus in your system (in your computer's memory and on floppy). Make sure the floppy disk is write-protected.
2) Turn your computer back on. Press [CONTROL] during the booting process. This way - at least with the Atari hard disk driver - the hard disk will be installed and accessible, but the programs in the \AUTO\ folder will *not* be executed. If you have another hard disk driver installed, simply try to bypass hard disk installation altogether (pressing [CONTROL], [LEFT SHIFT] and [ALTERNATE] simultaneously usually ought to do the job) and install the hard disk driver from floppy. This, too, will not install any of the \AUTO\ folder programs. If you have a Claus Brod hard disk driver installed, all you need to do is simply boot off another partition, like D:, by pressing the [D] key while booting.
This way, the virus will *not* install itself in memory. The virus will still be on the hard disk, but it won't be activated and you are quite safe.
3) Now you have to get rid of a file called "~.PRG" in the \AUTO\ folder of hard disk partition C:. It can't be located anywhere else. Unfortunately, the file is hidden. That means you usually can't delete it until you can see it, and you can't normally see it. These are a few ways to delete it:

i) With "GfA Basic".
Go into "direct mode", "chdrive" to drive C and "chdir" to the \AUTO\ folder. Now, with "files", you can display the full directory, including "~.PRG". Now use the "kill" command to delete it.
ii) With the alternative file selector "Selectric".
Turn the "display hidden" option on, and simply delete the file from "Selectric" itself. "Selectric" can be started from the desktop, without needing to start it from the AUTO folder. You might have to switch to a higher resolution first, though.
iii) In the absence of the two options mentioned above, you can use any command line interpreter (such as "COMMAND.PRG").
These may not allow you to actually delete the file, but don't panic. They *will* allow the "ren" command, with which you can rename the file, for example to "~.XXX". This will not remove the file from the \AUTO\ folder, but will render it *completely harmless* - after all, only programs with the ".PRG" extension are run when the \AUTO\ folder is invoked.
4) Now, with a clean and uninfected system (memory and hard disk), you can get rid of all occurrences of the virus on all your floppy disks with the "Ultimate Virus Killer".

If you have any further questions, don't hesitate to ask more...

All the best for 1997...may this be your first and *last* virus-related experience!

--
*%\@/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\^/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\@/*%*
* X ! X ! X ! X ! . ! X ! X ! X ! X *
* O O O O .|. O O O O *
* -*- *
* Athbhliain Faoi Mhaise! '|` Happy New Year! *
* Frohliche Weihnachten! *:* Chag Sameach! *
* Sarbatori Fericite! * . * Boas Festas! *
* Joyous Solstice! ** ** Gut Yontif! *
* Mele Kurisumasu! *** o *** Iyi YIllar! *
* Mele Kalikimaka! *\ O * Wesolych Swiat! *
* Merry Christmas! ** \\ ** Velelykh Svyat! *
* Happy Hanukkah! *** \\ *** Stastny Novy Rok! *
* Pari Dzounount! * o \\ * Kellemes Unnepeket! *
* Happy Holidays! ** O ** Season's Greetings! *
* Veseli Vanoce! ***\\ o *** Gung Hay Fat Choy! *
* Feliz Navidad! * \\ o * Felican Jarfinon! *
* Joyeux Noel! ** o \\ O ** Joy to the World *
* Bom Natal! **** \\ o **** - And to All a *
* God Jul! ** o o \\ o ** Good Night! *
* Cheers! *** O \\ *** *
* **************************** *
* === *
* === *
**************************************************************************
Richard Karsmakers cronos@worldaccess.nl
**************************************************************************
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
**************************************************************************

## 539. OXO Concept email adress

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: dipching@ping.be
Message-ID: <852920238_OASIS_@ping.be>
Source record: 130324

```
Does anyone know the email adress of OXO Concept ?

--

--------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
--------------------------------------------------------------------------
```

# 540. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5b6043$5q6@scanner.worldgate.com>
Source record: 130325

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>Much nicer than Wintel 95 and TOS!

Please share with us all that you know about the modern day operating system used on Atari computers that gives you the authority to make such a statement.

>No, sir.. I am not an asshole!

This of course is debateable.

>I can't see why there would be a market for the
>$2700 040 Hades/Direct platform..

Because there are very powerful applications available for the Atari platform that are simply not available on Mac or PC. Your pricing is again wrong. $2700.00 US will buy a very nice DirecT60, a 68040 is cheaper yet.

All the best,
Chris @ Computer Direct

## 541. Re: Junk Email spam about 'Minoxidil/Thinning hair'

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b5uie$8fk@ornews.intel.com>
Source record: 130326

In article <frank-ya02408000R1001970317020001@news.demon.co.uk>,
frank@tachyon.co.uk (Frank Charlton) wrote:
>
>In article <5b18ff$a1m@ornews.intel.com>,
>atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) wrote:
>
>> OTOH, if anyone wants to send me email discussing less polite means of
>> dealing with email spammers... Well, start by looking at the source code
>> of my Web page. Then we can talk.
>
>An interesting idea, that. That said, this latest batch of address
>colection was built by newsgroup scanning, so what do we do in these
>instances?

Start by modifying your email address on posts that you make (notice mine?
I used to get as many as a dozen email spams per /hour/ - now I get perhaps
4 per week, and that usually right after cancelling an off-topic post in
alt.binaries.atari, where I have to use my "real" address).

Then make a habit of examining the headers of all the e-spam you get, and
complain to postmaster@domain of EVERY domain that appears in the headers.
At least one of them will be the right one - and the rest may eventually
institute some sort of anti-e-spam filters just to prevent all the
complaints that come their way.

In your complaint, always be polite, but firm, and ask that they pass the
complaint along to the proper place - my usual comment is something like:

The following unsolicited commercial email apparently origianted at or
passed through your service. If it did not originate at your site, please
pas this complaint to the originating ISP; if it did originate at your
service, please take appropriate action to prevent future abuse of the email
system and violation of Title 47 USC para 227.

(include complete spam here, with full headers)

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

## 542. Re: Help? -- Atari disks

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b5vc1$8fk@ornews.intel.com>
Source record: 130327

(posted and mailed)

In article <bn737-ya02408000R0801972023070001@news.roc.infi.net>,
bn737@freenet.carleton.ca (Janet Coleman Sides) wrote:
>
>Hi, folks. Can anyone give me some advice? I used to have an Atari ST --
>not sure what model, but it was pretty early, bought it in 1987. Had a
>floppy drive, no hard drive... Well, the machine itself is gone, thanks to
>my mother's enthusiastic spring cleaning, and I have some terribly

Time to consider upgrading the parental unit. <G>

>important files -- the *only* copy of something I wrote in college, a work
>dear to my heart that took quite a few years to complete -- in "1st Word"
>format on floppies.

You have access to a PC, so get Norton Utilities and use them to re-write
the boot sector (AND ONLY THE BOOT SECTOR!) of the floppies. There's a
couple of bytes that TOS didn't bother with in versions before 1.4, and that
Messy-DOS-style systems can't do without.

Your 1st Word files will still be in a formated that other WP software
doesn't properly understand, but you should be able to load the files, strip
out the formatting info in the header, and save the resulting plain text on
the Mac or PC hard drive.

If all else fails, email me for my snail address, and I'll convert the files
for you.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

## 543. Re: What price should I pay for an Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b60t7$aig@ornews.intel.com>
Source record: 130328

(posted and mailed)

In article <32D54B38.4E38@cableinet.co.uk>,
Marc Fotheringham <marcf@cableinet.co.uk> wrote:
>
>I know very little about Ataris, my expertise is in Amiga, Mac and PC.
>
>However, being a musician, I've come across a free copy of Cubase for
>the ST.
>
>Needless to say, I'm wanting one, and would like your opinions on a
>price for an ST with 1MB RAM?
>
>Could you reply to me by email and to the news, if possible?

Marc, meet Edgardo; Edgardo, meet Marc:

FROM: ecortes@myna.com (Edgardo Cortes)
SUBJECT: Atari 1040 STe for Sale
DATE: Thu, 09 Jan 97 21:40:43 GMT
NEWSGROUPS: comp.sys.atari.st

Attention midi musicians Atari 1040 STe, monochrome monitor, Steinberg
12 and CAsio translator for Sale. Best Offer.
Call phone: (416) 461-6620

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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 544. Re: DTP

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970110Z161756.728dave@mbha.demon.co.uk>
Source record: 130329

In article <5b2g0h$rov$2@kiyoko.communique.net>
d@mail.sstar.com "Dave Gostl" writes:

]
]
]
] ->BTW, if you are using PS fonts, make sure you generate the bitmap font files,
] ->they speed up the screen redraw very considerably. Try 12pt, 18pt and 24pt to
] ->start...
]
]
] Generate? Makes sense to me but how is that done? I don't see a way to do it in
] the progran itself.
]
]
] Dave

Hi Dave,

I got a program called BitMaker from Toad a while ago. It makes bitmapped font files for Type1 Postscript files. This makes the screen draw a lot quicker for characters at certain pixel heights.
--
dave

# 545. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5b662b$44@lyra.csx.cam.ac.uk>
Source record: 130330

PETER SINCLAIR-DAY <sinclap2954@cobra.uni.edu> wrote:
> I know I will have the Be OS too. There are at least a dozen Be apps ready and
> were shown at MacWorld.. By the time the Be OS is fit for consumption, my next
> cheap Mac will be between 200-300Mhz for under $2000 - I am hoping $1500. With
> the Be OS with no legacy to deal with will kick ass!

You *do* know that Apple have announced that they are not going to adopt BeOS which is apparently very well thought out and fast (as any new OS should be). Instead they are going to use NeXT which is based on Unix. At least you might get a stable OS now. Linux is cool - quick, stable and well supported.

> No, sir.. I am not an asshole! A realist who had to let go of the Amiga which
> was awesome in it's time.

HP (second biggest computer company last year and probably the biggest in a few years) bought some amiga stuff recently (maybe a year ago) so that they could develop better graphics capabilities for their computers.

> When the Be OS and Rhasopy are fit for consumption and the continous plunge of
> price/performance hardware, I can't see why there would be a market for the
> $2700 040 Hades/Direct platform..

The price/performance hardware may be plummeting, but Windows and MacOS go the other way at a slightly slower rate, the powermacs we have here are ridiculously slow at even scrolling a telnet window!

> Be a realist and let go...
Quite.

[infuriating .sig deleted]

Adrian

==========
adrian.bridgett@poboxes.com http://www.netforward.com/poboxes/?Adrian.Bridgett
----------
Windows95 - the world's first NON-operating system.

## 546. Re: atari 2 pc files transfer please.

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: David James <101642.2124@CompuServe.COM>
Message-ID: <5b67ue$5br$1@mhade.production.compuserve.com>
Source record: 130331

If you format a double density disk on a PC you should then be able to copy the e
files from the Atari onto it and use them on the PC.

David James
--

David James

# 547. Re: Cookie jar patch program

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970110215849.13567.qmail@mail.ptd.net>
Source record: 130332

> From: dwilga@mtholyoke.edu (Dan Wilga)
>>
>> : m> You need JARXXX by Dan Wilga, it comes with the Geneva Demo if you can
>> : m> find it. I renamed it JAR100.PRG in my Auto folder.
>>
>> Well, it's certainly overkill, but OTOH he won't run out of cookie jar
>> space before he runs out of RAM, will he? <G>
>>
>
>Cookie entries are only 8 bytes each...
>
>You can also find JARxxx in the NeoDesk 4 demo. Both demos are available
>from www.pair.com/gribnif .

Geeze people, I said I made a typo. I ment 10 not 100, I just forgot what
I called it. I only use it for the Geneva Demo to play Gem games so they
look good. Otherwise, I don't even give a poop about cookies except the
chocolate chip kind :)

Going back to kindergarden for redimal math...

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

## 548. Re: What are you waiting for?

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970110214827.13354.qmail@mail.ptd.net>
Source record: 130333

> From: Mykle <mykle@con2.com>
>
>Come on you guys and gals. What are you hanging onto these games for?
>you don't play them anymore. You'll be lucky if you can find them and
>even luckier that I will buy them. So get some money and some need
>closet space. Go get them and sell them to me! I will buy the games you
>see below.

Now think about this, you are saying that people shouldn't hand on to
their old and musty games. But then you turn around and say that they
should sell them to you.

You want the games, you go through proper channels and ask to make an
offer on private e-mail. This is a business, no time for games.

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

## 549. Re: Papyrus 4

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32D6C323.CF7@huey.cadvision.com>
Source record: 130334

I'm using Papyrus 4.25 on both my Mac and my TT with no problems importing JPEGs at all. You do have the JFIF.EFM file in your X:\Papyrus\Modules\EFM folder don't you?

Keith Brooks

## 550. MSTE/TT DIPS

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: dipching@ping.be
Message-ID: <852928986_OASIS_@ping.be>
Source record: 130335

In response to the old question somebody asked a little time ago about
Dip switches in the Mega STE (Also TT referenced):

* Dip 1 is intended for a faster CPU speed e.g. CaTTamaran 48mHz
installed.
* Dip 7 is only for a high density installed unit; then the format
dialog in TOS will give the HD option.
* Dip 8 is for a machine with DMA Sound Off.

That's all I know about; to go further you may read ST-Computer 9/91
page 100 (german magazine).

I hope it will answer to this endless enigma (ELP ...)

--


```
-------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
-------------------------------------------------------------------------
```

## 551. Re: NeoDesk3Bomb

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32D6CA0F.3C94@huey.cadvision.com>
Source record: 130336

Christian... 3 bombs is an address error, something is wrong with a program that is running, or trying to run. If these bombs are coming up after your auto folder has executed then the likelihood is a corrupted Accessory file. Try eliminating all your accessories and then add them back in one by one until the problem recurs. You'll have your culprint then I suspect. If it's occurring while your Auto folder programs are executing, do the same thing. Eliminate all your files and then add them back into your configuration until the problem recurs.

Keith Brooks

## 552. Re: OXO Concept email adress

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5b6kfi$v0g@irk.zetnet.co.uk>
Source record: 130337

```
On 10 Jan 97 18:17:18 G, Vandeweghe Jo wrote:
>Does anyone know the email adress of OXO Concept ?
>__
>

oxo@oxo.ch :-)

Yours Roy

**************************************************************************
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**************************************************************************
```

## 553. STReport #1302

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <RHPW9m1.dpj@delphi.com>
Source record: 130338

```
01/10/97 STR 1302 The Original Independent OnLine Magazine!

- CPU Industry Report - MATROX MGA - Shareware Treasures
- MS ships MAC Explorer - Businesses MAC Shy - Pentium MMX
- Sharp Zaurus - Parolee Surfing Cut - Final Doom
- Tunnel B1 Review - People Talking - Classics & Gaming

36 Million Homes Online by 2000
Apple Expects $150 Million Loss
Net Stocks Sizzle, Fizzle in '96!!

___ ___
/ \----/ \ Dana P. Jacobson - Atari Editor - STReport
|-----| |-----| STReport International Online Magazine
/\_0_/ \_0_/\ The Original * Independent * Online Magazine
-| o o |- -* FEATURING WEEKLY *-
/ \_____________/ \ "Accurate UP-TO-DATE News and Information"
\ \ | | | | / / Mail subscription: dpj@delphi.com
ww ooooo----ooooo ww STReport's WEB Site
http://www.streport.com
```

# 554. Re: Problem Websites for CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: szhays@boris.ucdavis.edu
Message-ID: <5b6iua$cmc$1@mark.ucdavis.edu>
Source record: 130339
Body handling: HTML body converted to readable text

Rich Tietjens (atari@teleport.com.REMOVE.TO.REPLY) wrote:
:
: Source code on this page uses a tag, which I have never seen before.
: Could be the culprit, perhaps.

Nah, thats the tag for bold text. I've loaded many pages into CAB with
that tag in them without a problem.

I've had some nagging problems with some pages though. I don't know how
much help compiling this list will be to the authors, but I'll surely
contribute to it if they think it is helpful.

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-----------------------------------------------------+

# 555. Re: Problem Websites for CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b6nqq$o1d@ornews.intel.com>
Source record: 130340
Body handling: HTML body converted to readable text

In article <32d5c7ac.41576699@news.airtime.co.uk>,
stosser@airtime.co.uk (Tony Greenwood) wrote:
>
>On Fri, 10 Jan 97 15:28:45 GMT, atari@teleport.com.REMOVE.TO.REPLY
>(Rich Tietjens) wrote:
>
>>Source code on this page uses a tag, which I have never seen before.
>>Could be the culprit, perhaps.
>
> = bold text, can be b or B, cancel it with or

Duh. That's what I get for always using the tag instead of
"bold"...

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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

## 556. OLGA works just fine!

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: mille@tripnet.se
Message-ID: <5b6ka2$fft@minox.tripnet.se>
Source record: 130341

Hi all!

..and thanks for Your help (Me and OLGA).

The Real-time Object linking between QED (Server) and CAB (Client)
works fine now. CAB now update all my HTML-editing in QED in the
background automatically.

BTW: The Author have a OLGA support page at:
http://www.uni-karlsruhe.de/~Thomas.Much/OLGA/index_e.html

I have a (in Swedish Language) OLGA-page also at:
http://www.tripnet.se/~mille/svenska/olga.html

Best Regards
Mille

---
Name : Mille Babic Atari Falcon030 40 Mhz
eMail: mille@tripnet.se New AES OpSys 96-07-18
WWW : http://www.tripnet.se/~mille 12MB RAM 540HD 800x600
---

## 557. Re: Magic Memory limitations

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5b5l81$hkr@newsserver.rrzn.uni-hannover.de>
Source record: 130342

Peter Rottengatter (perot@pallas.amp.uni-hannover.de) wrote:
: On 8 Jan 1997, Andreas Kromke wrote:
:
: > dave (dave@mbha.demon.co.uk) wrote:
: > : IIRC, call limitmem.ttp with 2 parameters;
: >
: > NO!!!!!!!!
: > Do not use limitmem any longer. This program is no longer needed.
: > Just do "install application". limitmem changes the program file which
: > can cause problems, e.g. with anti virus utilities.
:
: What do those people who do not use MAGXDESK ?

Edit MAGX.INF.
Delete the line "#_SHL".

--

------------------------
ANDREAS KROMKE

.....................................................
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

# 558. Re: HELP!! Link Virus?

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b614b$aig@ornews.intel.com>
Source record: 130343

In article <32D590E1.46F9@huey.cadvision.com>,
"K. Brooks" <newhoriz@huey.cadvision.com> wrote:
>
>HELP!!!!! In the last week I have encountered a strange anomaly coming
>up on screen in the upper left corner of the screen at bootup and
>sometimes during operations at the desktop level. I am using Magic
>4/Ease/NVDI on a TT with Nova graphics card and a 17" Mag monitor. In
>the last 3-4 weeks Diamond Mirror has been reporting that partion E (1
>of 5 on a 2.1 Gig Conner inside the TT) has errors and I should run
>Diamond Edge IMMEDIATELY. I go into Edge and check the E partition and
>there are no problems to report.

What driver are you using? AHDI has a major bug when accessing above 1 gig
- ICD and HDdriver do not. Knowing which driver you're using may make a
major difference here!

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--------------------ftp://ftp.teleport.com/users/atari---------------------

# 559. FS(UK): *EVERYTHING* Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <852914028_OASIS_@pwomar.demon.co.uk>
Source record: 130344

Appologies for the size of this posting, if I post agin I'll try and
cut it down a bit...

2nd Hand Items For Sale
**********

Items for sale include: Lynx Games,
ST Games,
Utilities,
PD Software,
CD ROMs,
Magazines,
Blank Disks,
Lots more stuff, please ask if you are looking
for a specific item, I may well have it!!!

I am sadly selling the Majority of my Atari equipment as I am moving
over to the Macintosh (with MMac) and much of it is not of much use on
that machine. All software is original and comes with manuals, virtually
everything is the latest version available or very close to it.
Prices are negociable if you are buying more than a few items and
prices don't include P&P, I'm in Bristol if anyone is close enough to
pick up. I only have one copy of everything so mail me ASAP if
you are interested, just reply to this message. Here goes:

STfm-520 upgraded to 2 Megabytes (upgradable to 4 Meg with SIMMS), TOS
1.4, Golden Image Mouse very good condition and hardly used, 90 UKP.
Will supply all the FREE PD software you could ever need too!!!

SC1224 Colour Monitor 50 UKP.

Cumana External Disk Drive, 15 UKP.

STFM, SC1224 & Disk Drive, 130 UKP.

**********

That's Write V3-The last version of this very powerful word processor,
can use (and comes with) Speedo Vector Fonts will no need for
Speedo GDOS, uptp 8 documents can be open, full spelling
checker and instant correction, macros, picture import and far
too many functions to list, a huge powerul beast of a word
processor, needs at least 2 meg and 2 floppy drives. cost 130
UKP, selling for 50 UKP.

Datalite 2-"On The Fly" Hard and Floppy Disk Compressor can compress by up to
220%. 10 UKP.

Diamond Edge 2.04-The ultimate Hard Disk utility, if you have a hard disk then you MUST get this. This will optimise your hard drive for writing or reading, recover deleted files, partition drives, retrive lost information, mirror FAT information, check drives and basically make sure your Hard Drive runs as fast as it can and you can recover 99% of data you thought was gone forever. 20 UKP

Diamond Back 3-Top rated Hard Disk backup pacage, can backup (with compression!) to floppy disk, removeable drive, partitions or tape drives. 15 UKP.

Hisoft C Interpreter-Interpereted C so no waiting for the Compiler to finish, complete with 2 DS disks and 340 page manual worth 50 UKP. 10 UKP

Hisoft Lattice C V5.5-The most comprehensive and powerful C compiler on the Atari, cost 180 UKP (includers WERCS, 1000+ page documentation AND The Dabhand Guide to C). 40 UKP.

Connect 2.46-The leading Terminal package for the Atari, FULL registered version inclusive of manual. 10 UKP.

Extendos Pro 2.4-By far the best CD Driver for the atari, will let you use virtually any SCSI CD ROM on the Atari range of computers. 10 UKP.

Fastcopy Pro-The fastest floppy copier that actually works, highly acclaimed by many magazines and used by almost everyone, if you don't have it and copy lots of floppies then you really should get it. 10 UKP.

Xboot V3-The premier boot manager, manages the Auto Folder, ACCs, CPXs and virtually anything you can throw at it. 10 UKP.

Quartet-4 track song construction utility, uses samples as instruments to create great tunes, like Sound Tracker but with an easy interface. 5 UKP (10 UKP with STFM stereo output cart).

Stereo Master-Stereo sample editor, recorder and real time audio effects package, includes sampling hardware. 15 UKP.

Mastersound 2-Sample editing and recording utility, also has a mixing editor where you can create very simple songs from the sameples used. 10 UKP.

Stereo Replay-Stereo sound sampling and output at superb quality (upto 48khz) all within a GEM interface with superb editing facilities. A top quality proffesional package, cost 80 UKP. 20 UKP.

Tempus 2-The fastest text editor EVER, a good all round editor but especially great for fast editing of large files, almost 100% machine code for unbelieveable speed. 10 UKP.

View II-Install this program and it will allow you to double click on text, pictures, sound samples, archives and .seq/.dlt animations and have them displayed straight from the desktop with no extra software. Also includes a ramdisk, 8 UKP.

Ease 4-The highly acclaimed desktop replacement, allows files to be moved to the desktop, any key can be a hotkey, drag and drop support, displays files in windows, TOS programs run in windows, GDOS fonts can be used for display, display mode can be set for each window, file searching, copy functions can be passed to Kobold etc. All in all a very competent desktop. 20 UKP.

MagiC 4-Multitasking for any Atari with no slowdown! Give each program as much memory and processor time as YOU want it to have and still retain high levels of compatability. Will run virtually every GEM program and many more and even makes your computer faster when running just one program. 30 UKP.

Kobold 2.5-The fastest way to copy, move, format, backup & delete files. Improves over the GEM rate by many times, has the ability to record actions for editing and repetition at a later date. A highly useful tool for floppy and hard drive users alike, intergrates seamlessly into Ease. 25 UKP.

Ease, Magic & Kobold-60 UKP.

Atari CDs:
Atari Mega Archive 2-The entire contents of the Umich archive as of May '95 around 2 gig of software in total. 15 UKP.

Suzy B's Atari Software Treasury-A 2 disk set of some of the best Atari software available. 25 UKP.

Crawly Crypt Vol 1-A top set of quality items from the Crawly Crypt BBS. 15 UKP.

Crawly Crypt Vol 2-Another set of top software from the Crawly Crypt BBS. 15 UKP.

Skyline-A compilation of German shareware along with some full versions of shareware such as: OCR 1.3, Maxidat, Tempus Word Jnr, GemFont, Idealist & Paula. 15 UKP.

Compo STe Power CD-Another selection of top German shareware along with a few full versions such as: Maxidat, 7 Up, Gem View, Original, Studio Convert & Adress. 15 UKP.

Skyline & Compo STe Power CD, 25 UKP.

**********
Blank (DD and HD) disk available, large quantities available please ask for prices if interested.

Issues of ST Format 6-72 (with cover & subscriber disks), 1 UKP each.
Atari World (with disks) Issues 6,7,9 & 11. 1.50 UKP.

Most issues of ST Review & ST User also available with disks for 1 UKP each, please ask fo the issues that you want.

1000's of PD software titles available, please ask for specific items or ask for a list it is 700k in size but comes compressed to around 400k. It can also be downloaded by pointing your browser at http://www.pwomar.demon.co.uk/main.tos

**********
GAMES!!!

Lynx Games, sadly most games come unboxed and without manuals but they are are only 5 UKP each:
Klax,
Zarlor Mercenary,
Gates of Zendocon,
Xenophobe,
Chips Challenge,
Slime World,
Ms Pacman,
Crystal Mines 2,

All games are £0.50(+50p P&P Overall) each unless stated. Most games come without boxes but with manuals.

A.P.B. £1,
Another World £1,
Archipelagos,
Atomic Robokid £0.80,
Axel's Magic Hammer,
Baal £0.80,
Back To The Future 2,
Backlash,
Bombuzal,
Boulderdash+Construction Kit,
Cannon Fodder £3,
Carrier Command,
Cruise For A Corpse £4,
Championship Water Skiing,
Damocles (Mercenery 2),
Dragon Ninja,
Dragons Lair 2 £3.50,
Eliminator,
Encounter,
Epic £2.50,
Final Fight £1,
Fire & Forget,
Fish,
Foundations Waste £0.80,

Future Basketball,
Future Bike Simulator,
Garfield-"Big,Fat,Hairy Deal",
Ghostbusters 2 £2.50,
Gremlins 2,
Hostages,
Hudson Hawk,
Indoor Sports,
Las Vegas,
Lemmings,
Licence To Kill,
Mercenery III,
Mig-29m Super Falcrum (Flight Sim') £3,
Mindbender,
Monkey Island (1 Meg Only) £5,
New Zealand Story,
Night Shift £2,
Operation Thunderbolt £1,
Operation Wolf,
Parasol Stars £1,
Populous & The Promised Lands £1,
Power Drift £1.50,
Power Up (Rainbow Islands, Chase HQ, Turrican, Altered Beast & X-Out) £3,
Precious Metal Collection (Captain Blood, Arkanoid 2, Xenon, Super Hang On) £2,
Rick Dangerous 2,
Risk,
Road Runner,
Robocop 3 £3,
Run The Gauntlet,
Shoot 'em Up Construction Kit,
Sleepwalker £2,
Soldier of Light (Not STe),
Star Wars,
Starray & Star Goose,
Story So Far V3 (Space Harrier, Live 'n' Let Die, Bomb jack & Thundercats) £2,
Super Space Invaders £1.50,
Superman £1,
Switchblade 2,
Switchblade,
Teenage Mutant Hero Turtles,
The Simpsons £1,
Triad Volume 1 (Defender of the Crown, Barbarian, Starglider) £2,
Turrican 2,
Venus The Fly Trap £1.25,
WWF Wrestlemania £1,
Wanted,
Xenon 2,
Yogi's Great Escape,
Zak McRacken and Alien Mindbenders (Lucasfilm Adventure) £5.

--

---

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

---

## 560. Re: NOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: mike@bbsgate.interware.it
Message-ID: <1869_mike@bbsgate.interware.it>
Source record: 130345

In uno strano messaggio del 09 Jan 97 kfoley@cameo.co.uk (2:333/608.1)
scrisse al povero All :
k> I'd really like to stop NOS POP3 deleting emails that it's read as I
k> also like to use my PC to access the internet and read my email.
k>
k> Does anyone know how I can stop it including modifying the source code
k> (if available)?

Unfortunately source code of NOSPOP3 is unavailable, but maybe I will soon
come out with a new NOS version with POP3.

You can subscribe the NOS mailing list emailing to
net2net@bbsgate.interware.it with this subject: "SU

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Butta il PiCcione e prendi un FALCONe !

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

## 561. Re: PPP connection and atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: mike@bbsgate.interware.it
Message-ID: <1870_mike@bbsgate.interware.it>
Source record: 130346

In uno strano messaggio del 09 Jan 97 m_collins@hp.com (2:333/608.1) scrisse
al povero All :
mc> Is anyone aware if there is a PPP package avail
mc> or in development for the ST. i noticed the STik

I am developing NOS-ka9q, an integrated system for telnet-ftp-smtp-pop-etc..
(no www, no graphics).

You can find last version at:
ftp.interware.it/users/mike/pub

You can join NOS maling list emailing to net2net@bbsgate.interware.it with a
subject of "SUBSCRIBE NOS".

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

## 562. Re: A bit of help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: cs1cl@stoat.shef.ac.uk
Message-ID: <5b66sg$26c@bignews.shef.ac.uk>
Source record: 130347

Tom Lamparty (Lamparty@concentric.net) wrote:
: On 8 Jan 1997, C Lamb wrote:

: >Hi,
: >I have a bit of a problem. I am solely UN*X but I always seem to get
: >roped in when h/w or s/w is playing up.
: >This problem is exacerbated by the fact I know nothing about Atari
: >machines other than what can be got from removing the cover...
: >The latest is a friend with an 1040STf with HD and a b/w monitor. He
: >uses it solely for running Notator. Recently a friend gave him all
: >his old games (Lemmings and other such stuff) but in some cases they
: >refuse to run (like Lemmings) and in others the music plays but
: >no picture. Going into desktop the preferences didn't allow me to
: >change the resolution from "high". Any ideas?

Many thanks to all who mailed me with solutions and suggestions and
explanations for the problem.
Everyone has been most helpful.

Chris

## 563. Re: "language cookie"- How/where?

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b66j0$dni@ornews.intel.com>
Source record: 130348

In article <852926470_OASIS_@connectum.skurup.se>,
savarez@connectum.skurup.se (Claes Olsson) wrote:
>
> In article <32d54e1aa4091@sn.no>
> hallvart@sn.no (Hallvard Tangeraas) said:-
>
>>Trying out a small HTML utility called "html help" I got the message
>>"couldn't find language cookie, <English> <German>?" The program worked
>
>You must mean 'Home Page Penguin' ?

There's another called HTML Help. Same author, different purpose. From
Jaapan (Matthias Jaap's home page):

Utility; Converts between Atari-, Windows(ANSI)- and
HTML-special-characters, great Info-function, converts whole paths and 1st
Guide-files into HTML-files and any more...
Bilingual: German/English.

>>fine after choosing the desired language, but how exactly do I set the
>>language cookie on my STe? Is there any particular program around for it?
>
>I just (according to the docs) renamed the 'HPPING.RSC' to 'HPPING.RSX' .
>-That's it!
>Perhaps 'cookie' was bad thermology?

No, it's really looking for a cookie. AFAIK, only the Falcon generates this
particular cookie automagically. We need a nice AUTO folder program to add
the cookie on earlier TOS machines. Perhaps Mattias could write one?

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--------------------ftp://ftp.teleport.com/users/atari--------------------

# 564. Re: COPS 1.50

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: allmidd@xs4all.nl
Message-ID: <5b63gc$k36@news.xs4all.nl>
Source record: 130349

Same with me! (Only MagiC4)

Johan

>
>I run STM plus MagiC 2 and have been trying to install COPS 1.50 (the
>"CPX-server" from ASH).
>
>I get bombs when doing "Install" for the C:\CPX\ directory. If I attempt to
>change this to some other path the .INF file is not re-written.
>
>Can anyone give me any hints, please?
>
>Roger
>rcain@nest.demon.co.uk
>
>--
>
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>Via the Net2Net NeST gateway - 90:100/999
>
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>
>
>.

**********************************************************************
* allmidd@xs4all.nl: the address of Johan Middendorp & Marianne Braun *
* johmid@dds.nl *
* j.middendorp@nia-tno.nl *
*====================================================================*
* "Logic takes you from A to B but imagination takes *
* you anywhere" Albert Einstein *
**********************************************************************

## 565. Re: Atari in Calgary Alberta?

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: "Bruce G. Klassen" <klassenb@cadvision.com>
Message-ID: <32D6856E.7B58@cadvision.com>
Source record: 130350

Hi Tom! Long time no hear! You say you found it simple to set up MintNet/CAB for PPP connection? Pray tell how!!! I use Cadvision with my Mac but they don't offer SLIP connections for my TT at the office. Tell me more!

Regards,
Keith Brooks
New Horizon

## 566. Re: "language cookie"- How/where?

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: savarez@connectum.skurup.se
Message-ID: <852926470_OASIS_@connectum.skurup.se>
Source record: 130351

In article <32d54e1aa4091@sn.no>
hallvart@sn.no (Hallvard Tangeraas) said:-

>Trying out a small HTML utility called "html help" I got the message
>"couldn't find language cookie, <English> <German>?" The program worked

You must mean 'Home Page Penguin' ?

>fine after choosing the desired language, but how exactly do I set the
>language cookie on my STe? Is there any particular program around for it?

I just (according to the docs) renamed the 'HPPING.RSC' to 'HPPING.RSX' .
-That's it!
Perhaps 'cookie' was bad thermology?
--

---
E-mail: savarez@connectum.skurup.se
Homepage: http://www.skurup.se/~savarez/

Claes Olsson ------------------------
Musketorgatan 11B My computer system is an
S-212 43 Malmoe Atari Mega STE 4MB
Sweden ------------------------
Phone: 040 - 18 54 97
---

# 567. Re: Problem Websites for CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b61ru$aig@ornews.intel.com>
Source record: 130352
Body handling: HTML body converted to readable text

In article <5b50kf$br2@news.telebyte.net>,
csilver@kendaco.telebyte.com.NOBULKMAIL (Charles Silver) wrote:
>
>A typo in the original post. www.multimedia.com should have been
>www.unitedmedia.com. Both are interesting sites, but with different
>results. The Toon link in multimedia is a problem, but united is a
>"Dark and scary place" :)

Source code on this page uses a tag, which I have never seen before.
Could be the culprit, perhaps.

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## 568. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b62ce$aig@ornews.intel.com>
Source record: 130353

In article <5b5g7p$m0r@m1.cs.man.ac.uk>, lais@cs.man.ac.uk (S94) wrote:
>
>TTs have two cooling fans (one for PSU, one for HD) whereas MEGA STEs only
>have the PSU fan.

Perhaps in Europe, but the two TTs I have had only the fan on the PSU. I say "had" as one of the TT motherboards is now in a Tower case with dual fans. ;^)

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# 569. Re: Moechte einen Amiga Monitor an einen ST

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HAKWEFAJUP@data.rhein-main.de>
Source record: 130354

In <01bbff15$70252820$10035b86@h20-hrz.uni-duisburg.de> "Andreas Hennig" wrote:

>Hilfe, bitte bitte helft mir!
>Ich versuche seit Wochen ein Kabel fï¿½r den Anschluï¿½ eines ST+ an einen
>Amiga Monitor ohne Scart zu bekommen. Dabei steht mir am Amiga ein normaler

Hier ist englisch.. ;)
Wenn Du mir mal genauer sagen kï¿½nntest was Dein Amiga Monitor
fï¿½r Signale an seinen beiden Chinchbuchsen verlangt kï¿½nnte ich
Dir das Kabel hier vieleicht aufmalen, lï¿½ten musst Du es schon selber
da es das sicher nicht fertig zu kaufen gibt.

Ich denke die eine Buchse ist FBAS, die zweite Audio.
Schlecht am ST..
Notfalls einen RGB -> FBAS-Wandler basteln (c't-Projekt)

Gruï¿½, Robert
--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____________________________________________________
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

## 570. Re: Problem Websites for CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b61m9$aig@ornews.intel.com>
Source record: 130355

In article <5b4rc0$bav@news.telebyte.net>,
csilver@kendaco.telebyte.com.NOBULK (Charles Silver) wrote:

>This an attempt to identify problem Web sites for CAB/STiK. This is NOT
>a SLAM. By finding tough sites, hopefully, this allows the CAB developers
>to find bugs in the programs much like beta testers who give much helpful
>input. With the helpful input of others here are some results:
>
> www.qvc.com

For reference: This one's OK in Netscape.

> www.pcquote.com

and so is this one.

> investor.msn.com ( jpg and gif )

This one is apparently another attempt by MicroSlop to "convert" Netscape
users - I'm on a direct 10 Mbps link using Netscape Gold 3.0/Win95, and all
I get is a blank screen with a horizontal line across the top. The source
code looks normal enough, beats me what those idiots are up to.

Ooops, spoke too soon! It finally came up with some graphics - but with a
fast link like I have here, it should have been almost instantaneous.
Instead, it took nearly a minute and a half. Blame a lousy server on their
end - dollars to doughnuts they're running a WinNT Web server.

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## 571. PPP kit and Demon Accounts

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: gary@imco.demon.co.uk
Message-ID: <852914262_OASIS_@imco.demon.co.uk>
Source record: 130356

Well, I've given up with STIK and the various Cab.ovl's, none of them seem to work properly with CAB 1.5 (which I love) and installed the CAB PPP-kit/Mintnet thing. This works fine once I get a connection but getting the connection in the first place is a bit of a problem. When I dial up with connect.scr, if the line rings before connection it works fine if it doesn't my IP address is returned incorrectly and the modem hangs up. I seem to remember there is some sort of problem with some of the modems at Demon's end which has caused problems in the past. Does anyone know of a CHATFILE that works for all Demon modems?

I'm using a TOS 1.4 STFM with 4Megs of RAM and here's the chatfile I'm using ATM:

```
ABORT 'NO DIALTONE'
ABORT 'NO CARRIER'
ABORT BUSY
ABORT WAIT
ABORT DELAYED
ABORT FORBIDDEN
"" atz
OK atdt01933709666
CONNECT ""
gin: imco
word: mypassword
ocol: PPP
```

Now that I've got Mintnet to work (18th attempt) are there any other worthwhile internet clients that I can use with a single tasking GEM or Geneva without a minix fs partition on my drive? I've thought about Gluestik but MGFTP 1.03 isn't very reliable, Antmail won't do STMP and Newsie is flakey (to say the least). I want to get away from Oasis 1.35 due to it's non-complient newsreader and wobbly GEM interface. I've never got any of the Oasis 2.XX variants to work on my machine. It would be really nice if I could surf (wade) the WEB while my mail flows in and out and news is gathered, perhaps with a couple of ftp and telnet sessions on the go as well. An unrealistic dream?

Top marks to Alexander for CAB (a fine peice of work, I've registered) No points for Oasis ('cos it's never lived up to it's promises, what happened to Spider eh?).

Thanks, Gaz.

--

Gary Noack @ IMMORTAL COILS, Huntingdon, England.
WWW: http://www.imco.demon.co.uk/
e-mail to: gary@imco.demon.co.uk
phone : +44 (0)1480 497730 or +44 (0)1480 856745
fax : +44 (0)1480 856838

## 572. New Emulator for the PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: DaPhoenix <daphoenix@geocities.com>
Message-ID: <32D6B831.1421@geocities.com>
Source record: 130357
Cross-posted to: comp.sys.amiga.games,comp.sys.acorn.games,comp.sys.atari.st

I'm looking for people who know how to program emulators and/or IRC bots and proggies, and couriers.

If you can and like doing this, consider e-mailing me and joining KOD - The Knights Of Darkness, a new programmers guild that I have started.

We are currently working on a multi-gaming-platform emulator. Our progress thus far is quite promising, but we need more manpower with good experience to help us.

We also have other goals: IRC Superbots
IBM/Mac Emulator

If interested, please e-mail me.

# 573. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970110214051.13148.qmail@mail.ptd.net>
Source record: 130358

> From: Chris Krowchuk <chris@compdirect.com>
>
>sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>>Much nicer than Wintel 95 and TOS!
>
>Please share with us all that you know about the modern day operating
>system used on Atari computers that gives you the authority to make
>such a statement.

Sounds like the only authority about computer systems he has is from being a stuck up computer nerd who no one ever takes seriously.

>>No, sir.. I am not an a**hole!
>
>This of course is debateable.

A debate that will last for only one second of course...

>>I can't see why there would be a market for the
>>$2700 040 Hades/Direct platform..

Maybe it's the same reason why there's a market for the Machintosh which is compatible with absolutely nothing.

>Because there are very powerful applications available for the Atari
>platform that are simply not available on Mac or PC. Your pricing is
>again wrong. $2700.00 US will buy a very nice DirecT60, a 68040 is
>cheaper yet.

Oh Chris...do tell him about the thing you're working on. You know, a plug in card that's coming out which will let DirecT and other such computers run Windows 95 on a Pentium or Cyrix. I know that it's still in production, but to me is a major milestone in Atari computing. It even plays all the games!

As for the PowerMac...let's see, still PC compatibilty without getting a 486 card. (The Intel that's no longer produced). Still waiting for Apple and IBM to quit licking the wounds other companies inflicted on them, for that ability to run Intel based programs the same way that Mac programs are run. And before anyone tells me about these glorious PPC servers that run Windoze NT, try to run a game of Quake on it.

So if DirecT/40's can run all DOS and Windoze programs as well as TOS and PowerMacs can only run Mac apps...I think you better go back and read all the facts son.

"It is so, cause Stone Cold Maddog sez so!" :)

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

# 574. Re: Problem Websites for CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <32d5c7ac.41576699@news.airtime.co.uk>
Source record: 130359
Body handling: HTML body converted to readable text

On Fri, 10 Jan 97 15:28:45 GMT, atari@teleport.com.REMOVE.TO.REPLY
(Rich Tietjens) wrote:

>>results. The Toon link in multimedia is a problem, but united is a
>>"Dark and scary place" :)
>
>Source code on this page uses a tag, which I have never seen before.
>Could be the culprit, perhaps.

= bold text, can be b or B, cancel it with or

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

## 575. Re: Papyrus 4

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Gary Priest <Gary@the-gap.demon.co.uk>
Message-ID: <kbybIFAaPr1yEwM2@the-gap.demon.co.uk>
Source record: 130360

In article <5ar1jj$h1r@charm.magnus.acs.ohio-state.edu>, "Matthew C.
Faehnle" <faehnle.3@osu.edu> writes
>
>Does anyone know if the bug in the demo version of papyrus 4 that prevented it
>from correctly loading jpegs with a nova graphics card has been fixed in the
>actual release? I currently use version 3 on my TT with the nova card and
>would like to upgrade to version 4 for the purpose of using color. I can see
>no sense in doing this if the bug that prevents it from working with the nova
>card still exists. I received no answer when I e-mailed HiSoft.
>
>
>Can anyone help?
Interesting question :) I'm toying with upgrading from v3 to v4 too, but
I've been waiting to give any bugs a chance to be sorted before I buy
it. How stable is v4? Is anyone use it with a Falcon/Magic5? I tried the
demo and it crashed a few times (which is what prompted me to wait).
Any views would be much appreciated!

--------------------------------------------------------------------------
Gary Priest gary@the-gap.demon.co.uk Southampton,England
http://www.the-gap.demon.co.uk/ The Home of CoSTa for Ataris
--------------------------------------------------------------------------

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

# 576. Re: Need help with "Connect"

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Gary Priest <Gary@the-gap.demon.co.uk>
Message-ID: <hruaECApLr1yEwPr@the-gap.demon.co.uk>
Source record: 130361

In article <32d43dda2548761@sn.no>, Hallvard Tangeraas <hallvart@sn.no>
writes
>Due to changes in phone pricing in this country I need to change my
>"connect.num" file.
>But the pricing is a little more complicated than it used to be, so I was
>hoping that someone here could help me out.
>Here's the pricing details that I need to enter in the file:
>
>Time of day pricing
>-------------------------------------------
>weekdays 0800-1659 (0.40) + 0.23/sec
>
>weekdays 1700-0759 (0.40) + 0.14/sec
>all weekend
>
>
>From the above you can see that any call costs 0.40, and on top of that
>each second is charged, so how do I incorporate this into Connect?
>

I'm not sure how to set connect.num up because I don't use it. I use
CoSTa (obviously :) )
If I understand you correctly, if you were connected for, say, 2
seconds, your charge would be 0.40 + 2*0.23 = 0.86! Is that correct?

I'm always looking for ideas to improve CoSTa, and I could put a 'base
charge' facility in it which would solve the above (for you and anyone
else in a country that has pricing like this).
Let me know if you (or anyone else) fancies it!

---
Gary Priest gary@the-gap.demon.co.uk Southampton,England
http://www.the-gap.demon.co.uk/ The Home of CoSTa for Ataris
---

Turnpike evaluation. For information, see http://www.turnpike.com/

## 577. test

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: "Tony Greenwood"
Message-ID: <32d69a9b.2324564@news.airtime.co.uk>
Source record: 130362

```
small header test
```

## 578. WTB: 520ST/1040ST

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Eric McCormack <earthshaker@datatek.com>
Message-ID: <32D732A0.55E3@datatek.com>
Source record: 130363

I am looking to buy one of the above. Email me and let me know what you have. Thanks.

Eric

## 579. Re: HELP!! Link Virus?

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32D6C7F1.6273@huey.cadvision.com>
Source record: 130364

Well..... Richard of UVK fame tells me my problem is the dastardly 'Carpe Diem' hybrid link virus. I got this infection from a downloaded game of the same name I got off the 'net.

All Atari users BEWARE of this game!!!! I'm trying to check my logs as to which archive site I got this file from and I'll let the webmaster there know what happened.

A BIG public *thank you* to Richard!!

Keith Brooks

## 580. Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: tparrett@parrett.fast.co.za
Message-ID: <852911412_OASIS_@parrett.fast.co.za>
Source record: 130365

There was a thread on the question of the Atari clock and the year 2000 a few months ago. It died out without any conclusions AFAIR. I don't understand how the clock is set up in the computer but is it not possible to produce a new clock CPX to display a four digit year figure even though the internal clock may only be capable of a two digit rendering of the year ?


==================================================
|tparrett@fast.co.za | Ted Parrett |
|City: Johannesburg | Tel No.++27 11 476 5242 |
|Country: South Africa | Fax No.++27 11 474 2985 |
==================================================

## 581. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Nysse Nystrom <nysse@navigate.se>
Message-ID: <32D582DF.11D@navigate.se>
Source record: 130390
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know that you can connect an D-LINK 630 pocket adapter to the falc,
and at least run TCP/IP!

freddie@jorevall.com

--
Home is where Walsh is!

# 582. Re: Problem: Quantum F-ball 1.2 > Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5b49b8$ql2@scanner.worldgate.com>
Source record: 130391

istvan@innet.be (Istvan Leelossy) wrote:
>Uwe Seimet <us@bruker.de> wrote:
>
>>Istvan Leelossy wrote:
>
>>> My falcon wont recognise a Quantum 1.2 Gig which I installed. As disk
>
>>For Quantum Fireball drives connected to the TT or Falcon you need a
>>driver supporting initiator identification/bus arbitration, e. g. CBHD,
>>HuSHI, HDDRIVER.
>My hushi has caused me troubles. I don't know where to get HD driver.
>My dealer sez its'old stuff.. If I boot under ICD Cubase wont deal
>with it by saying:
>non AHDI 3.03 compatble or no driver
>
>Thanx

Your dealer is obviously misinformed. I do not know of another programmer
in the Atari market that upgrades as often as the author of HD Driver.

Yes, sometimes he upgrades too often! We call him insane, in a nice way!

HD Driver is available in North America from us, in the UK from System
Solutions and I am not sure about other European markets.

ICD is old stuff for what it's worth, they have not upgraded for over
two years at least.

All the best,
Chris @ Computer Direct

http://compdirect.com

## 583. Stik Newsletter???

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: quantum@sunlink.net
Message-ID: <5b4ans$jki@mars.sunlink.net>
Source record: 130392

Does anybody know what happened to the Stik email mailing list? Suddenly I
don't seem to receive it anymore.

Thanks in advance for any response (preferable through email),
George W. Garner
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"I can picture every move that a man could make, getting lost in her love is
your first mistake..."
-- Gordon Lightfoot, "Sundown", 1974
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 584. Re: Toad and Emulators, Inc.

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: apalmer@zapcom.net
Message-ID: <5b47c8$flk@ultra.sonic.net>
Source record: 130393

>In article <5a54p4$6n0@ultra.sonic.net>,
>Albert Palmer <apalmer@zapcom.net> wrote:
>>
>>You seem to be putting all the blame on Toad, but Darek could and
>>should handle this problem. The first thing he should do is take
>>care of you and get the software you paid for up and running as
>>advertised. He received his money for your copy from Toad when
>>he sold it to them. If not, that is his problem. It should be
>>up to him to contact Toad and handle any conflict he has with
>>them.
>
>
>Al, as I already explained in a different message thread, if someone
>doesn't receive the product they ordered from a reseller, they need
>to contact that reseller about it, or return the product and do business
>with a different reseller. In this particular case, someone contacted me
>claiming to have purchased a Gemulator but offered no proof of purchase.
>No registraton card, no sales receipt, nothing. I cannot, and will not,
>provide any support to someone who can't show proof of ownership. I am
>not aware of any software companies that don't ask for proof of
>ownership. Call up Microsoft or Corel or Lotus or whoever and ask them
>to send you a replacement for some product you don't own. Don't provide
>any proof of purchase, just bitch and scream and demand they send you
>a free disk just because you claim to have purchased the product. If
>they do, lucky you but my guess is they'll tell you to take a hike.
>
>I don't believe that our policy of asking for proof of owndership is
>in any way unfair to the legitimate customer.
>
>- Darek
>
>
>--
>============================================================
> Darek Mihocka. Distributors of Gemulator Xformer and Recycler.
> Emulators, Inc., 14150 N.E. 20th St. #302, Bellevue, WA 98007
> phone:206-236-0540 fax:206-236-0257 http://www.emulators.com
>.
If you go back and look at the original post, he stated he had a sales
receipt and that no one questioned the fact that he had paid for the
product. You are now saying you do question that. Then why didn't
you allow him to send the receipt to you and provide the support he
needed? If you have a known problem with Toad, then you should remove
their name from your list of dealers until that conflict is ironed

out. To send customers to Toad and then not provide support is wrong, no matter how small or large your company is. I have worked 800 support for a mini computer manufacurer and I can tell you I have given support to customers without being able to verify their contract. We charged $200 per hour, two hour minimun. Our greatest concern was taking care of the customer. After the fact, if I could not verify coverage, I would then send a bill. This is just my opinion.

al palmer
apalmer@zapcom.net

## 585. Re: Possible NEW Atari Magazine (USA)

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: ai115@yfn.ysu.edu
Message-ID: <5b4c90$79c@news.ysu.edu>
Source record: 130394

Whats with this all NEGATIVE...

ATARI STe/FALCON/TT is still "ALIVE" at least in OHIO!

Atari was always a rebell system...support NEVER did come from ATARI(Co)..So whwha wha whats NEW!!!

Support always did an still comes from regular user/programmers...

ATARI users will continue to use the WWW just like big IBM...an The fading Mac!

Were still here....REALLY!!!!

Frank STe/FALCON user.....
--

## 586. Re: Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <26109_SSweet@mettav.demon.co.uk>
Source record: 130395

FROM: SSweet@mettav.demon.co.uk
SUBJ: Magic 5 Gemdesk Icons

a> Steve Sweet (SSweet@mettav.demon.co.uk) wrote:
a> : Ive got the origional magic rsc and one of my own that i just add icons
a> to s : and when i get new software. I do this as theres a limit on the
a> number of : RSCs that you can use.

a> This is indeed the recommended way. _NEVER_ change MAGICICNS.RSC, only
a> add icons by adding further RSC files.

a> Unfortunately, there is a limit for the number of RSC files.

Its not a problem when they can still be cut and pasted to a single file.

a> This limit is 10 up to version 5.04, from version 5.05 the limit will be
a> 30.

Blimey, 5.05, would you send that to System Solutions, Quickly, i'm still
waiting for them to aquire 5.03 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I'm going to buy just one more thing for my computer,
and then i'll give it a rest for a while. :~)
--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 587. Magic Memory limitations

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <26108_SSweet@mettav.demon.co.uk>
Source record: 130396

```
FROM: SSweet@mettav.demon.co.uk
SUBJ: Magic Memory limitations

f> How do I limit the amount of memory that a program is allowed to take in
f> magic?

Highlight the program with a single mouse click, click on the menu bar
"OPTIONS", "INSTALL APPLICATION", and check the relevant options in the

f> Every time I run pagestream, it gobbles up all 14mb of my free TT
f> ram!

Ooh!, bummer dude.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Borg do it collectively.
--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

## 588. WTB Atari ST mouse

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970110052800.AAA02906@ladder01.news.aol.com>
Source record: 130397

Looking for a new or like new mouse for the Atari ST system. Finally got my system running again and the mouse is no good. Please let know how much you want. thanks!

-Tom Zjaba
tomheroes@aol.com

## 589. COPS 1.50

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <692_RCain@nest.demon.co.uk>
Source record: 130398

I run STM plus MagiC 2 and have been trying to install COPS 1.50 (the "CPX-server" from ASH).

I get bombs when doing "Install" for the C:\CPX\ directory. If I attempt to change this to some other path the .INF file is not re-written.

Can anyone give me any hints, please?

Roger
rcain@nest.demon.co.uk

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 590. Re: Gemulator 96 and TOS ROM Images

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <32D655E0.127C@imperial.co.uk>
Source record: 130399
Cross-posted to: comp.sys.atari.st,comp.emulators.misc

Allen Schreiber wrote:
>
> How did you run Gemulator 96 with a TOS image? Did you use the
> Tosdump.prg that came with STonX to dump the ROM? And do you think
> there would be a problem with TOS 1.2 (Mega TOS)?
>
> I would like to try the Gemulator demo have been unable to because the
> MagiC PC demo is in German. It had some errors which I couldn't
> figure out so I gave up on it.
>
> As far as using TOS ROM's, I don't see a problem because all I have to
> do is cross the room boot the Mega 2 and dump the rom. Besides, what
> can Atari say after they dumped the ST years ago?
>
> Allen Schreiber
> schreib@osuunx.ucc.okstate.edu

Hi Allen,

You can run Gemulator 96 with a TOS image file. You can use the
TOSdump program which you can find on the Unofficial STonX Page.
Gemulator does not have an option to load a TOS image file from
disk, so you will have to rename it magic_pc.os. When you then
search for MagiC, Gemulator will think that it is using Magic when
infact it is using TOS.

Despite the speed of MagiC on my Falcon I find that a TOS 2.06
image runs faster on the Gemualtor than MagiC.

Hope this helps,

Yours,

Ben Hills.

ben@imperial.co.uk

## 591. Re: Help? -- Atari disks

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <32D6594E.4443@imperial.co.uk>
Source record: 130400

Janet Coleman Sides wrote:
>
> Hi, folks. Can anyone give me some advice? I used to have an Atari ST --
> not sure what model, but it was pretty early, bought it in 1987. Had a
> floppy drive, no hard drive... Well, the machine itself is gone, thanks to
> my mother's enthusiastic spring cleaning, and I have some terribly
> important files -- the *only* copy of something I wrote in college, a work
> dear to my heart that took quite a few years to complete -- in "1st Word"
> format on floppies.
>
> I've tried every sensible thing I can think of, and waved a few dead
> chickens, but I cannot retrieve the files. My Mac's Finder says they're PC
> disks, but though it recognizes that *something* is taking up room on them,
> it lists no files. (I tried them on a PC, also, and it was unable to read
> the disks at all.) On the Mac, I also tried opening them in ResEdit -- it
> sees files, but calls them all "BAD" and can't open them. On someone's
> advice I tried opening the files from within Microsoft Word, viewing "All
> Files", but it also lists all files on the disks as "BAD" and can't open
> them.
>
> Any advice will be *hugely* appreciated. If possible, please email me at
> bn737@freenet.carleton.ca.
>
> Janet Coleman Sides
> http://www.ling.rochester.edu/~sides/storybox/index.html

Hi Janet,

I'm not sure what you used when you tried to acess the Atari Disks using a PC,
but apparently the disk format of Windows 95 has now become ST compatible and
so should to be able to read the Atari Disks.

Perhaps this is worth a try.

Your,

Ben Hills.
ben@imperial.co.uk

## 592. Problem Websites for CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: csilver@kendaco.telebyte.com.NOBULK
Message-ID: <5b4rc0$bav@news.telebyte.net>
Source record: 130401

Hi All,

This an attempt to identify problem Web sites for CAB/STiK. This is NOT
a SLAM. By finding tough sites, hopefully, this allows the CAB developers
to find bugs in the programs much like beta testers who give much helpful
input. With the helpful input of others here are some results:

www.qvc.com
www.pcquote.com
investor.msn.com ( jpg and gif )

CAB doesn't load any of the gif's. They are in the wwwcache as 69 byte
gif's, but they are Error messages. HTTP/1.0 486 no acceptable objects...
Obviously, Error messages aren't gif or jpeg formats.

www.multimedia.com

The first page loads fine "The World is a Dark and Scary Place".
In about 5 sec the second page loads automatically. Well, it's
corrupted and incomplete. Only one person I asked to view this page
was successfull. He's an Atari Computerist (nice term, eh?) Oddly
enough, the URL can be loaded if typed in directly.

photojournal.jpl.nasa.gov

Can be viewed with OVL v1.18, 1.21 stalls and creates 11 bombs if you
try the ESC key, at least on my system.

www.nationalgeographic.com

Incomplete Web page. Some get it some don't; "you be da Judge".

The system I'm using is a Falcon 14meg, TOS4.04, AES4.10 and wwwcache in a
RamDisk(speeds up downloads a bunch). CAB1.50_030/STiK1.12 OVL(various).

The trouble I had creating this post is the inconsistentices of results.
Many had troubles with some sites that others didn't. On some days they
didn't have problems, the next day they did. Obviously, it does depend on
your server, auto programs, acc's, TOS, add on boards, etc.

If you find problem sites, please respond to this post and we'll see...

In closing I would again like to say how pleased I am overall with CAB/STiK.
Thanks to all I've e-mailed and who have so courteously responded.

C'est la vie,

Charles
|~~_____/~~__ |

```
------------------------------------ |___ ------ )-+
csilver@kendaco.telebyte.com 0'--- ~~~| /~~ |
------------------------------------ O
"Space and Time are a continuum, not a certainty"
Orac or Werner Heisenberg 1927
-------------------------------------------------------------
```

# 593. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan10.015805.1@cobra.uni.edu>
Source record: 130402

In article <5b1pfi$4so@ash.ridgecrest.ca.us>, Michael Grove
<"**mgrove"@owens.ridgecrest.ca.us**/spam address> writes:

>> You would have to ask for the customer lists from PowerComputing, Umax/SuperMac
>> and Motorola. All did a bangup Christmas business.
>>
>
> Talk about two faced. For the better part of the last two years all I
> have seen
> from you is how well off Apple is and what great hardware they produce.
> Now that they are having problems, and clones are finally available, you
> jump ship and start ranting about them. That is what I would expect from
> some
> one who thinks of Christmas in the terms of sales and volume. I'll bet
> every
> Atari owner on the planet enjoyed a better Holiday Season than you.
> Wishy-washy is the polite term. I have a much better one for you
> however.
> But my New Years resolution was not to pick on Sinclap any more......
> ahh the hell with it. Your an asshole.

Yes, Apple is having some difficulties namely the Performas, which I think they
should scrap the name and call all models PowerMacintosh. People equate
Performas as crippled models which were true in the past, but no more.

I am not jumping ship to Wintel, to much legacy there.
July's release of Tempus will finally bring a native and multithreaded finder,
new internet features and the defunct Coplands look and feel. Much nicer than
Wintel 95 and TOS!

Nice to have Mac OS clones for choice. Develope's innovation and competition.
PowerComputing is the next Dell and will/should expand the Mac along with
Motorola in the Enterprise market. Will see 533Mhz Powermacs mid year along
with a $999 model-hopefuly not crippled by Apple. The Pentium will bee as high
as 225mhz by the same time frame. MMX is marketing and the PPC still exceeds.

Sales of Apple's Powermac line did well last quarter, but the lack of Powerbook
product and dismal sales of the Performas dragged Apple's bottom line down.
Hopefuly, with the PowerBook shipping volume this month, Apple can eliminate
their billion dollar back log with the PM9500's(short supply). Typical Apple.
Hopefully they will ship Hooper(PowerBook 3400 - the fastest laptop of all -
200MHZ! - subwoofer with four speakers, PCI)in volume- don't count on it until
mid year's quarter.

I know I will have the Be OS too. There are at least a dozen Be apps ready and
were shown at MacWorld.. By the time the Be OS is fit for consumption, my next

cheap Mac will be between 200-300Mhz for under $2000 - I am hoping $1500. With the Be OS with no legacy to deal with will kick ass!

No, sir.. I am not an asshole! A realist who had to let go of the Amiga which was awesome in it's time.

When the Be OS and Rhasopy are fit for consumption and the continous plunge of price/performance hardware, I can't see why there would be a market for the $2700 040 Hades/Direct platform..

Be a realist and let go...

GREETINGS..
|---------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---------------------------------------------------------------------------|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

> Mike

## 594. Re: Problem Websites for CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: csilver@kendaco.telebyte.com.NOBULKMAIL
Message-ID: <5b50kf$br2@news.telebyte.net>
Source record: 130403

Hi All,

A typo in the original post. www.multimedia.com should have been www.unitedmedia.com. Both are interesting sites, but with different results. The Toon link in multimedia is a problem, but united is a "Dark and scary place" :)

Charles

# 595. Re: Problem: Quantum F-ball 1.2 > Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32D5F4F6.47E4@bruker.de>
Source record: 130404

Istvan Leelossy wrote:
> I don't know where to get HD driver.
> My dealer sez its'old stuff..

Forget your dealer. The current version is only a few days old. A demo
version is available from
acp5.chemie.uni-kl.de/pub/atari/hddriver61_demo.zip or
http://acp5.chemie.uni-kl.de/seimet/hddriver_english.html

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 596. Re: Problem: Quantum F-ball 1.2 > Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32D5F5B5.4038@bruker.de>
Source record: 130405

Chris Krowchuk wrote:

> HD Driver is available in North America from us, in the UK from System
> Solutions and I am not sure about other European markets.

A version with French manual is available from PARX, Paris. With Italian
manual from ByteService, with Swedish manual from Falcon Pro Center,
Bollebygd.
The German version you can get directly from me.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

## 597. E-mail address Nathan Potechin

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: koh@pixi.com
Message-ID: <5b4soc$sq7@rigel.pixi.com>
Source record: 130406

Does anybody have an email address for Nathan Potechin?

TIA

## 598. would you be my friend?

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: dozer@netwizards.net
Message-ID: <5b50gi$kmr@news1-alterdial.uu.net>
Source record: 130407

Hello,

I'm 14 years old and I think I may be a gay. I'm looking for some support and friendship with a older male age 18-40. Please email if you can help.

# 599. Re: Forgive me, I'm new at this and I need an Atari Word Prcoessor

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <852856686_OASIS_NEWS@elis.demon.co.uk>
Source record: 130408

>ck.tad.eds.com!news-admin@tad.eds.com
>From: Paul Gladden
>Newsgroups: comp.sys.atari.st
>Subject: Forgive me, I'm new at this and I need an Atari Word Prcoessor
>Date: Tue, 07 Jan 1997 10:25:56 GMT
>Organization: Somewhere in EDS...
>Lines: 20
>Message-ID: <5at7ra$t6o@maverick.tad.eds.com>
>NNTP-Posting-Host: pgladden.csge.eds.com
>X-Newsreader: Forte Free Agent 1.0.82
>
>HI,
>
> I have been an Atari 1040STFM owner for a very long time, but my
>machine has been in the loft for the past few years and I have sold
>all of my software.
>

Who's sorry now !

>What I need is a decent word processor for it as I have now dusted it
>down and given to my girlfriends family to use, but, I dont have any
>software. Can anyone help?

If it's been mothballed for a while, I take it it doesn't have a hard
drive or vector fonts package ? Define decent. Try old faithfull
"ST-Writer", which I still sometimes use. Then there's Marcel, a more
GEM-based effort. All this P.D./Shareware stuff should be at:

http://micros.hensa.ac.uk

For commercial stuff you might try:

http://www.toad.com

>
>ALso is there a FAQ for new guys like me to read?
>
Yes.

<Bits of somebody else's posts !>

ftp://ftp.sn.no/user/hallvart/atari/info/

47K faq1_st.txt Atari ST Frequently Asked Questions part 1
30K faq2_st.txt Atari ST Frequently Asked Questions part 2
28K faq3_st.txt Atari ST Frequently Asked Questions part 3

The new FAQs can be downloaded from:

ftp://ftp.sn.no/user/hallvart/atari/info/n_faq1.txt (23 Kbytes)
ftp://ftp.sn.no/user/hallvart/atari/info/n_faq2.txt (29 Kbytes)
ftp://ftp.sn.no/user/hallvart/atari/info/n_faq3.txt (41 Kbytes)

(the old FAQs can also be downloaded- from the same site/directory)

Have Fun,
"Augeas"

--


_____ _ _ _ _ _____
/ \ \ T | \ | | | \ / | | ___| ARE
| _\ augeas@elis.demon.co.uk \ | \ | | | \/ | | |___
\/__\ ________ H | |\\| | | |\/| | | ___| THE
\ / \ \ | | \ | | | | | | |___
_| | E |_| _| |_| |_| |_____| ENEMY
_/_____/

## 600. Atari World's Timeworks 2

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <852856992_OASIS_NEWS@elis.demon.co.uk>
Source record: 130409

Well, did it go the same way as Atari World ? Is it still available ?
What do you make of EasyText Vector ? I'd just like a simple package
that can import graphics and make use of my new copy of NVDI, just so
that I don't have to crack out LaTeX *all* the time !

Have Fun,
"Augeas"

--


_____________________________ _ _ _ _ _____
/ \ \ T | \ | | | \ / | | ___| ARE
| _\ augeas@elis.demon.co.uk \ | \ | | | \/ | | |___
\/__\ ________________________ H | |\\| | | |\/| | | ___| THE
\ / \ \ | | \ | | | | | | |___
_| | E |_| _| |_| |_| |_____| ENEMY
_/_________________________/

## 601. WTB Mono Monitor

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: terryb@bloomington.in.us
Message-ID: <5b5a5s$k41@news.hoosier.net>
Source record: 130410

Hi,

Ineed a Monochrome monitor for my ST,
hopefully fairly inexpensive.

Thanks

terryb@bloomington.in.us

# 602. Re: MPEG In a Window.

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32D63018.41C67EA6@etlxdmx.ericsson.se>
Source record: 130411

Oliver Skelton wrote:
>
> For Falcon users I would hope that it would be possible to set M_PLAYER
> to use Griff's mpeg player as a module - unless M_PLAYER can be written
> to play MPEGs better/faster than Griff's.
>
Of course, M_PLAYER doesn't play files in a window, which is what the
original poster wanted. Seems like a good idea to me though.

There is a new French program called AVIPLAY that plays AVI and
Quicktime MOV files in a window - in colour in >=256 colours. It's all
in French but is not difficult to work out. It takes the unusual step
of delaying the soundtrack to match the frame-rate. This results in
movies often sounding like old 80s scratch records (n n n n Nineteen). I
have to admit that I think the old Windoze way of skipping frames is
better. It works on the Falcon, not sure about other machines cos I
can't read the manual. I downloaded it from 42BBS but haven't seen it
on the Net anywhere.

Regards
Martyn

## 603. Re: Cannot delete files..

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk>
Message-ID: <01bbfeed$dc0770c0$80dfe49d@m_clemmetsen_pc.ac.uk>
Source record: 130412

In my experience the amount of time I have spent playing around with disk editors and file recovery programs when something like has happened would have been much better spent backing up all my files onto floppies, reformatting and repartitioning the drive and starting again. This has the further advantage that you then have an up-to-date backup and have the chance to reorganise your drive. However I only use about 60MB of a 127MB drive - you may have much more to contend with.

Michael
---
: bilinsky keith wrote:
: > my problem is that I have corrupted files in subdirectories (usally contain
: > a lower case letter) that I cannot delete.

# 604. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5b5g7p$m0r@m1.cs.man.ac.uk>
Source record: 130413

In article <32cfcf641badb91@sn.no>, hallvart@sn.no (Hallvard Tangeraas) writes:
>Well, I'm back again- so happy new year to you all!
> Spending 2 weeks in Switzerland where my sister lives I got to go skiing
>in the Alps as well (lucky me!!)...
>
>One of those days I went to a skiing area in the Bernese Oberland called
>the "Eiger, M�nch & Jungfrau top ski region", starting off with a lift
>called the "M�nnlichenbahn"- where I also bought my skiing ticket.
>.... and much to my amazement and joy I saw that they were using Atari
>computers there!!!! :-)

That's fantastic :-) I went to Hong Kong in the summer of 1993, and when I went to cross the harbour by ferry, I saw one of those business card machines that uses an ST! Right across the other side of the world :-) Then I started seeing them at train stations too. Cool!

>They were facing me from the rear end, so I couldn't exactly tell what kind
>of machines they were, but they looked like MegaSTE machines or TTs.
>(I haven't used either, but from looking at pictures of them they look very
>similar...?)

TTs have two cooling fans (one for PSU, one for HD) whereas MEGA STEs only have the PSU fan. You can tell by the number of vent grilles, and also, TTs are a classy cream colour as opposed to the standard Atari-grey. Oh yes, TTs have *two* serial (9-pin) sockets on the VME bus covering plate, unless they had graphic cards fitted there?

>Anyway, there were several of them in that office, and I could tell they
>were connected in a network by looking at the LAN connector on the back of
>them. I asked the woman selling me the ticket about them, but she knew
>nothing about them.

Ah, I've been in this situation too: seen my favourite machine in the most unlikely place, got really excited and nobody else knew a sausage about them ;-) This was especially true in Hong Kong, because they're a bunch of PC fanatics over there.

>I'm sure they were Ataris since the word "Atari" was moulded into the
>plastic of the monitor's back-side. What kind of monitor could this be? The
>usual SM-124 just has the "Atari" printed on a sticker as far as I can
>remember.

You should have jumped over the desk too have a better look! I think if they were MEGA STEs, those monitors were probably SM144s. A friend (hi Phil!) has one of those and I seem to recall saying how cool it looked (naturally, when seeing an Atari-owning friend the first thing you do is check out their system!)

>Just had to tell you guys this as I thought it was quite nice to see the
>computers we use every day in professional use!

Seems like there's a pretty good reason to go skiing in Switzerland ;-)

---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 605. Re: TOS error # 35

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: harbaum@ibr.cs.tu-bs.de
Message-ID: <5b5frp$d6u@ra.ibr.cs.tu-bs.de>
Source record: 130414

Joe M. Villarreal (villarreal@delphi.com) wrote:
: Mykle <mykle@con2.com> writes:
:
: >After d/l Atari software thru a Mac the Atari gives me this message
: >TOS Error # 35. Can someone tell me what this means?
: >
: That error # can mean different things. More than likely the file is
: corrupt. Does your computer have enough memory to run the program?

This means that the content of the file length field in
the file header is not the same as the physical length. This
happens when converting binaries like ascii text (cr-crlf etc.)
or when the trnsfer program alters the file length (xmodem).

Ciao,
Till

T.Harbaum@tu-bs.de

# 606. Re: Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-10 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5b5l37$hkr@newsserver.rrzn.uni-hannover.de>
Source record: 130415

Malcolm Cooke (mcooke@tyndale.apana.org.au) wrote:
: I have been modifying the MagiC icon.rsc file with Interface and have
: had no problems at all for over a year with both versions of MagiC 4 -
: 5.
: my icon file is below just to show how it works. You only have to
: reinstall the icons assigments to suit. It would be easy to make
: seperate files for folders files prgs etc.

Of course, you can do that. But with the next version of MagiC
you have to merge the new MagiC icons with your changed file.
--

-----------------------
ANDREAS KROMKE

.....................................................
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

## 607. Re: Problem Websites for CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: ebaiz@qtm.net
Message-ID: <5b8pkt$m5l$2@news2.qtm.net>
Source record: 130218

I agree also that there are websites that CAB has problems with. I get some that are incomplete, but there are some that give me some BUS errors on my DirecT60 Hades clone. I hope the next version of CAB takes care of some of these problems, but I, like you, am very satified with the collection of Atari Internet software.

# 608. Re: SLM804 / Power MOD

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32D801D3.4FD3@huey.cadvision.com>
Source record: 130219

Richard.... the kit is/was available from:

Widgets by Decker
2399 SW Palisades Crest Drive
Lake Oswego, Oregon
97034
(503) 638-3940

If you want to do it yourself I could fax you the installation
manual/parts list if you want to email me a fax number.

Keith Brooks

## 609. Re: OXO Concept email adress

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32D80320.3AF0@huey.cadvision.com>
Source record: 130220

Vandeweghe Jo wrote:
>
> Does anyone know the email adress of OXO Concept ?

Yep.... here 'tis:

http://www.oxo.ch/web_gb.htm

Keith Brooks

## 610. Re: Oasis 2.10 problems revisited

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: chas@stanley.wintermute.co.uk
Message-ID: <89825974_000014_OASIS_NEWS@stanley.wintermute.co.uk>
Source record: 130221

Hi, fellas! Please don't give up on Oasis 2.10: I've got it working
beautifully on my TT (4 Meg only, HSModem7, NVDI 4.1, MagiC 5 / TOS 3.05).

I've had to throw out ZControl, though; I don't know about Thing or
Freedom. Try it without each additional application in turn.

I find Oasis 2.1 is now very stable, where previously it didn't like
the presence of STiK.ACC (not-enabled).

Remember the story of Bruce's spider?

--

chas@stanley.wintermute.co.uk ** GM1MCN@GB7ABN ** Aberdeen, Scotland
{Atari 2000-date-compatible TT User}{My other computer's a Model 100}

## 611. Re: Anyone Hard Disk Recording? With What?

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5b95ac$hbl@scanner.worldgate.com>
Source record: 130222

jperez@Hawaii.Edu (John Perez) wrote:

>using and the actual performace specs (mine does about 1500kps and 10ms
>access as indicated by Ratehd (from ICD).
>
> I'm so depressed...

John,

This disk is definetly fast enough. we have recorded tracks to ZIP which
is much slower!

All the best,
Chris @ Computer Direct

# 612. Re: HELP!! Link Virus?

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5b9512$hbl@scanner.worldgate.com>
Source record: 130223

"K. Brooks" <newhoriz@huey.cadvision.com> wrote:
>Well..... Richard of UVK fame tells me my problem is the dastardly
>'Carpe Diem' hybrid link virus. I got this infection from a downloaded
>game of the same name I got off the 'net.
>
>All Atari users BEWARE of this game!!!! I'm trying to check my logs as
>to which archive site I got this file from and I'll let the webmaster
>there know what happened.
>
>A BIG public *thank you* to Richard!!
>
>Keith Brooks

Of course if somebody really wants to find this and can't locate it
on the net,Toad Computers has a CD called Bird of Prey which has
this trojan horse on it.

;-)

All the best,
Chris @ Computer Direct

# 613. Re: MagiC 4 WON'T install! PLEASE help!

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5b955g$hbl@scanner.worldgate.com>
Source record: 130224

John,

If you wish, you can send us the master disk and we will fix it for you.

While you are at it, you may wish to upgrade to v5.

All the best,
Chris @ Computer Direct

## 614. 520ST w/ 2meg, Spectre GCR and 130 XE 4 sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: wrmiller <wrmiller@slonet.org>
Message-ID: <32D82180.7862@slonet.org>
Source record: 130225

To whom:

I have the following for sale:

-520 ST w/ 2 meg ram, SM124 monitor, 2- 2 side floppy drives, 2- 1 side floppy drives, lots o' software (WP4.3, CAD, spreadsheet, utilities), cables, joysticks, power supplies, blank floppies, boxes of stuff. Needs better mouse, parenthesis key broken on numeric pad but duplicated on QWERTY section. $100.00 plus shipping or make offer.

- 130 XE with floppy and some software. Make offer.

William Miller
wrmiller@slonet.org

## 615. Spectre GCR for sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: wrmiller <wrmiller@slonet.org>
Message-ID: <32D8236F.DBA@slonet.org>
Source record: 130226

Friends:

Forgot to include in previous post:

I have a spectrer GCR for sale. What's it worth to you?

William

## 616. Anyone Hard Disk Recording? With What?

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5b8uj3$2gv@news.Hawaii.Edu>
Source record: 130227

Greetings,

I recently added a 4gig A/V SCSI hard disk to my system for audio recording (with Logic Audio Falcon) and the drive appears to be TOO SLOW!

If there is anyone out there doing hard disk recording with Cubase Audio or Logic Audio, I would appreciate knowing what kind of hard disk you are using and the actual performace specs (mine does about 1500kps and 10ms access as indicated by Ratehd (from ICD).

I'm so depressed...
Aloha,

John Perez/The Borg
jperez@hawaii.edu

## 617. Virus Protection and defragmenting info please

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32D839B2.3415@con2.com>
Source record: 130228
Cross-posted to: abg.atari,comp.sys.atari.st

Hello all,

I've been away from the Atari scene for many years now so I don't know what's available anymore. Is there a shareware anti virus program for the Atari ST that will also check the hard drive? Where would I find it. Also, is there a shareware program that will let you defragment your hard drive? Where would I find that?

Thanks in anticipation

Mykle

# 618. Re: Problem Websites for CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: csilver@kendaco.telebyte.com.NOBULKMAIL
Message-ID: <5b98mr$pfl@news.telebyte.net>
Source record: 130229

Message-Id: <5b8h12$c75@solair1.inter.NL.net>

>And Marc said:

>Maybe others try this site, that's troubling my system: www.nl.net (it's
>my provider's site...). This site is for business clients only. Strangely
>enough, their second site, for individual subscribers, works fine:
>www.inter.nl.net.

Hi Marc,

This is one of the reasons I made the original post. To let users benchmark
their CAB/STiK setup against problem sites so that they may be able to see
if it's CAB/STiK or something else that is causing problems.

Both Web sites you mentioned were easily connected to with both my Falcon
and 1040ST, so you should be able to see www.nl.net. There isn't anything
unstable in the Website itself. Good luck :)

Falcon: CAB1.5_030/STiK1.12 OVL1.18/1.21
1040ST: CAB1.31/STiK1.08 OVL1.18 (Used as test)

Charles

```
___ __
|~~\_____/~~\__ |
-------------------------------------- |___ ------ )-+
csilver@kendaco.telebyte.com 0'--- ~~~| /~~ |
-------------------------------------- (*)
```

## 619. Re: Cookie jar patch program

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <26283_SSweet@mettav.demon.co.uk>
Source record: 130230

FROM: SSweet@mettav.demon.co.uk
SUBJ: Cookie jar patch program

>> I renamed it JAR100.PRG in my Auto folder.
>>
>> *100 Cookie entries*, are you off your trolley, i think your mind has
>> drifted to CACHExxx.PRG, surely?

M> You're right...I ment to say JAR10 with 10 entires.

It did sound a touch excesive. 8~))

M> 10's just enough to run the Geneva demo.

Ive not seen that, i'm a Magic user.

M> I just forgot what the actual name I have it as, once I had something
M> installed and running good I don't think about it much. :)

You just know a system is reliable when you cant remember why?. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Reallity will be restored as soon as we get rid of this Government.
--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 620. WANTED:

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Richard Wegner <richardw@dmapub.dma.org>
Message-ID: <Pine.SV4.3.91.970111233918.15628B-100000@dmapub.dma.org>
Source record: 130231

I am looking for ANYONE that has the blueprints of the Atari SLM804 Lazer Printer...I got my hard drive working with the unit hooked up, but now the printer still has its red light on (NOT THE INTERFACE THAT STILL HAS A GREEN LIGHT ON WHERE IT SAYS POWER) and it won't shut off. My father is very good with fixing computers (he has fixed my STe before) and accessories so PLEASE help...I would be willing to pay for the mailing costs if necessary. Thanks...

---

Richard Wegner - Dayton Microcomputer Association - richardw@dma.org

http://members.aol.com/PenneyGuy/richard1.html

---

## 621. Re: Photo-processing an F030

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5b95e7$hbl@scanner.worldgate.com>
Source record: 130232

Positive image is an excellent value and takes advantage of all the
Falcon hardware inc. DSP.

Check it out at http://compdirect.com/posimage/

All the best,
Chris @ Computer Direct

# 622. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5b95u0$hbl@scanner.worldgate.com>
Source record: 130233
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>TOS is not modern in anyway.

Of course it is. When was the last time you used it?

>What are those apps? I made a mistake with pricing. But $2700 is a lot for an
>060 that is slow. Considering a Powermac 6400/180 can be had for $1199. Whats
>your excuse for the high price?

If you are going to be an ass and close minded about it, why should I
waste my time?

An 060 may be too slow for MacOS, hell, a PPC is too slow for MacOS,
but for TOS and Atari apps it is plenty fast.

Price is all relative. perhaps this machine is worth more to a certain market than a slower 1500.00 PowerMac is?

All the best,
Chris @ Computer Direct

# 623. FS: Atari Computer Goods! More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <5b9ule$nll$1@julie.teleport.com>
Source record: 130234
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've bought out the Game Cartridge Gorf for the 400 & 800 & the Educational Math Game Cartridge Space Journey for any Classic 8 Bit Atari Plus I've cornered the Market on New Copies of Print Shop and some Print Shop related Items! That's Gorf, Space Journey & Print Shop All New Copies, All for the Atari 8 Bit! And for the Atari ST & newer Line of Computers We have updated the ST Catalogs most of all the ST Software Catalogs. Catalog updated and more Software Titles added such as Brand New copies of Ultima V for those of you fanatic Ultima Collectors for the ST & for those who like Battling in Mechanized Combat, their's BattleTech, OGRE & OMEGA! And for those of you with more productive things on your Mind, PrintMaster & PageSTream!

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking. And something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

## 624. PNG?

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bbff22$802fae40$LocalHost@default>
Source record: 130235

>Consider PNG instead

I never heard of this. What does it stand for?

## 625. Re^2: TOS error # 35

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_be6ddfe7_Claes.Holmerup@p5.dada.ct.se>
Source record: 130236

Hi everyone,

: >> After d/l Atari software thru a Mac the Atari gives me this
: >> message TOS Error # 35. Can someone tell me what this
: >> means?
TH> : That error # can mean different things. More than likely
TH> the file is : corrupt. Does your computer have enough memory
TH> to run the program?
TH> This means that the content of the file length field in
TH> the file header is not the same as the physical length. This
TH> happens when converting binaries like ascii text (cr-crlf
TH> etc.) or when the trnsfer program alters the file length
TH> (xmodem).

I've also found that TOS error #35 appears very often when the programs don't work with the TOS version in the computer, so if the program uses shortcuts instead of "legal" jumps it will crash on TOS-versions that have been bug-fixed or enhanced since the version the program was written on.

Best regards,

Claes

********** New Equipment: Philips CDD2000 CD-writer **********
e-mail claes@dada.ct.se * Atari Falcon 030/36MHz+16MB+5.5GB+Zip
fidonet 2:200/136.5 * 6.7*CD+UPS+OL400+Samsung17GLsi+USR33600
fujinet 7:102/105.5 * Cubase Audio+FDI+JAM8+MO4+various synths
nest 90:1102/116.5 * These are essential working tools in my
saknet 79:121/103.5 * recording studio-with many other uses also
**********

## 626. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1b7cd$d1d2f.111@HERMES>
Source record: 130269

S94 (lais@cs.man.ac.uk) wrote:
> In article <32cfcf641badb91@sn.no>, hallvart@sn.no (Hallvard Tangeraas) writes:
> >They were facing me from the rear end, so I couldn't exactly tell what kind
> >of machines they were, but they looked like MegaSTE machines or TTs.
> >(I haven't used either, but from looking at pictures of them they look very
> >similar...?)

> TTs have two cooling fans (one for PSU, one for HD) whereas MEGA STEs only
> have the PSU fan. You can tell by the number of vent grilles, and also, TTs
> are a classy cream colour as opposed to the standard Atari-grey. Oh yes, TTs
> have *two* serial (9-pin) sockets on the VME bus covering plate, unless they
> had graphic cards fitted there?

My TT (TOS 3.05, probably a mid-to-late-1991/early-1992 manufacture) only
has one fan - for the PSU. The HDD fan is absent, and there's no grille on
the back fo the case either - however, as with the rest of the case, the
top of the HDD access bay has ventilation slots.

Oh, and the TT has a better keyboard than the Mega STE, with different
function keys, and mouse/joystick ports at opposite ends of the keyboard
rahter than tucked underneath at the back where it is difficult to plug
in correctly without having the cord go at nearly a 90-degree angle at
the plug end.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

# 627. Re: E-mail address Nathan Potechin

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d6e9ee3fae10@sn.no>
Source record: 130270

On Fri 10-01-97 07:57, Keith Hasama (koh@pixi.com) wrote:

>Does anybody have an email address for Nathan Potechin?

potechin@genie.geis.com
DMCPUBLISH@GENIE.GEIS.COM

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 628. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d6e9f03fd9f2@sn.no>
Source record: 130271

On Fri 10-01-97 13:29, S94 (lais@cs.man.ac.uk) wrote:

>In article <32cfcf641badb91@sn.no>, hallvart@sn.no (Hallvard Tangeraas) writes:
[.....]
>>called the "Mï¿½nnlichenbahn"- where I also bought my skiing ticket.
>>.... and much to my amazement and joy I saw that they were using Atari
>>computers there!!!! :-)

>That's fantastic :-) I went to Hong Kong in the summer of 1993, and when I
>went to cross the harbour by ferry, I saw one of those business card machines
>that uses an ST! Right across the other side of the world :-) Then I started
>seeing them at train stations too. Cool!

Cool! Actually I went to Hong Kong in 1993 as well, but in December!
I didn't notice any STs there though :-(
Were they STs as we see them, or did you happen to see the business card
machines having STs inside of them?

>>They were facing me from the rear end, so I couldn't exactly tell what kind
>>of machines they were, but they looked like MegaSTE machines or TTs.
>>(I haven't used either, but from looking at pictures of them they look very
>>similar...?)
>
>TTs have two cooling fans (one for PSU, one for HD) whereas MEGA STEs only
>have the PSU fan. You can tell by the number of vent grilles, and also, TTs
>are a classy cream colour as opposed to the standard Atari-grey. Oh yes, TTs
>have *two* serial (9-pin) sockets on the VME bus covering plate, unless they
>had graphic cards fitted there?

I tried to notice as much as I could while being there, but since I've
never used a MegaSTE or a TT it was kind of hard. What I especially noticed
was the LAN connector, and to my knowledge the MegaSTE doesn't LAN
capabilities (but perhaps with an additional VME card?).

I guess it must have been a TT since they're more "professional" and would
probably be the most likely candidate for an office- does the TT have a
built in LAN connector? How does it communicate if it does? Some special
sort of Atari standard as opposed to Novell or similar systems?

>>Anyway, there were several of them in that office, and I could tell they
>>were connected in a network by looking at the LAN connector on the back of
>>them. I asked the woman selling me the ticket about them, but she knew
>>nothing about them.
>
>Ah, I've been in this situation too: seen my favourite machine in the most unlikely
>place, got really excited and nobody else knew a sausage about them ;-) This was

>especially true in Hong Kong, because they're a bunch of PC fanatics over there.

Like the rest of the world unfortunately :-(
The problem is that most people using computers at work etc. today don't
have anything to compare them with- all they've been using are PCs, so they
think a computer is supposed to crash every 10 minutes etc.

>>I'm sure they were Ataris since the word "Atari" was moulded into the
>>plastic of the monitor's back-side. What kind of monitor could this be? The
>>usual SM-124 just has the "Atari" printed on a sticker as far as I can
>>remember.
>
>You should have jumped over the desk too have a better look! I think if they
>were MEGA STEs, those monitors were probably SM144s. A friend (hi Phil!) has one
>of those and I seem to recall saying how cool it looked (naturally, when seeing
>an Atari-owning friend the first thing you do is check out their system!)

Yeah- except that there was a window between the counter and the rest of
the office ;-)
I had a look at an old Atari brochure where there were brief introductions
to the TT, Mega, Transputer, Portfolio and PC computers.
From the picture I saw that they were using a totally different monitor
than the standard ST types. There's a monitor called the PTC-1426 which
apparently is a 14" colour monitor for the TT.

>>Just had to tell you guys this as I thought it was quite nice to see the
>>computers we use every day in professional use!
>
>Seems like there's a pretty good reason to go skiing in Switzerland ;-)

Hehe... the skiing was pretty nice as well ;-)

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 629. Can an SLM804 print from the desktop?

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: DCroker@mettav.demon.co.uk
Message-ID: <26194_DCroker@mettav.demon.co.uk>
Source record: 130272

This message from julian@connexus.apana.org.au to All came in on a wing and a prayer...

Hi Julian!

j> I just got an SLM 804 with a system. I managed to get it to print out
j> using Calamus but it refuses to print out or 'see' the printer from
j> the desktop when I select 'print' after double clicking on a .txt
j> file.
j> I have the slm804.sys file in the root dir of C.
j> I think the assign.sys is ok.
j> I have gdos in the auto folder.

You can't print from the desktop with this setup, IIRC you have to add the Diablo emulator (which should have come with the printer) or the LaserBrain Epson emulator (which may be on the net somewhere, got mine from a PD Librar

Regards, Derryck

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 630. Looking for a Tester

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <26213_SSweet@mettav.demon.co.uk>
Source record: 130273

```
FROM: SSweet@mettav.demon.co.uk
SUBJ: Looking for a Tester

S> I'm looking for some testers to test some of the programmes I Write.
S> You will not get payed but your name will be in it.
S> I will not be making money out of my programmes anyway.

I'm game for a lugh, what sort of software did you want test driving.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= What makes you so sure you arent Virus infected, Now?.
--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

## 631. Re: HELP!! Link Virus?

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: dest@freenet.edmonton.ab.ca
Message-ID: <5b7503$fkk$1@news.sas.ab.ca>
Source record: 130274

```
: In article <32D590E1.46F9@huey.cadvision.com>,
: "K. Brooks" <newhoriz@huey.cadvision.com> wrote:
: >
: >HELP!!!!! In the last week I have encountered a strange anomaly coming
: >up on screen in the upper left corner of the screen at bootup and
: >sometimes during operations at the desktop level. I am using Magic

[snip]

It is indeed a virus. Richard Karsmakers had a post about it a few months
back, and his Ultimate Virus Killer (latest version) will kill it I
believe. I know someone who had it - it came from a Falcon demo (don't
recall the name).
--
<dest@freenet.edmonton.ab.ca> F030/STE/Mega/XE/Lynx/Jag-CD-Catbox
```

## 632. Users Group Meeting: Madison, Wisconsin, 14 January 1996

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: dkendall@facstaff.wisc.edu
Message-ID: <5b72a7$85o@news.doit.wisc.edu>
Source record: 130275

Friends,

If you're in or near southern Wisconsin, don't forget the January
meeting of the Madison Area Atari Users Group, Tuesday, January 14, at
7 PM at the Madison Public Library, Main Branch, Mifflin & Fairchild Sts.

With members from Milwaukee to Spring Green, we're keeping the Atari spirit
alive in the Badger State!

Doug Kendall
dkendall@facstaff.wisc.edu
Member, Madison Area Atari Users Group (MAAUG)

# 633. MagiC 4 WON'T install! PLEASE help!

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <RZGWts7.johnhechtman@delphi.com>
Source record: 130276

I just paid $100 for MagiC 4 so I could do head-to-head comparisons with Geneva and Neodesk which I already own. I'm running a 14 meg Falcon with X-Boot 3 as a boot manager so I can set up various boot sequences and choose among them. Now I find that the MagiC install program breaks if I try and load it from floppy disk. It always breaks after calling for the second disk. I get the dialogue box asking for the second disk. I put the second disk in and click on the "OK" button or press return - but nothing happens! I'm stuck at the dialogue box unless I reboot!

This is true in any resolution and with NO other software loaded (bare boot). I've tried loading the files onto my hard drive manually, but then I get a prompt saying that MagiC must be "personalized" and to use the install program. I've also tried copying the files to my hard drive, copying the MagiC 2 folder into the same path as the MagiC 1 folder and the install program, so as to avoid having to make the disk switch (pretty sneaky, huh?). When I do this, I get a prompt saying that the installation was "successful" but when I try to run it my NEC 3D multisync just shows a broad black band (horizontal) and a similar broad white band. The system locks up and it's back to X-Boot to get my poor Falcon back together again.

Toad has offered to refund my money or replace the program, so it's not a total loss, but I'd still like to try MagiC. I emailed System Solutions and got NO response (thanks guys, that's what I call support! - NOT). ATM, I'm here running Geneva/Neodesk/NVDI and I have to say that all works pretty well. No bombs unless I do something reckless, X-Boot always can get me back together and Neodesk has a lovely set of keyboard equivalents. Plus, I got it all to work the first time - no $#@!ing around. So far the Neo/Geneva combo is a hero and MagiC 4 is a zero, but I'm stubborn enough to give it another try. What's the problem here? Bad disk? I doubt a software conflict as this occurs with no other software loaded. My Falcon has had the clock patch mod done by Wizztronics, I have the Wizztronics case w/a 250 W PSU, and I'm running TOS 4.04. If anyone makes any comments about my "boarderline" Falcon, I'm likely to reply with a comment about "shoddy programming". At least the Gribnif software works as advertised! What gives here?

## 634. need data manager program disc

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: michael j stevens <michaeljefry@delphi.com>
Message-ID: <R5F0Fsz.michaeljefry@delphi.com>
Source record: 130277

My hard drive died....my double sided drive died....I can't find my
original data manager program disc...I am registered user..I need to get
a disc so I can access my databases...Someone help please..thanks..Michael

# 635. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan11.021157.1@cobra.uni.edu>
Source record: 130278
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <19970110214051.13148.qmail@mail.ptd.net>, Mr.Maddog@mail.ptd.net writes:

> Oh Chris...do tell him about the thing you're working on. You know, a
> plug in card that's coming out which will let DirecT and other such
> computers run Windows 95 on a Pentium or Cyrix. I know that it's still in
> production, but to me is a major milestone in Atari computing. It even
> plays all the games!

You do not have a PC card yet?

>
> As for the PowerMac...let's see, still PC compatibilty without getting a
> 486 card. (The Intel that's no longer produced). Still waiting for Apple
> and IBM to quit licking the wounds other companies inflicted on them, for
> that ability to run Intel based programs the same way that Mac programs
> are run. And before anyone tells me about these glorious PPC servers that
> run Windoze NT, try to run a game of Quake on it.

If you need a 486 card, Orange Micro has them advertised in MacUser, MacWorld
and MacWeek.

>
> So if DirecT/40's can run all DOS and Windoze programs as well as TOS and
> PowerMacs can only run Mac apps...I think you better go back and read all
> the facts son.

Are you stating that Powermacs do not have the capability to run Wintel 3 and
95? If you state that, you are dead wrong.. Apple, Relys and Orange Micro have
Pentium cards. There is also SoftWindows..
>
> "It is so, cause Stone Cold Maddog sez so!" :)
>
> Eric Noss

GREETINGS..
|---------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---------------------------------------------------------------------------|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

# 636. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan11.020650.1@cobra.uni.edu>
Source record: 130279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5b662b$44@lyra.csx.cam.ac.uk>, Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
writes:

> You *do* know that Apple have announced that they are not going to adopt
> BeOS which is apparently very well thought out and fast (as any new OS
> should be). Instead they are going to use NeXT which is based on Unix. At
> least you might get a stable OS now. Linux is cool - quick, stable and well
> supported.

The Be OS will contiunue to be developed for the PowerMac. PowerComputing will
ship a copy of the Be OS with all their units leaving the factory. At least 12
apps were shown at macWorld. Will see how it plays out. The Be OS is new,
moderm and has no legacy to deal with. Hopefuly with a decent web browser soon,
should put the Wintel/Mac to shame.

>
> HP (second biggest computer company last year and probably the biggest in a
> few years) bought some amiga stuff recently (maybe a year ago) so that they
> could develop better graphics capabilities for their computers.

So what does this do to the Amiga? HP licensed some of C='s technology just
before they went under. About three years ago. C= at the time decided not to
go with PPC and instead use a HP risc processor.
>
> The price/performance hardware may be plummeting, but Windows and MacOS go the
> other way at a slightly slower rate, the powermacs we have here are
> ridiculously slow at even scrolling a telnet window!

Thats interesting..Mine is fine..

>
> Adrian
>

GREETINGS..
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-------------------------------------------------------------------------|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

## 637. Upgrading a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: hohenstein@worldgate.com
Message-ID: <5b7jr6$de6@scanner.worldgate.com>
Source record: 130280

I've got a Stock Mega STe with 4 megs RAM and a 54 Meg HD. I want to improve the system, but I'm not willing to spend a LOT of money to do it. Last I tried to figure it out, it would cost me about $2000 or more, Canadian, to upgrade my Atari system to something web-worthy (falcon-like color, 8 or 16 megs). For that proce, I can buy a PC system.

Any suggestions?

Doug Hohenstein Without questions, there is no truth.

# 638. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan11.015608.1@cobra.uni.edu>
Source record: 130281
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5b6043$5q6@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:

> Please share with us all that you know about the modern day operating
> system used on Atari computers that gives you the authority to make
> such a statement.

TOS is not modern in anyway.

>>I can't see why there would be a market for the
>>$2700 040 Hades/Direct platform..
>
> Because there are very powerful applications available for the Atari
> platform that are simply not available on Mac or PC. Your pricing is
> again wrong. $2700.00 US will buy a very nice DirecT60, a 68040 is
> cheaper yet.

What are those apps? I made a mistake with pricing. But $2700 is a lot for an
060 that is slow. Considering a Powermac 6400/180 can be had for $1199. Whats
your excuse for the high price?

>
> All the best,
> Chris @ Computer Direct
>
GREETINGS..
|-----------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-----------------------------------------------------------------------------|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

# 639. FS: RAM/ROM Cartridges for DX-7 series.

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Zplanet@aol.com
Message-ID: <19970111020729298727@ip-pdx02-11.teleport.com>
Source record: 130282
Cross-posted to: comp.sys.atari.st,abg.atari,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

```
FS: RAM/ROM Cartridges for DX-7 series.

Sound Sources SX ROM 128-Library #1: $45 + ship
Sound Sources SX ROM 128-Library #2: $45 + ship
Sound Sources SX COMBO 64 Series (64 ROM/64 RAM): $45 +ship

All never used in original packaging.

email to: zplanet@aol.com

Norm
Portland, OR
```

## 640. Atari ST 1040 For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Zplanet@aol.com
Message-ID: <19970111020715297861@ip-pdx02-11.teleport.com>
Source record: 130283
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

Atari ST 1040 For Sale

Two systems for sale:

Atari ST 1040:1MB Ram, Color Monitor, Keyboard, Mouse, Cables, Manual.
$90 plus shipping.

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables, Manual.
$90 plus shipping.

Also one external disk drive: $20

email to: zplanet@aol.com

Norm
Portland, OR

## 641. RAM/ROM Cartridges for DX-7 series.

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Zplanet@aol.com
Message-ID: <19970111020736299142@ip-pdx02-11.teleport.com>
Source record: 130284
Cross-posted to: comp.sys.atari.st,abg.atari,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

```
RAM/ROM Cartridges for DX-7 series.

Sound Sources SX ROM 128-Library #1: $45 + ship
Sound Sources SX ROM 128-Library #2: $45 + ship
Sound Sources SX COMBO 64 Series (64 ROM/64 RAM): $45 +ship

All never used in original packaging.

email to: zplanet@aol.com

Norm
Portland, OR
```

## 642. protext printer drivers

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: ps10000@mole.bio.cam.ac.uk
Message-ID: <ps10000-1101971332210001@mac13.vrl.path.cam.ac.uk>
Source record: 130285

Does anyone use protext, and if so do you have, or know where I can get a printer driver for a hp deskjet? I have a driver for ist word, but it is not recognised by protext.

Thanks

Phil Matthews

## 643. Re: Frontier questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5b7uh5$qod@nyheter.chalmers.se>
Source record: 130286

In article <5b3puu$r06@tel.ast.lmco.com>,
Michael S. Hill <msh@ast.lmco.com> wrote:
>
>I just got Frontier: Elite II, and I've really been enjoying it. I

You should see it on a Falcon030+AB040...

>do have a few questions and problems, however:
>
>1. I've heard just about universally that it is hard drive installable.

It certainly is.

> I copied the files from both disks onto my hard drive and attempted
> to run FRONTIER.PRG in ST-Low, but it just locked the machine. What

The problem with Frontier on a hard drive is that it uses some absolute
addresses. It's quite likely that it'll overwrite your HD cache, some
ACCs or whatever. A crash is a very likely result.

The way around that is to load a program, first thing in the auto folder,
which allocates a large amount of memory (IIRC, I use 512 kbyte).
Frontier will then overwrite that memory instead and nothing will happen.
:-)

>2. Is it normal for the autopilot, upon guiding the ship into a space
> station's docking bay, to smear you across the side of the station

The autopilot is rather unreliable for some things, if you run it at a
slow speed. Turn on maximum time speedup and things will usually be fine.

>3. This may also be from the missing card: how do you change your
> name from Jamison (which affects the savegame filename)?

Sorry, I don't remember that.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

## 644. Re: Need help with "Connect"

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d70be04ff8f0@sn.no>
Source record: 130287

On Fri 10-01-97 21:21, Gary Priest (Gary@the-gap.demon.co.uk) wrote:

>In article <32d43dda2548761@sn.no>, Hallvard Tangeraas <hallvart@sn.no>
>writes
>>Due to changes in phone pricing in this country I need to change my
>>"connect.num" file.
[....]

>I'm not sure how to set connect.num up because I don't use it. I use
>CoSTa (obviously :) )
>If I understand you correctly, if you were connected for, say, 2
>seconds, your charge would be 0.40 + 2*0.23 = 0.86! Is that correct?

Oops! I did of course mean per minute! Yes, it would be calculated
like this:

1 minute 0.40 + 0.23 = 0.63
2 minutes 0.40 + (2 x 0.23) = 0.86
3 minutes 0.40 + (3 x 0.23) = 1.09

Perhaps someone else could help me set up the connect.num file?

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 645. Becker Robert ?

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: dipching@ping.be
Message-ID: <852994088_OASIS_@ping.be>
Source record: 130288

Is it possible to contact Robert Becker (he probably lives in
germany)? He wrote a book about simulation of physicals phenomenons
and developped some programs a few years ago on the atari.

--


---
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---

## 646. Zipdrive compatibility Atari - Windows95

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: fit1199@innet.be
Message-ID: <32d7a917.22608813@news.innet.be>
Source record: 130289

Hallo
Does any one know how to interchange my Zipdrive media
from
Atari with an external SCSI Zipdrive
to
Windows95 PC with internal SCSI Zipdrive?

I can not acces more than 33 MB on my atari so I need to partition my
drive on atari
then I can't read it anymore on my PC
can I install an other harddisk driver on my Atari so I can read 100
MB disks and be compatible with pc standard?

# 647. Attn: Mike Grove and Ben Smith or anyone else selling these games

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32D7B9A8.7228@con2.com>
Source record: 130290
Cross-posted to: abg.atari,comp.sys.atari.st

Hello,

I was given your names as people that sell out of print software. I want
these Atari ST games below. Plese contact me at Mykle@con2.com

> > xenon & xenon II
> > Gods
> > Fire & Ice by Renegade
> > Underworld by Origin
> > Cadaver by Bitmap Brothers
> > Chaos Engine
> > The Bitmap Brothers Volume 1
> > Drahken (sp?)
> Super Cauldron
> Prince of Persia
> Leander
> Lemmings
> James Pond II
> Adams Family
> Pirates
> William Tell
> Captive
> Knightmare

Thanks

Mykle

## 648. Writing to Atari disks from a PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: stever@mailzone.com
Message-ID: <32d6a571.15353772@news.easynet.co.uk>
Source record: 130291

I am wondering if anybody can help me.

I have a PC and I have a friend, with an Atari 520 ST with 1meg of RAM who wants to download some games off the Atari indexes online. I said that I would save him the hassle and download them for him and I intend to use RAWRITE. (this program should write to the disks sector by sector, ignoring format) RAWRITE is distributed with many Linux installations. (especially Slackware as far as I know) Can anyone confirm or deny that this willl work before we try? Or can somebody offer an alternate solution?

Many thanks,

Steve.

# 649. Re: SLM804 / Power MOD

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <5b7r57$6lq$1@preeda.internex.net.au>
Source record: 130292

```
In comp.sys.atari.st Richard Claunch <RClaunch@Pacbell.Net> wrote:
: Would someone EMAIL me the a detailed MOD that allows the Atari SLM804
: laser printer to remain turned off and still hooked to the DMA port
: without skrewing the Hard drive. I understand that there are a few cuts
: to be made on the SLM804 DMA contoller and a 5volt DC added to the cap
: on the controller to trick the DMA...
:
: Thanx Richard - RClaunch@Pacbell.Net

Please include me as well.........thanks:-)

julian@connexus.apana.org.au

--

/| |\ o _, /�  o |\ |\ _ |
| | | | |/ | / | /|/| ( _ | |/ |/ / \_|/�/�|
\|/ V|_/|_/|/V|_/ | |_/ \_/ |/|_/|_/\_/ | V|_/
(| julian@connexus.apana.org.au |) |)
```

## 650. For Sale-Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Daniel Fangmann <dfangmann@msn.com>
Message-ID: <01bbffdb$f745fb60$d5062399@default>
Source record: 130293

Following for-sale:

1040STF 1meg/720k floppy, good clean, working condition...$65.
(mouse not included)

SC1224 Color Monitors-for Atari Computers- 'refurbished'-original
box&docs, like new...$65.

'Used' SC1224's, good clean, working condition...$50.

PCM124 Atari PC monitor - new-in the box- 9 pin connector...$65.

AlberTT Video Card for MEGA STE or TT - 1024x768, 16 colors fron a
palette of 4096, driver software and install instructions
included...$125.

Golden Image Cordless Trackball, new...$15.

Jaguar & CD Player, like new, original boxes/doc's, includes CD
'pack-in' software titles PLUS Raiden Cartridge, Highlander CD &
BrainDead 13 CD...$175.

Aerochopper R/C Flight simulator, airplane and helicopter simulator,
includes 4 channel R/C Futaba transmitter contoller, software,
original box, plugs into the 'cartridge slot' on an ST computer, like
new...$125.

Buyer Payes shipping. Payment made by check/money-order or COD.
Will ship to US & Canada only!
Atari Computers are A-1!!!

Dan Fangmann send e-mail to: dfangmann@msn.com

Do not send me e-mail to my old delphi.com address.-DF

# 651. Re: Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: john@whalley.demon.co.uk
Message-ID: <852989616_OASIS_@whalley.demon.co.uk>
Source record: 130294

In article <26109_SSweet@mettav.demon.co.uk>
SSweet@mettav.demon.co.uk (Steve Sweet) said:-

>Blimey, 5.05, would you send that to System Solutions, Quickly, i'm still
>waiting for them to aquire 5.03 8~))

Um, they have: I bought MagiC 5.03 off them at the show in Birmingham
in September :)

TTFN
John

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

# 652. Re: Problem Websites for CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: marcl@solair1.inter.NL.net
Message-ID: <5b8h12$c75@solair1.inter.NL.net>
Source record: 130295

Charles Silver (csilver@kendaco.telebyte.com.NOBULK) wrote:

: This an attempt to identify problem Web sites for CAB/STiK.

: www.qvc.com
: www.pcquote.com
: investor.msn.com ( jpg and gif )
: www.multimedia.com
: photojournal.jpl.nasa.gov
: www.nationalgeographic.com

Maybe others try this site, that's troubling my system: www.nl.net (it's my provider's site...). This site is for business clients only. Strangely enough, their second site, for individual subscribers, works fine: www.inter.nl.net.

My system: STf 2,5 meg, Syquest Removable HD44, PC Speed (Dos-emulator) built-in.

Marc.

## 653. UK Atari bits for sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Message-ID: <5b85ab$po6$1@mhafc.production.compuserve.com>
Source record: 130296
Cross-posted to: abg.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

some atari bits for sale
http://ourworld.compuserve.com/homepages/brond/forsale.html

## 654. Alone in P.E.I.

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: fried@achilles.net
Message-ID: <5b8i3k$mqu@hermes.achilles.net>
Source record: 130297

Are there any Atari users in Prince Edward Island? I know someone there
who is trying to get on the internet, but is having trouble because the
local f***ing internet provider doesn't provide a shell account. I was
advised that he should use a program for PPP access. I'm not sure what
that is and I don't know of an Atari program that does that.
So, if there is anyone in PEI that uses an Atari/shell account,
please write to me and I will get in touch with this friend of mine.
Thanks, Mark

## 655. FS: Atari ST 1040

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Zplanet@aol.com
Message-ID: <19970111020745299669@ip-pdx02-11.teleport.com>
Source record: 130298
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic

FS: Atari ST 1040

Two systems for sale:

Atari ST 1040:1MB Ram, Color Monitor, Keyboard, Mouse, Cables, Manual.
$90 plus shipping.

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables, Manual.
$90 plus shipping.

Also one external disk drive: $20

email to: zplanet@aol.com

Norm
Portland, OR

## 656. 1040 ST NEW For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Peak <peak@flash.net>
Message-ID: <01bbffe5$a9b7a880$63dbb5cf@peak.flash.net>
Source record: 130299

Could you recommend an outlet that has a NEW 1040st for sale. I'm looking to replace one that recently burned up. Please email me ASAP. I would like to order by Monday the 13th of January.

peak@flash.net

# 657. Re: Object Linking with OLGA

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HALMDDBHUP@data.rhein-main.de>
Source record: 130300

In <32D4AEE1.45C6@tripnet.se> Mille Babic wrote:

>I going to edit OLGA.INF at once...
>I set the environmentvariable:
>export OLGAMANAGER=c:\olga.app into my N.AES configfile and every time
>I start QED or CAB then OLGA start up. :)

That's the Way :-))
I use OLGA since the first release.

Nice to edit a .HTM in QED and see the page in CAB quick.

Great tool!

Regards, Robert
--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 658. Re: Writing to Atari disks from a PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: martin@pugh.prestel.co.uk
Message-ID: <5b8jq0$sgh@neptune.theplanet.co.uk>
Source record: 130301

stever@mailzone.com (Steve Read) wrote:

>I am wondering if anybody can help me.

>I have a PC and I have a friend, with an Atari 520 ST with 1meg of RAM
>who wants to download some games off the Atari indexes online. I said
>that I would save him the hassle and download them for him and I
>intend to use RAWRITE. (this program should write to the disks sector
>by sector, ignoring format) RAWRITE is distributed with many Linux
>installations. (especially Slackware as far as I know) Can anyone
>confirm or deny that this willl work before we try? Or can somebody
>offer an alternate solution?

Why don;t you just use standard DD 3.5" discs and format them as 720Kb
discs on the PC. The ST is capable of reading these 9 sector/80 track
discs, so you can just copy the files straight onto the floppies like
normal files.

Martin Pugh martin@pugh.prestel.co.uk

## 659. Re: SLM Laser Printer questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: DCroker@mettav.demon.co.uk
Message-ID: <26268_DCroker@mettav.demon.co.uk>
Source record: 130302

This message from erik@schunta.etc.tu-bs.de to All came in on a wing and a prayer...

Hi!

e> Derryck Croker (DCroker@mettav.demon.co.uk) wrote:
e> : Yep, an SLM604.

e> I only know the SLM804 and the SLM605, what's a 604?

Sorry, that was a mistype, it _is_ a 605.

e> : If it's an 804 you'd be better scrapping it IMHO.
e>
e> Why this? None available anymore? The guy I bought my 804 from said
e> there were compatible cartridges and drums in some other make's printer,

This was true, maybe still is; but the prices I saw quoted ruled them out as being way OTT compared to the prices of brand-new printers with "proper" support (obviously don't get one of those Windoze-only printers).

e> Oh, and if you do scrap or have scrapped an SLM804, sell me the
e> interface please (I can get anotherone without an interface, but very
e> cheaply)!

Get the printer anyway, you never know when you might need spares!

Can anyone help Erik with an interface?

e> Email me if you want to sell me one. SLM804 drum/cartridge info
e> should probably be posted here, shouldn't it?

Yes, this info is always helpful.

Speak to 'ya later!

--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 660. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: DCroker@mettav.demon.co.uk
Message-ID: <26269_DCroker@mettav.demon.co.uk>
Source record: 130303

This message from notmyrealaddress@nowhere.com to All came in on a wing and a prayer...

>> Just had to tell you guys this as I thought it was quite nice to see
>> the computers we use every day in professional use!
n>
n> In Spain there are thousands of 1040s in visit-card machines in
n> stations and commercial areas.

Ditto in the UK, tho' I've not seen one opened up.

Speak to 'ya later!

--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 661. Re: MagiC 4 WON'T install! PLEASE help!

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: a1960563@athena.rrz.Uni-Koeln.DE
Message-ID: <5b7rtp$8dq@news.rrz.uni-koeln.de>
Source record: 130304

Hello John,

John Hechtman (johnhechtman@delphi.com) wrote:

: I just paid $100 for MagiC 4 so I could do head-to-head comparisons with
: Geneva and Neodesk which I already own. I'm running a 14 meg Falcon with
: X-Boot 3 as a boot manager so I can set up various boot sequences and choose
: among them. Now I find that the MagiC install program breaks if I try and load
: it from floppy disk. It always breaks after calling for the second disk. I
: get the dialogue box asking for the second disk. I put the second disk in and
: click on the "OK" button or press return - but nothing happens! I'm stuck at
: the dialogue box unless I reboot!
: What's the problem here? Bad disk?

Is this MagiC4 a younger or older release? I would ask for an exchange of
diskettes. Sometimes it just happens, that defect diskettes are
delivered. Exchanging diskettes would include a refresh to the latest
MagiC4 release as well. Perhaps the install.prg is buggy. Be sure you
type in the correct number for registration (some master diskettes had
two numbers confusing the users).
Did you backup the master disks? Sometimes you find out by copying that
diskettes have defect parts/data files.

I started with MagiC3 and recently updated to MagiC5 and both types
work/ed fine for me, although I have heard or read that the earliest
releases of MagiC4 still were a little buggy.

Bye,

Kerstin

## 662. Problems with MG-FTP

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: afoster@zetnet.co.uk
Message-ID: <5b8np7$52n@irk.zetnet.co.uk>
Source record: 130305

Can anybody help with a problem I'm having with the FTP software I'm using? I can use all the other STiK stuff, apart from MG-FTP (v1.3?) which crashes before it displays anything. I've fiddled around with the settings, but it still only gets so far as displaying the server name on the window title bar, and 'no connection' on the info bar. Clicking on 'Open' makes it crash with two bombs.

What am I doing wrong? Please email me on afoster@zetnet.co.uk.
Thanks...

## 663. test

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: fried@achilles.net
Message-ID: <5b8h2p$mqu@hermes.achilles.net>
Source record: 130306

```
this is just a test, please ignore
```

## 664. Toad and Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: rdupuy5596@aol.com
Message-ID: <19970111191800.OAA24753@ladder01.news.aol.com>
Source record: 130307

OK, here is and update on Toad and Gemulator:

according to Darek, Toad now sends in electronic registrations for their customers who buy Gemulator from them.

I am now 'registered'. I am not sure what effect that is going to have on the problems I have with Gemulator, but I can say, now, it is as safe to buy Gemulator from Toad, as it is from anyone else.

Also, Darek sent me a beta copy of Gemulator 4.6, which he does for registered users, (by now you may be able to download it from his web page as well)

so registering has had one positive effect so far.

Also, I like Gemulator. I would like it better without the problems, but I recommend it, regardless.

## 665. Logic Environment Guide

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: fried@achilles.net
Message-ID: <5b8hd7$mqu@hermes.achilles.net>
Source record: 130308

This may be of interest to Notator logic users. Mr. Len Sasso has written
a guide to that useful but hard to understand part of Logic, the
environment pages. I haven't seen it yet, but you can get info about it
from his web site, http://www.swiftkick.com
The E-mail address is LSasso@swiftkick.com

## 666. 4 Sale Atari SF354 3.5 Disk Drives

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: tyouness@neo.lrun.com
Message-ID: <32daec19.3291556@news-server>
Source record: 130309

```
Selling 2 Atari 3.5 in. SF354 Disk Drives. All reasohable offers
accepted.
```

## 667. Need help with "Connect"

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <702_RCain@nest.demon.co.uk>
Source record: 130310

Hi hallvart@sn.no, on 10 Jan 97 you wrote:

h> Time of day pricing
h> ----------------------------------------------
h> weekdays 0800-1659 (0.40) + 0.23/sec
h>
h> weekdays 1700-0759 (0.40) + 0.14/sec
h> all weekend
h>
h>
h> From the above you can see that any call costs 0.40, and on top of
h> that each second is charged, so how do I incorporate this into
h> Connect?

You can't, I'm afraid, Hallvart. It isn't set up to cater for Min. Charge +
rate.

:(

Roger
rcain@nest.demon.co.uk

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 668. ST Software FS

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn5dffc4.i4k.mlake@melake.erols.com>
Source record: 130311

Atari ST Software for sale (all come with docs unless otherwise noted):

The Gold of the Aztecs $5
Oids $5

All the rest are 2 for $5 or 1 for $3:
Kings Quest II
Vampire's Empire
Black Lamp
Targhan
Anarchy
Lost Dutchman Mine
Terrapods
Ball
Warlock
Defender of the Crown (no docs)
C.O.L.R. Object Editor (docs on disk)

Please add $1 per order to help cover shipping.

--
Marshall Lake - TEAM Software - mlake@melake.erols.com
http://melake.erols.com http://melake.erols.com/~team
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

## 669. FS: SMPTEtrack MIDI sequencing software

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: krestivo@baynetworks.com
Message-ID: <krestivo-1101971103370001@bnw-cs3-port7.corpwest.baynetworks.com>
Source record: 130312
Cross-posted to: rec.music.makers.synth,alt.music.progressive,comp.music.midi,alt.music.synthpop,comp.sys.atari.st,rec.music.makers.synth,rec.music.synthrec.music.progressive

SMPTEtrack software from Hybrid Arts for Atari 1040S. Ataris have built-in MIDI, turn yours into a professional MIDI recording studio! Comes with with SYNCbox for SMPTE synchronization in and out. It is the most current version. Got all the doc's.

The software is professional-quality, 64 tracks, complete sync capabilities including chase sync. It is pretty powerful stuff. No MIDI cards are needed because the Atari has MIDI built in.

At $250 plus shipping, it's a much better deal than buying a PC or upgrading an existing PC to support MIDI, etc.

Let me know if y'all are interested. krestivo@baynetworks.com

Sorry for the spam, BTW, there's no really easy category to post this in. Thanks!

-ken

## 670. FS: Atari 1040ST complete

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: krestivo@baynetworks.com
Message-ID: <krestivo-1101971156370001@bnw-cs3-port5.corpwest.baynetworks.com>
Source record: 130313
Cross-posted to: ba.forsale,comp.sys.atari.st

```
Atari 1040ST 1Mb memory built in MIDI, b/w monitor, all disks and manuals,
great condition. $250+ shipping

krestivo@baynetworks.com

-ken
```

# 671. Re: High Density Floppy Disk Drives - MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Bob Matiska <bobmatiska@delphi.com>
Message-ID: <5zL1F40.bobmatiska@delphi.com>
Source record: 130314

I've been using Teac high density drive mechs for years with good results in my ST's as well as my Mega STe when I upgraded it. Just replacing the double density drive with the Teac will still give you double density, of course. If you want to use the drive in high density mode you also need Ajax drive controller chip instead of the 1772, PAL
chip C301901-002 (not the -001 chip; it's near the power supply) and of the bank of 8 dip switches, the 7th one needs to be flipped opposite the rest.

Good luck!

Bob

## 672. Wanted Joystick UK

Newsgroup: comp.sys.atari.st
Date: 1997-01-11 00:00:00 UTC
From: Pete Starbuck <pete@starbuk.demon.co.uk>
Message-ID: <M5TsgBAQyt1yEwKj@starbuk.demon.co.uk>
Source record: 130315

Hi All

I am looking for One/Two joysticks for my Father in Laws Atari 1040 STFM (im sorry i'm only into PC's) anybody know where to get them cheapish in the UK..As it looks like that I have got to buy them for him :-)

Please e-mail me as I do not subscribe to this newsgroup..

Thanks in advance

pete@starbuk.demon.co.uk
--
Pete Starbuck Melton Mowbray, Leicestershire, England

## 673. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970112113003.10211C-100000@moose.erie.net>
Source record: 130168

On Sat, 11 Jan 1997, Gaven Miller wrote:

> Oh, and the TT has a better keyboard than the Mega STE, with different
> function keys, and mouse/joystick ports at opposite ends of the keyboard
> rahter than tucked underneath at the back where it is difficult to plug
> in correctly without having the cord go at nearly a 90-degree angle at
> the plug end.

I have three Mega STe's and all of them have keyboards with the
mouse/joystick ports on opposite ends, just like my TT keyboard. I think
you're referring to the original Mega ST keyboard.

## 674. Wanted: Hard & Soft Email-adress

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: psloth@post2.tele.dk
Message-ID: <32d8c1f6.40114006@news-server.dk-online.dk>
Source record: 130169

```
Wanted: Hard & Soft Email-adress
Help I need an Email Adress to someone at Hard & Soft in Germany !!!!!
Please reply to: psloth@post2.tele.dk
Thanks Preben Sloth, Denmark
```

## 675. Re: SLM804 / Power MOD

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Christer Bergstr&#65533;m <cri@teracom.se>
Message-ID: <32D8E41A.1AF8@teracom.se>
Source record: 130170

The easiest way to do this is to put a switch in serial with the interlocking chain. Look for the switch that shut off the SLM804 when you open it!

/Cri

## 676. Internet purchasing

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Peak <peak@flash.net>
Message-ID: <01bc00b2$a205d080$d5dab5cf@peak.flash.net>
Source record: 130171

I am going to be buying a 1040 over the internet this week. What ways could you recommend that would insure that I get a good working machine and not be ripped off by con artist.
TC Pike

## 677. MTG Clearance Flyer

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <R5C2l1K.rldetlefsen@delphi.com>
Source record: 130172

Just a reminder that my clearance sale is still going on. Email me if you want the flyer(56K) or send my you postal address. This sale is thru Feb. 28, 1997. CIS:74766.1561@compuserve.com or RLDETLEFSEN@delphi.com

# 678. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1d7cd$71235.350@HERMES>
Source record: 130173

Ted Parrett (tparrett@parrett.fast.co.za) wrote:
> There was a thread on the question of the Atari clock and the year 2000 a few
> months ago. It died out without any conclusions AFAIR. I don't understand how
> the clock is set up in the computer but is it not possible to produce a new
> clock CPX to display a four digit year figure even though the internal clock
> may only be capable of a two digit rendering of the year ?

The biggest problem will be your apps. If they are 2000-ignorant, you'll have then telling you that it is 1900, and that it has been -36525 since you last used them. Or that you are owe -1200 in back taxes/bank fees.

System wise, disc files are stored by GEMDOS, and all GEMDOS dates are based around 1980 (as "year zero").

I am uncertain whether it uses signed arithmetic or not. If it does, this gives a range of -64 to +63 (which translates into 1916 to 2043). Unsigned arithmetic will give you a range of 0 to 127, (ie 1980 to 2107).

The best way to tell if you are going to be affected is to get the control panel, and change the time and date to 23:59 on December 31st, 1999. Wait for it to roll over into 2000. Now copy a file with the desktop (with "Keep date/time" switched off if you have a newer version (2.x, 3.x or 4.x) of TOS).

The file will now appear to be dated at midnight on 01-01-00 (meaning January 1st, 2000). We are safe - for the time being.

Advance it to 23:59 on December 31st 2043. Watch it - does it roll over to 2044, or back to 1916?

If it rolls over to 2044 you'll be OK till 2107. But there'll be problems in 2080, as the computer may think it is 1980, and you'll have problems entering dates into 2000-ignorant apps. And then in 2100 which is not a leap year, but 2000 is. But, if an ST or successor is still working by then, I'd be (pleasantly) surprised, so that's just a bit hypothetical.

My TT is OK for 2033 (that is the furthest date in the future I have tried, as it has some significance for me)

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

## 679. Re: Upgrading a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: dest@freenet.edmonton.ab.ca
Message-ID: <5bba0g$bda$1@news.sas.ab.ca>
Source record: 130174

Doug Hohenstein (hohenstein@worldgate.com) wrote:

: I've got a Stock Mega STe with 4 megs RAM and a 54 Meg HD. I want to
: improve the system, but I'm not willing to spend a LOT of money to do
: it. Last I tried to figure it out, it would cost me about $2000 or more,

For much less than that, you can pick up a used Falcon.

: Canadian, to upgrade my Atari system to something web-worthy
: (falcon-like color, 8 or 16 megs). For that proce, I can buy a PC
: system.
: Any suggestions?

: Doug Hohenstein Without questions, there is no truth.

## 680. ABUG meeting

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <853090066@acpu.com>
Source record: 130175

```
It's that time again. Atari Boise Users Group meets the second Monday
of the month at 6:30pm. If you will be in Southwest Idaho January
13th, please plan to attend at McDonalds, 510 North Orchard, Boise.
Email me if you need more info. See you there!
"The Poor Deluded Soul" - tderrick@acpu.com
```

## 681. Re: help with atari 520ST and Mac...

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Tom Wilkinson <tommyboy@sun.pris.bc.ca>
Message-ID: <32D93340.6BC6@sun.pris.bc.ca>
Source record: 130176

caul wrote:
>
> I have a 520ST and a Performa 635- can I hook them together via the scsi
> ports so that I can download software with my Mac and then dump it over to
> the Atari? Any help would be much appreciated!
>
> Brett Smith

To my knowledge, the ST doesn't have a scsi port, unless you put an icd
link on it. But you can certainly hook them up via the serial port on
your mac and the serial port on the ST.

Also, if you get a program that puts the ibm boot sector on the old ST
disks, your performa should be able to read the disks directly.

Good luck

Tom

## 682. FS - Hardware/Software

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Tom Wilkinson <tommyboy@sun.pris.bc.ca>
Message-ID: <32D93A8F.71C0@sun.pris.bc.ca>
Source record: 130177

I have the following items for sale:

hardware:
520 ST - expanded to one meg with mouse - no disk drive or buy the
external ds drive below - $15. Comes with mouse.
sc1224 colour monitor $45
sc1224 colour monitor $30 (whites sometimes go to green on edges of
screen - doesn't seem to affect programs.
SM124 mono - expanded screen with swivel base - $25
SM124 mono - non swivel base $25

Stacey - 2 or 2.5 meg/20 meg hard drive - has problem with keyboard. We
were putting it back together after checking hard drive connection and
keys stopped working. Every time we tried reinserting the hard drive
cable, less keys worked. Got frustrated and shelved it. - offers

double sided external disk drive with working power supply. - $15
sh204 powers up but doesn't seem to boot properly. $15
Geniscan hand scanner with scanning software $15

Atari Jaguar plus seven games - wolf 3d, tempest 200, AVP, cybermorph,
dino dudes, raiden, zool 2. $100

software

dbman - (old version - dbase compatible database) $5
Hisoft Basic - latest version $30
Fleet Street Publisher 2 $10
Graphic Artist (cad program) $5
Personal Pascal $5
Clayton Walnum Cmanship with disk $5
ST Assembly language workshop with disk $5
Lattice C 5.xx(can't remember) $25
ST tacklebox (partner to Personal Pascal) $10
Personal Pascal $5
Also have about 25 or 30 of the Arrakis Advantage Educational Series
$5 each

Shipping from Canada to your address will be extra. I would say about
.75 per pound to the U.S. from past experiences.

All prices are in U.S. dollars.

Will look at all reasonable offers.

Tom

## 683. Re: Upgrading a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: jlendino@panix.com
Message-ID: <5bbh5s$eod@news1.panix.com>
Source record: 130178

Aardvyrk@cris.com (Aardvyrk) wrote:

>Doug Hohenstein (hohenstein@worldgate.com) wrote:
>:
>: I've got a Stock Mega STe with 4 megs RAM and a 54 Meg HD. I want to
>: improve the system, but I'm not willing to spend a LOT of money to do
>: it. Last I tried to figure it out, it would cost me about $2000 or more,
>: Canadian, to upgrade my Atari system to something web-worthy
>: (falcon-like color, 8 or 16 megs). For that proce, I can buy a PC
>: system.

>Maybe I was lucky, but with some patience and some creative buying, I got
>my main h/w for about under $800.

>Falcon $350
>Ramboard 60
>16Mb ram 100
>NEC 3D 100
>2.1 gig HD 250
>big HD case 40
>--------------------
> $900.

>Pretty good by me, and well under the $2,000 limit. Of course, everything
>except the ram stuff is used, but it works well. And you could keep or
>sell your mega. Just one story for you.

What kind of Falcon system do you have? And do you have an IDE hard
drive?

I've had an Atari 520ST for over 10 years and I was thinking of
getting a better one to play around with music. (My main computer has
been a PC since 1989). I called Toad Computers and the cheapest
machine they had was a C-Lab Falcon mkII with 4 MB of RAM and a 520 MB
hard drive and they wanted $1299 for it!

Regards,
Jamie

# 684. Re: High Density Floppy Disk Drives - MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Bob Matiska <bobmatiska@delphi.com>
Message-ID: <plJ3NNB.bobmatiska@delphi.com>
Source record: 130179

I see that a line was lost when I posted my message. TOS 2.05 will not
do high density reliably; you must also have TOS 2.06.

Bob

# 685. User Group Meeting - Ann Arbor, Michigan

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: molin@smurfy.tcimet.net
Message-ID: <molin.853106185@smurfy.tcimet.net>
Source record: 130180

User Group Meeting -- Ann Arbor, Michigan

The next meeting of WAUG will be held on January 14 and will feature a discussion and demonstration of 'Internet Phone' and 'Real Audio' with Club Secretary Jay Skotcher at the wheel.

A map to find us is included below. For more info about WAUG, hop on over to our web site at:

http://ic.net/~harvey/waug.htm/

or reply to me directly:

molin@atari.archive.umich.edu

C'mon down and enjoy a pizza with us!

--
=-=-=-=-=-=-=-=-= molin@smurfy.tcimet.net =-=-=-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

It only stands to reason that where there's sacrifice, there's someone collecting the sacrificial offerings. Where there's service, there is someone being served. Make no mistake about it, the man who speaks to you of sacrifice is speaking of slaves and masters - and he intends to be the master.
-- Ayn Rand

---------- begin WAUG Flier attachment ----------

WAUG -- (Formerly 'The Washtenaw Atari Users Group')
(Now known simply as "WAUG")

What is WAUG? Over 12 years ago a few intrepid individuals decided to
============= start meeting regularly to share their enthusiasm and knowledge of computers and related hardware/software items. In June of 1987, after more than two years of unorganized and informal meetings, the members developed and formally accepted a club charter. Thus WAUG was born! Helping people get the most out of their computer is WAUG's purpose.

Initially, the club was dominated by Atari afficionados, however in June of '95 the executive board arranged to expand the club's resources to include IBM and Macintosh users. WAUG is an ideal place to meet with other persons who share your interests and to find answers to your questions about using your computer -- no matter what machine you own,

how old it is, or your level of expertise.

Who's involved? Since its inception, members from cities outside Ann
============== Arbor (including Westland, Canton, Livonia, Milford,
New Hudson, Dearborn, Hartford, and even as far away as
Toledo) have regularly attended the meetings. Some members live as far
away as central Michigan, and one member lived in Montana (!) and joined
simply because he enjoyed receiving our newsletter.

How do I join? Membership in WAUG has only one requirement: an active
============== interest in personal computers. Annual dues are $15,
for which the member receives free monthly issues of the
club newsletter, opportunites to win valuable door prizes, and reduced
rates on disks purchased from the club's Public Domain/Shareware disk
libraries.

What will I find? A different topic is featured each month: Printers,
================= Education, Telecomm & the Internet, Beginners Woes,
Desktop Publishing, Scanners, Swap Night, MIDI &
Music, and Utilities are typical examples of what you'll find when you
visit WAUG. Drawings for door prizes take place at every meeting, and
the annual Christmas Party Meeting is not to be missed. There is no
dress code in effect at any of the WAUG meetings -- tuxedos and ballroom
gowns are perfectly acceptable. (However if you choose to wear these, we
WILL stare at you!)

How to contact WAUG:
====================

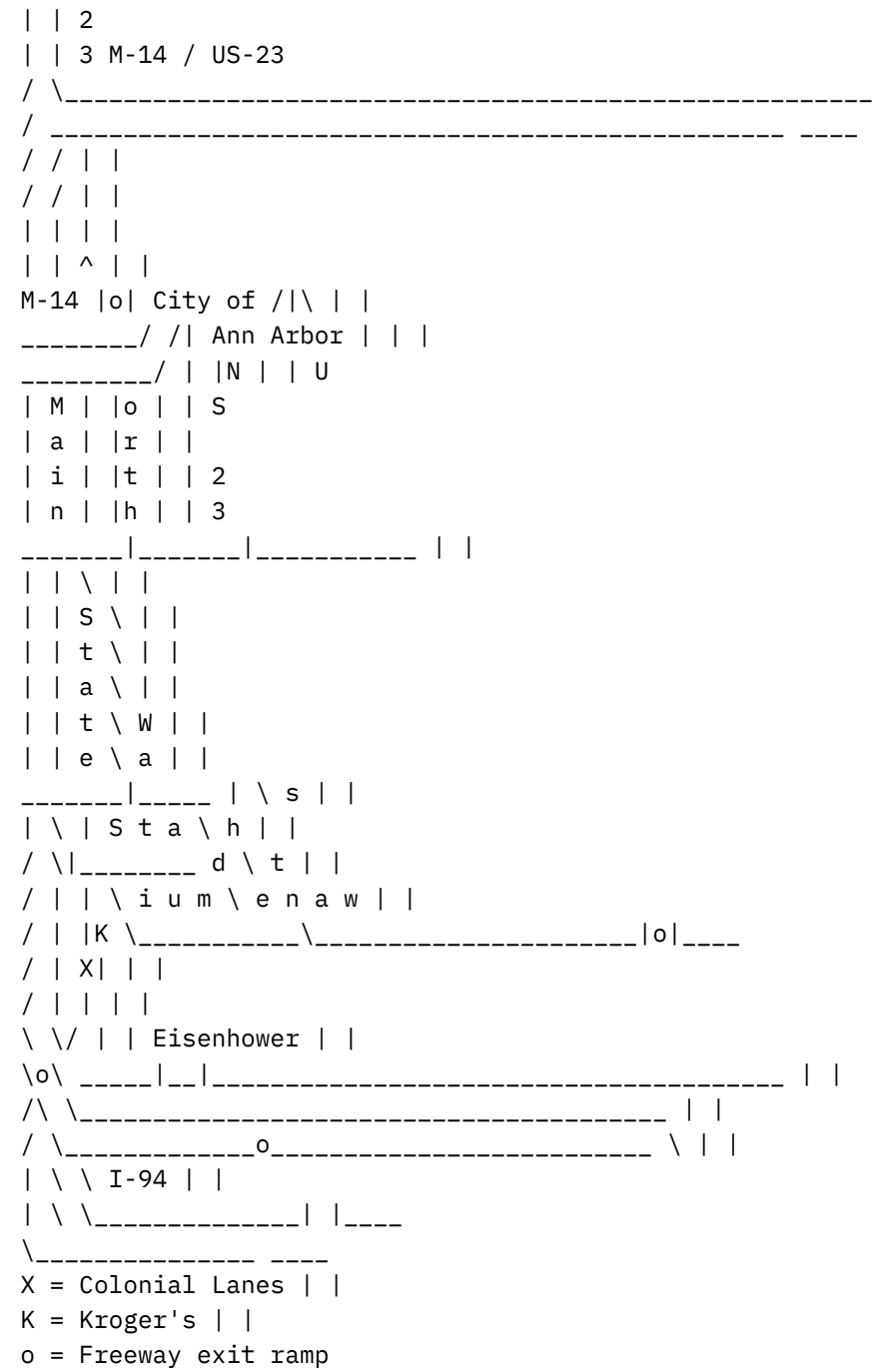
WAUG
14 Payeur
Ann Arbor, MI
48108

Voice: 313/971-8576
Modem: 313/971-6035
E-Mail: molin@atari.archive.umich.edu
harvey@mail.ic.net
WWW: http://ic.net/~harvey/waug.htm/

or just show up at any regular monthly meeting! Visitors are
welcome and we promise not to pressure you to join until we've seen your
face at least three times!

Where does WAUG meet? Meetings are held regularly on the second Tuesday
====================== of each month at Colonial Lanes located on South
South Industrial St. (across from Kroger) between
Stadium and Eisenhower streets. Meetings start at 7:30pm and usually run
to approximately 10:00pm.

| | U
| | S
| |




Travelling on US-23: exit onto westbound Washtenaw
(northbound) stay left at Stadium
turn south onto South Industrial

Travelling on US-23: follow M-14 West "To Ann Arbor"
(southbound) exit onto southbound Main Street
turn east onto Stadium
turn south onto South Industrial

Travelling on I-94: exit onto northbound State Street
turn east onto Eisenhower

turn north onto South Industrial.

```
******************************
* *
* Tell a friend about WAUG! *
* *
******************************
```

```
--
=-=-=-=-=-=-=-=-= molin@smurfy.tcimet.net =-=-=-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government
```

## 686. "Notator SL 3.21"- files missing

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d95ef884d22@sn.no>
Source record: 130181

I was handed a copy of version 3.21 of the MIDI sequencer program "Notator SL", but unfortunately some files were missing. So I was wondering if someone here had the complete package with all files intact?

...before people start accusing me of pirating software I have to say that I already have the original program with the hardware "dongle" (copy protection device), and an upgrade won't work without it.

I also contacted Emagic, and they told me that they had no problem at all with me copying a more recent version of the program for my own use (they also don't support it any longer, so I couldn't get the upgrade from them).

** PS. Please don't send me UUencoded files or whatever before contacting me first. I'm not interested in getting 25 copies of it in my mailbox from different people ;-)

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 687. Re: Clock in menu bar - program needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d95efa857f3@sn.no>
Source record: 130182

On Sun 12-01-97 11:08, Gary Priest (Gary@the-gap.demon.co.uk) wrote:

>I need a program that will constantly display the current time in the
>menu bar.
>It needs to be compatible with a Falcon running MagiC5.
>Does anyone know of a program that will do this for me?

I haven't tried it on a Falcon or Magic, but I have this program called
"LEDpanel" which I use myself. It can also show if the <CAPS-LOCK> key has
been pressed down and a whole lot of other things if you want it to.
You can put it in the AUTO folder.

Download it from:

ftp://ftp.sn.no/user/hallvart/atari/ledpa242.zip (18 Kbytes)

Hallvard

--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 688. Re: desk accessory

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d95efa86764@sn.no>
Source record: 130183

On Sun 12-01-97 13:12, steve (100316.1215@CompuServe.COM) wrote:

>Can anyone tell me what desk accessories are? I realise this is
>kind of basic, so please accept my responsibilities. Is it
>something to do with a boot disc? If so, how do I make a boot
>disc?

Nope.
Desk accessories are programs which you can access at just about any time, within any other program! It's the closest the normal Atari TOS operating system gets to multi-tasking.
ACCessories have the extension .ACC and the reason why you confuse this with a boot-disk is probably because you need to boot with these ACCessories in order to install them.

That is, they need to be on the diskette, but not within any folder. The same goes for a harddisk.
When the computer has finished booting you will be able to access any of the accessories by going to the leftmost menu in the "menu-bar" of the screen. You can't have more than 6 ACCessories installed at once, but a newer form of ACCessory has been developed called "CPX modules".

A special ACCessory called "Xcontrol.ACC" (this replaces the "old" control panel ACCessory) is installed, and once this is in use you can load/unload different kind of "accessories" (called CPX modules- with the extension .CPX), and even have several modules installed in this one ACCessory!
Hope this clears things up a bit.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 689. Internet Fax Service

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: info@mage.com
Message-ID: <5bbnmu$3h0@nntp1.best.com>
Source record: 130184

```
---------------------- Internet Fax Service --------------------------
------------------ Save Your Long distance charges ------------------
------------ HT-Net Internet International Fax Network --------------
```

For the mobile workers, accessing and managing your faxes from a remote location. Long distance or international telecommunications can be very expensive and until now there has been no simple way to manage faxes from a distance.

Check HT-Net at http://www.twsp.com

# 690. Re: New WEB HTML browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: oxo@imaginet.fr
Message-ID: <5bbrfi$p86@belzebul.imaginet.fr>
Source record: 130185

Graphics card adaptation in progress we currntly work on NOVA and
after on MATRIX. CRAZY BITS will be the trird.

Pascal Barlier

# 691. Re: Papyrus 4

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: mcooke@tyndale.apana.org.au
Message-ID: <5bbgmd$t5d@posgate.acis.com.au>
Source record: 130186

>I'm using Papyrus 4.25 on both my Mac and my TT with no problems
>importing JPEGs at all. You do have the JFIF.EFM file in your
>X:\Papyrus\Modules\EFM folder don't you?
>
>Keith Brooks
>.
Hi All,

I am also using Papyrus 4.2x on the TT with MagiC 5 NVDI 4.1 works great in premtive mode. No crashes. The only problems are setting pap to load rtf or asci files from the desktop something has changed and the program crashes or refuses to load them as ver 3.65used to. Some of the RTF from MS word on the mac seem to cause problems.

All Pap need now is the word count turned on etc the rsc files are in the code.

Tables are also much faster in this version.

All I can say is GET IT!!!
Regards

___ _____ _____ _ _ ____ ____
/ __)( _ )( _ )( )/ )(_ _)( ___)
( (__ )(_)( )(_)( ) ( _)(_ )__)
___)(_____)(_____)(_)_)(____)(____)
Malcolm Cooke email: mcooke@tyndale.apana.org.au
Snail mail: 7 Naas Rd Tharwa 2620 Australia :-)
http://www.spirit.net.au/~mcooke

# 692. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan12.193237.1@cobra.uni.edu>
Source record: 130187
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5b95u0$hbl@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>>TOS is not modern in anyway.
>
> Of course it is. When was the last time you used it?

9 years ago.

> If you are going to be an ass and close minded about it, why should I
> waste my time?

Why do you? Sounds like you are defending..

> An 060 may be too slow for MacOS, hell, a PPC is too slow for MacOS,
> but for TOS and Atari apps it is plenty fast.

I thought users use the OS to run apps. I suppose that different on the TOS
platform.

>
> Price is all relative. perhaps this machine is worth more to a certain market than a
slower 1500.00 PowerMac is?

I suppose. Must to be the ones with deep pockets. I highly doubt will be a
sustainable.. Considering the PowerMac hardware platform doesn't sit stil. Soon
MP boxes in the same price range as what you sell plus running the Be OS, Tempus
and Rhasopy..

>
> All the best,
> Chris @ Computer Direct

GREETINGS..
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-------------------------------------------------------------------------|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

# 693. Re: New WEB HTML browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <69032030_000007_OASIS_NEWS@000007-hookup.net>
Source record: 130188

```
In article <853077268_OASIS_@ping.be>
Martin.Byttebier@ping.be (Martin Byttebier) wrote:-

> In article <5bak0c$ece@belzebul.imaginet.fr>
> oxo@imaginet.fr (Zork) said:-
>
>>look out for this new WEB HTML browser
>>
>>http://www.oxo.ch/web_gb.htm
>
>Sure it's fast but it won't work on a TT with a graphics card.
>For the moment nothing can beat CAB
>
>__
>
> ***************************************
> * On the seventh day He created Atari *
> ***** Martin.Byttebier@ping.be ********
> ***************************
>
>
>.
And until it gets out of the DEMO mode we will never know how good or
fast irt really is ! Till then it will be CAB all the way .

--

------------------------------------------------------------------------
**********************************************************************
* martinr@hookup.net Falcon 030 16MEGS 85/IDE 1.6/GIG SCSI *
* Ottawa , Ontario Powerup 2/Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
**********************************************************************
------------------------------------------------------------------------
```

# 694. Re: Attn: Mike Grove and Ben Smith or anyone else selling these games

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Michael Grove <*mgrove@owens.ridgecrest.ca.us*/spam>
Message-ID: <5bc6kr$gl4@ash.ridgecrest.ca.us>
Source record: 130189
Cross-posted to: abg.atari,comp.sys.atari.st

Really?

## 695. For Sale Compatibility Plus

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: DWMoar@aol.com
Message-ID: <852956412.28053@dejanews.com>
Source record: 130190

```
For Sale Compatibility Plus board with new 68000 processor
Run TOS 2.06 on your 520/1040ST & Mega ST. Requires
purchase of TOS 2.06 chipset. Allows use of more than one
TOS version with the addition of SPST switch. Made by
Wizztronics. Includes Original Installation Manual.
$55.00 includes shipping and handling in US. For COD order
add $6.00 First come first serve,I ONLY have the one!

--------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet
```

## 696. GPDS scanner drivers?

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: DCroker@mettav.demon.co.uk
Message-ID: <26340_DCroker@mettav.demon.co.uk>
Source record: 130191

Little known about in the UK, are these drivers still available (will allow you to scan directly into progs such as Alexander's OCR prog), and is there one available for my Alfa Data hand-held?

A list of supported scanners would help others I'm sure.

TIA>

Regards, Derryck

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 697. Re: Stik Newsletter???

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <853095604_OASIS_@flinny.demon.co.uk>
Source record: 130192

In article <5b4ans$jki@mars.sunlink.net>
quantum@sunlink.net (George W. Garner) said:-

> Does anybody know what happened to the Stik email mailing list? Suddenly I
>don't seem to receive it anymore.

Which list is this?

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

## 698. Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Brant Sears <bsears@physix.com>
Message-ID: <32D92B8C.55F1@physix.com>
Source record: 130193

I am looking for information regarding the Atari Portfolio. Thanks.

bsears@physix

## 699. Re: PPP connection and atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bbffe9$a5c2f1e0$LocalHost@default>
Source record: 130194

> The Mint/MintNet combination will allow PPP combinations (and CSLIP and
> SLIP). You can either install from scratch, or use one of the prepackaged

> kits, such as KGMD or the TAF distribution, both of which require a
> MinixFS partition. If you don't want a MinixFS partition, there is a PPP
> kit available (on cnam, I believe) which does not require one.
>

Where can I get these programs?

## 700. Re: Gerhard Huber's email?

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: msy@lafp.tng.oche.de
Message-ID: <HAMNFBCNUP@lafp.tng.oche.de>
Source record: 130195

In <5b5p5r$r6d@ratatosk.uio.no> wrote:

>Has anyone got a valid email adress for Gerhard Huber (of Computerinsel) ?
>I tried gerhard_huber@r.maus.de, but the mail was returned with an
>"unknown" tag.

--------- Atari Infopages ------------------
Gerhard Huber

eMail: Gerhard Huber @ LA
gerhard_huber@la.maus.de
CiEBV@aol.com
-----------------------------------------

,,,
(o o)
--ooO--(_)--Ooo---
Regards, M. Ssykor

--
/~~~

## 701. Atari 520 st for sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: William Sikkens <sikkens@knight.reno.nv.us>
Message-ID: <01bc0030$1d44a740$ada25ecc@knight.reno.nv.us>
Source record: 130237

I have the following system - will take best offer

Atari 520ST
Monitor SM124
Okidata Okimate 20 Colour Printer w/paper
Atari SF354 Disk Drive
All Boxes, Manuals
Some software including a word processor and some games.
Mint Condition

Please reply to sikkens@knight.reno.nv.us

Thanks!

# 702. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970112025450.11463.qmail@mail.ptd.net>
Source record: 130238

>In article [6]<19970110214051.13148.qmail@mail.ptd.net>, Mr.Maddog@mail.ptd.net
> writes:
>
>> Oh Chris...do tell him about the thing you're working on. You know, a
>> plug in card that's coming out which will let DirecT and other such
>> computers run Windows 95 on a Pentium or Cyrix. I know that it's still in
>> production, but to me is a major milestone in Atari computing. It even
>> plays all the games!
>
>You do not have a PC card yet?

It doesn't come out until the end of the first quarter of 97.

>If you need a 486 card, Orange Micro has them advertised in MacUser, MacWorld
>and MacWeek.

486 no longer cuts it for current games...not unless you only want to use
applications and only Myst as a game.

Only games will push a computer's technology to the limit. Databases and
other office apps only wait for you input and shuffle data around.

>> So if DirecT/40's can run all DOS and Windoze programs as well as TOS and
>> PowerMacs can only run Mac apps...I think you better go back and read all
>> the facts son.
>
>Are you stating that Powermacs do not have the capability to run Wintel 3 and
>95? If you state that, you are dead wrong.. Apple, Relys and Orange Micro hav
>e
>Pentium cards. There is also SoftWindows..

I am aware about SoftWindoze...now I, the Maddog, shall present you with a
task...

Go out and buy Quake and run it on any PowerMac.

And please...no more of this "your computer sux because mine's bigger"
crap. Only nerds display this shoddy imitation of machoness.

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

# 703. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: atari@teleport.com
Message-ID: <5b9rin$5ev$4@nadine.teleport.com>
Source record: 130239

>There was a thread on the question of the Atari clock and the year 2000 a few
>months ago. It died out without any conclusions AFAIR. I don't understand how
>the clock is set up in the computer but is it not possible to produce a new
>clock CPX to display a four digit year figure even though the internal clock
>may only be capable of a two digit rendering of the year ?

The system clock keeps all four digits internally (unlike the PC or
the Mac). TOS-based systems do not have a problem with the Year 2000
"bug."

Anyone who has HighSoft BASIC can demonstrate this rather easily.

From the editor, compile and run this:

```
Print DATE$
```

You'll get a date with a 4-digit year.

Now run this:

```
DATE$="01-11-2001"
```

And run the first one again. You'll find the answer comes back in
full 4-digit year and the correct year. Your CPX may have a problem
displaying it, but the internal clock is correct.

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
------------------ftp://ftp.teleport.com/users/atari----------------------

# 704. Re: Alone in P.E.I.

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: atari@NO.SPAM.teleport.com
Message-ID: <5b9rug$5ev$5@nadine.teleport.com>
Source record: 130240

> Are there any Atari users in Prince Edward Island? I know someone there
>who is trying to get on the internet, but is having trouble because the
>local f***ing internet provider doesn't provide a shell account. I was
>advised that he should use a program for PPP access. I'm not sure what
>that is and I don't know of an Atari program that does that.
> So, if there is anyone in PEI that uses an Atari/shell account,
>please write to me and I will get in touch with this friend of mine.

A shell account isn't a requirement (although a system that doesn't
offer one is NOT an ISP, IMHO - it's a WindowsNT ssytem collecting
money for Bill Gates).

If PPP is all that's offered, visit ftp.cnam.fr (or possibly my ftp
site, I honestly don't recall if I put it up yet) and get PPPKIT14.ZIP
(or is it .LZH?).

OTOH, if your friend only wants email, news, ftp and IRC (e.g., no Web
browser), get OASIS version 1.35 (the last one that worked for me) and
install that. It handles PPP and SLIP, and NOPS (the network layer)
is currently supported (again) by Mike DePetris in Italy.

Sorry, I'm not in PEI - Portland is MUCH nicer. <G>

----------------------http://www.teleport.com/~atari-----------------------
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-------------------ftp://ftp.teleport.com/users/atari----------------------

## 705. FS: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: jpasquini@aol.com
Message-ID: <19970112062300.BAA13420@ladder01.news.aol.com>
Source record: 130241

I have a Spectre GCR with ROMS and drive cable for sale. Includes original disks and manual. Asking $30+shipping.

## 706. HELLp!@!?

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: "chrisTiaN.a.h." <godpup@ix.netcom.com>
Message-ID: <32D8C58D.4275@ix.netcom.com>
Source record: 130242

atari army,

sorta a same message i posted before. but worse. i bought an atari mega30 hard drive, and now when i try to run anything (installed or not), i either get a three bomb error, or a TOS #35 error. my comp. is a 1040ST with 4megs, rom v.1.4. booting from the hard drive is a disaster. the computer just loops.... screen comes up showing driver version etc, three bombs appear, and then it resets and does the same thing over and over. leaving me to have to bypass the bootdrive, and re-formatting it so that i can at least get to my desktop. the drive seems to be fine, as there are only 6 "bad" reported clusters during the format process. but if i just turn on my computer and monitor, leave the hard drive off, and try to run software like i did before, i get errors. my original boot disk (the one i used before i got the hard drive) doesn't even work correctly anymore. when i try to load certain programs from the autofolder (like marpets cartridge clock acc.) i get an error. i still can't get neodesk to install, and i just shelled out BIG bucks for Cubase Score, which i'm not even gonna bother to try to install into this problem is fixed. please please please, any help would be appreciated. oh, the jarxxx.prg in neodesk never works for me. i'm........stranded.

let down,

chrisTiaN
--
" Winners don't do drugs...They just sell them. "

## 707. how do i read atari 'twisted' disks on a mac?

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: ln@lightspeed.bc.ca
Message-ID: <19970112002516167420 4@[206.12.82.28]>
Source record: 130243

is there an app that runs on a mac that will alow me to
retrieve the data from an atari disk that has been
formated whith the atari 'twisted' format?
--
--
Line Noise Glum rights eventualy! dyslexic untie!
Pgp fingerprint: 87 6E F1 61 76 2A F2 77 64 EA E0 41 36 F8 3E 7F
!GAT d-(!) s+: aX W--(++) N* o>++ Y++ PGP++ [5+++ !tv] b+++ h+ z?

# 708. Re: E-mail address Nathan Potechin

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: koh@pixi.com
Message-ID: <5ba8f9$nkm@rigel.pixi.com>
Source record: 130244

Hallvard Tangeraas (hallvart@sn.no) wrote:
: On Fri 10-01-97 07:57, Keith Hasama (koh@pixi.com) wrote:

: >Does anybody have an email address for Nathan Potechin?

: potechin@genie.geis.com
: DMCPUBLISH@GENIE.GEIS.COM

: Hallvard

(snip)

Thanks

## 709. Re: Upgrading a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Aardvyrk@cris.com
Message-ID: <5bad18$8m9@chronicle.concentric.net>
Source record: 130245

Doug Hohenstein (hohenstein@worldgate.com) wrote:
:
: I've got a Stock Mega STe with 4 megs RAM and a 54 Meg HD. I want to
: improve the system, but I'm not willing to spend a LOT of money to do
: it. Last I tried to figure it out, it would cost me about $2000 or more,
: Canadian, to upgrade my Atari system to something web-worthy
: (falcon-like color, 8 or 16 megs). For that proce, I can buy a PC
: system.

Maybe I was lucky, but with some patience and some creative buying, I got
my main h/w for about under $800.

Falcon $350
Ramboard 60
16Mb ram 100
NEC 3D 100
2.1 gig HD 250
big HD case 40
---
$900.

Pretty good by me, and well under the $2,000 limit. Of course, everything
except the ram stuff is used, but it works well. And you could keep or
sell your mega. Just one story for you.

aardvyrk
@cris.com

## 710. Re: Free Bible Software

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: rsdean@accessnv.com
Message-ID: <5b9o7j$2s8_001@ppp029.accessnv.com>
Source record: 130246

In article <5aokrt$4cb@news1.halcyon.com>,
fabc@coho.halcyon.com (Don Clifton) wrote:
>
>Although SpiritWare has ceased programming for the Atari ST, it has
>established a Web site to make its existing Atari software available free
>of charge. Included at the web site are Versions 2.2 and 3.1 of the
>concordance program, the King James Version of the Bible, the Greek New
>Testament (with lemmas, morphological tags and a Greek New Testament
>Dictionary), and complete documentation. This software will run on the
>Atari ST, STe, Falcon, and TT. The Web site is at
>http://www.halcyon.com/fabc.
>
>Don Clifton
>SpiritWare

Don;
Sorry to see you stop programming for the ST. I would however, like to thank you for continuing support of your products (even releasing them a freeware!). There have been so many good programmers who just vanished. What is in Spiritware's future?

Bob

## 711. Re: Problems with MG-FTP

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5bact3$bmd@irk.zetnet.co.uk>
Source record: 130247

On 11 Jan 1997 18:56:39, Adam Foster wrote:
>
>Can anybody help with a problem I'm having with the FTP software I'm
>using? I can use all the other STiK stuff, apart from MG-FTP (v1.3?)
>which crashes before it displays anything. I've fiddled around with
>the settings, but it still only gets so far as displaying the server
>name on the window title bar, and 'no connection' on the info bar.
>Clicking on 'Open' makes it crash with two bombs.
>

MG-FTP likes to run from a bare system, so switch off all multitasking and
reboot with only what you need -

Stik
hsmodem
patches

it is also better to have stik connected before trying to do anything with
mg-ftp, you have to enter all the setting before you can open

Also check that there is an empty folder with mg-ftp.prg called 'tmp'

mg-ftp is not the best proggy around but it does work :-)

The good news is that I heard on IRC last night that a beta of v2 is about,
so it should be around soon :-)

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

# 712. Atari PPP!!! easy! 25 min to install. (hopefully) :)

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970112051206.10702A-100000@usr08.primenet.com>
Source record: 130248

Hi I am writting a doc for newbies: How to have PPP with atari
computer . Doc written the simplest way., Step by step, what to get,
what to change where to place.
If the documentation is well written you'll be able to set up a full
mint/mintnet/unix server with PPP protocol in 25 min maximum.
I am currently working on the documentation. I will need about 3
people to test the instructions of the documentation, then talk about
the possible changes if any confusion.
PPP is easy to set up with an atari, It is possible. I have it on my
megaste and my falcon.
The possible betatesters would need at least 1 free partition at least
40 meg and 4 meg of RAM. Less might be possible but that will be very
hard.
So if you are willing to try that with me, you are welcome..

On Fri, 10 Jan 1997, Bruce G. Klassen wrote:

>Hi Tom! Long time no hear! You say you found it simple to set up
>MintNet/CAB for PPP connection? Pray tell how!!! I use Cadvision with
>my Mac but they don't offer SLIP connections for my TT at the office.
>Tell me more!
>
>Regards,
>Keith Brooks
>New Horizon
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

## 713. Re: PPP kit and Demon Accounts

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970112052017.10702B-100000@usr08.primenet.com>
Source record: 130249

did you try Aftp and Duftp?
Both are excellent and very very very fast!.
Almost as fast as Zmodem with the shell account!
Also Newsie 66 works very well. No problem at all.
but you need gluestik with newsie.

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

## 714. 'Home_Page'by Penquin info request?

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: wl712@freenet.Victoria.BC.CA
Message-ID: <E3vLv2.6Lx@freenet.victoria.bc.ca>
Source record: 130250

Hi
I just downloaded what looks like a great little program for creating your
own web pages.What I need to know is if it is possable to have
download-able files added to the pages created by this great program.
I also have HTMLHELP and one other program by the same author.
Is it also possable to make the pages larger...When I try to load
some gif images the program wont save the page.Any help on this subject
and any other pointers on creating a web page would be greatly appreciated.
Bye for now.....Ron Lukawitski

## 715. Re: switchable tos question

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970112053304.10702C-100000@usr08.primenet.com>
Source record: 130251

hmm good question I didn't even test the sound etc..
I just load it coz I have it on disk, and I wanted to see if it would
work.
It worked.. the desktop was different, way simpler, and very slow..
then I didn't spend time with it.. Why would I? ;)
It was just to test..

On Thu, 9 Jan 1997, Gerry O'Rourke wrote:

>In article <Pine.BSI.3.95.970108131014.12249A-100000@usr08.primenet.com>,
>Katherine L Ellis <kellis@primenet.com> wrote:
>
>> hmm I ran the TOS 1.0 on my megaste. It worked fine..
>> From a disk image of course..
>> bye.
>>
>
>OK, that's cool, were the STE features (DMA sound,microwire) unavailable.
>
>Were you able to change these with the control panel?
>
>--
>Gerry O'Rourke
>Materials Engineering
>Northern Telecom (Ireland) Ltd
>E-mail gigxr01@nt.com
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

## 716. Clock in menu bar - program needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Gary Priest <Gary@the-gap.demon.co.uk>
Message-ID: <ycdu5CAoYM2yEwHi@the-gap.demon.co.uk>
Source record: 130252

I need a program that will constantly display the current time in the
menu bar.
It needs to be compatible with a Falcon running MagiC5.
Does anyone know of a program that will do this for me?

Thanks for any advice, Gary

---
Gary Priest gary@the-gap.demon.co.uk Southampton,England
http://www.the-gap.demon.co.uk/
---

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

## 717. Re: Need help with "Connect"

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Wolfgang Wander <wwc@lars.desy.de>
Message-ID: <xzrenfr9kqp.fsf@lars.desy.de>
Source record: 130253

hallvart@sn.no (Hallvard Tangeraas) writes:

> 
> On Fri 10-01-97 21:21, Gary Priest (Gary@the-gap.demon.co.uk) wrote:
> 
> Oops! I did of course mean per minute! Yes, it would be calculated
> like this:
> 
> 1 minute 0.40 + 0.23 = 0.63
> 2 minutes 0.40 + (2 x 0.23) = 0.86
> 3 minutes 0.40 + (3 x 0.23) = 1.09
> 
> Perhaps someone else could help me set up the connect.num file?

Hi,

perhaps me? ;-)

You will need the new (not yet english) Connect 95.

There you can setup a connect.num file like this:

```
night: 18:00-06:00
day: 06:00-18:00

holiday: sat sun \
1.1. 1.5. 3.10. 24.12. 25.12. 26.12. 31.dec \
easter-2 easter+1 easter+39 easter+50 advent-17
workday: *

online: (t(8,2))

unit: 0.23
currency: NK

city: [1-9]*
far: 0*

City; $city, $day, $holiday; 0.40 + $unit * ceil( $online / 60 )
...
```

So it works - at least in the new version.

WOlfgang

## 718. Re: HELLp!@!?

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: a1960563@athena.rrz.Uni-Koeln.DE
Message-ID: <5baiv9$cvj@news.rrz.uni-koeln.de>
Source record: 130254

Hello Christian,

chrisTiaN.a.h. (godpup@ix.netcom.com) wrote:
:
: sorta a same message i posted before. but worse. i bought an atari
: mega30 hard drive, and now when i try to run anything (installed or not),
: i either get a three bomb error, or a TOS #35 error. my comp. is a
: 1040ST with 4megs, rom v.1.4. booting from the hard drive is a disaster.

What kind of HD-driver do you use?

: the computer just loops.... screen comes up showing driver version etc,
: three bombs appear, and then it resets and does the same thing over and
: over.

Did you try to install the HD-driver without accessories, alternative
desktop etc., just the "naked" system perhaps with Z- or xcontrol and the
control panel only?
This sounds to me like an accessory or some program in the auto-directory
might be incompatible.

: leaving me to have to bypass the bootdrive, and re-formatting it
: so that i can at least get to my desktop. the drive seems to be fine, as
: there are only 6 "bad" reported clusters during the format process. but
: if i just turn on my computer and monitor, leave the hard drive off, and
: try to run software like i did before, i get errors.

_Never_, _never_ leave an ACSI-drive connected to the port with power
off! Pull the cable out! It causes errors.

: my original boot
: disk (the one i used before i got the hard drive) doesn't even work
: correctly anymore. when i try to load certain programs from the
: autofolder (like marpets cartridge clock acc.) i get an error.

This might be due to the ACSI-HD still connected to the interface.

: i still
: can't get neodesk to install, and i just shelled out BIG bucks for Cubase
: Score, which i'm not even gonna bother to try to install into this
: problem is fixed. please please please, any help would be appreciated.
: oh, the jarxxx.prg in neodesk never works for me. i'm........stranded.

If you can format the HD, access to it is working. So the reason for the
loops should be a buggy or incompatible program or HD-driver (or wrong
physical order of the auto-programs).
So try to calm down and at first start checking up step by step every

program which is loaded during boot-process (and if necessary, get an updated HD-driver).

Bye,

Kerstin

## 719. Re: how do i read atari 'twisted' disks on a mac?

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: a1960563@athena.rrz.Uni-Koeln.DE
Message-ID: <5baj3t$cvj@news.rrz.uni-koeln.de>
Source record: 130255

Hello,

Line Noise (ln@lightspeed.bc.ca) wrote:
: is there an app that runs on a mac that will alow me to
: retrieve the data from an atari disk that has been
: formated whith the atari 'twisted' format?

I once was told that the DOS-mounter would be the only program to be able
to read Atari disks. I cannot guarantee for it, I never tried.

Bye,

Kerstin

## 720. Re: HELP!! Link Virus?

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.011297.125240.41@wxs6-1.worldaccess.nl>
Source record: 130256

```
> "K. Brooks" <newhoriz@huey.cadvision.com> wrote:
> >Well..... Richard of UVK fame tells me my problem is the dastardly
> >'Carpe Diem' hybrid link virus. I got this infection from a downloaded
> >game of the same name I got off the 'net.
> >
> >All Atari users BEWARE of this game!!!! I'm trying to check my logs as
> >to which archive site I got this file from and I'll let the webmaster
> >there know what happened.
> >
> >A BIG public *thank you* to Richard!!
> >
> >Keith Brooks
>
> Of course if somebody really wants to find this and can't locate it
> on the net,Toad Computers has a CD called Bird of Prey which has
> this trojan horse on it.
Have you already told Toad? Personally I find this quite amazing, as it might
be a Trojan horse but it does nothing else but plant the virus. There is no
game, no demo, no nothing to see. I reckon Toad would at least put stuff on a
CD that is known to *work*, wouldn't they? CARPDIEM.PRG does not work, except
for infecting your system.

--
*%\@/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\^/*%$%*\@/*%$%*\@/*%$%*\@/*%$%*\@/*%*
* X ! X ! X ! X ! . ! X ! X ! X ! X *
* O O O O .|. O O O O *
* -*- *
* Athbhliain Faoi Mhaise! '|` Happy New Year! *
* Frohliche Weihnachten! *:* Chag Sameach! *
* Sarbatori Fericite! * . * Boas Festas! *
* Joyous Solstice! ** ** Gut Yontif! *
* Mele Kurisumasu! *** o *** Iyi YIllar! *
* Mele Kalikimaka! *\ O * Wesolych Swiat! *
* Merry Christmas! ** \\ ** Velelykh Svyat! *
* Happy Hanukkah! *** \\ *** Stastny Novy Rok! *
* Pari Dzounount! * o \\ * Kellemes Unnepeket! *
* Happy Holidays! ** O \\** Season's Greetings! *
* Veseli Vanoce! ***\\ o \*** Gung Hay Fat Choy! *
* Feliz Navidad! * \\ o * Felican Jarfinon! *
* Joyeux Noel! ** o \\ O ** Joy to the World *
* Bom Natal! **** \\ o **** - And to All a *
* God Jul! ** o o \\ o ** Good Night! *
* Cheers! *** O \\ *** *
* ************************** *
```

* === *
* === *
**********
Richard Karsmakers cronos@worldaccess.nl
**********
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
**********

## 721. New WEB HTML browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: oxo@imaginet.fr
Message-ID: <5bak0c$ece@belzebul.imaginet.fr>
Source record: 130257

look out for this new WEB HTML browser

http://www.oxo.ch/web_gb.htm

demoversion (100k) to download!

the fastest on Atari!

bye

Pascal Barlier

## 722. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: pmonstad@sn.no
Message-ID: <32d8d6f4693f30@sn.no>
Source record: 130258

Hi!

The TT has only one fan, but the first model released had two! Both the
Mega STE and the TT have LAN connectors.
--
Pï¿½l Monstad, Sï¿½ndenï¿½lia 27 N-4200 Sauda. Tel/fax +47 52783413.
System: Atari TT030 12-1000 19" CD Big Tower.

## 723. 4Mb Now game won't run??

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Mark Gardiner <100550.3170@CompuServe.COM>
Message-ID: <970112124436_100550.3170_EHK46-1@CompuServe.COM>
Source record: 130259

Hi all,

I upgraded my 1Mb 1040 STf to 4Mb and all works OK except the one game I'd keep my ST for al time for !! :.-(

My copy of ANCOs Player Manager (Kick OFF2) no longer runs. It boots but when it comes to make a disk access it 2 bombs out.

I got another copy from ANCO (unbelievably after all this time!) and the same happens. I get no probs with any other major apps...?

I have tried the Make1Meg.TOS file and that does't work any ideas anyone Please?

Cheers

Mark

# 724. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HAMQCAUUUp@tos.ak.planet.gen.nz>
Source record: 130260
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <Pine.A32.3.91.970103104923.22602E-100000@pallas.amp.uni-hannover.de> Peter Rottengatter wrote :

>On Sun, 22 Dec 1996, Mario Becroft wrote:
>> I suspect that by assigning a non-existant IP address to your PC and the
>> real one to your Falcon and setting the routing up right on both machines,
>> however, it might be possible. This would mean that when you were accessing
>> the internet with your Falcon you could not be accessing the internet with
>> your PC at the same time.
>
>Please do not do such things, it will always cause trouble to use
>non-existant, non-reserved IP addresses. One day they will be used, and a
>real mess will happen.

Apologies if I got this post late and it has already been replied to (as I suspect) but in case it has not:

There are IP addresses reserved for use outside of the internet. If you use these, you will not have any problems, and this is what I was meaning when i posted that. Perhaps I didn't make it very clear. Unfortunately, however, I have forgotten what these addresses are, although 10.x.x.x springs to mind. Maybe someone else can help.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

## 725. desk accessory

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: steve <100316.1215@CompuServe.COM>
Message-ID: <5bao0h$5b7$1@mhafn.production.compuserve.com>
Source record: 130261

Can anyone tell me what desk accessories are? I realise this is kind of basic, so please accept my responsibilities. Is it something to do with a boot disc? If so, how do I make a boot disc?

Thanks in advance

--
steve

## 726. "Pacman"/"Ms. Pacman" (the originals) available?

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d8e7de24e010@sn.no>
Source record: 130262

Does anyone know if the games "Pacman" and "Ms. Pacman" are/have been
available at all for the ST?
I'm talking about the original game- not any clone. I believe Atari was the
"inventor" of it.... I think...

And if it/they are available, will they work on an STe with TOS 2.06?

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 727. Re: Zipdrive compatibility Atari - Windows95

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32D8F0EE.38AD@bruker.de>
Source record: 130263

Johan Arnout wrote:
>
> Hallo
> Does any one know how to interchange my Zipdrive media
> from
> Atari with an external SCSI Zipdrive
> to
> Windows95 PC with internal SCSI Zipdrive?
>
> I can not acces more than 33 MB on my atari so I need to partition my
> drive on atari
> then I can't read it anymore on my PC
> can I install an other harddisk driver on my Atari so I can read 100
> MB disks and be compatible with pc standard?

You need HDDRIVER 6 and MagiC 5 or Big-DOS (included in the HDDRIVER)
distribution for this. HDDRIVER 6 has full support for DOS compatible
media with partitions > 32 MByte and is also capable of creating these
partitions on the Atari. It also comes with special support for ZIP and
JAZ drives concerning their unique features for read/write protection.
The demo version of HDDRIVER is avaiable from
acp5.chemie.uni-kl.de/pub/atari/hddriver61_demo.zip.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

## 728. TT: cutting trace under chip

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <5bavb9$1l8@nnrp1.news.primenet.com>
Source record: 130264

Would whomever posted words about cutting a trace after unsoldering a chip on a TT memory expansion board, to increase its capacity, please post more details. I have looked at a circuit diagram I bought of such things, and can see how adding jumpers may make a 1 meg board into a 4/16 meg board, but cannot see how cutting a trace accomplishes anything. If it did, I have missed something.

---------------------------------------------------_----------------------
jimd1 __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

# 729. Re: New WEB HTML browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: dipching@ping.be
Message-ID: <853082018_OASIS_@ping.be>
Source record: 130265

Oxo Concept give us a new browser BUT, what you must know is:
If you are working with a graphic card like Crazy Dots like me (and a lot of other people ...), you won'tbe able to see the pictures in the right way on your screen !!!!!! >>> Chaotic horizontal strips is all you'll see ... !!!
Like so much graphic french programs, the way to show pictures is never adapted to graphic cards.
E.G. D2M from Parx, Vision from Alias and now WebSpace from Oxo.

Though these three programs are very good in the whole concept they don't care about graphic cards on machines like MegaSTE and TT ... the developpers are only thinking in the of Falcon 030 ... indeed, no problems on a Falcon !

BE AWARE OF THAT !!!!

CAB is the only perfect compatible browser for each atari machine in all configurations !!!!!

--


```
------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
------------------------------------------------------------------------
```

## 730. Re: New WEB HTML browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <853077268_OASIS_@ping.be>
Source record: 130266

In article <5bak0c$ece@belzebul.imaginet.fr>
oxo@imaginet.fr (Zork) said:-

>look out for this new WEB HTML browser
>
>http://www.oxo.ch/web_gb.htm

Sure it's fast but it won't work on a TT with a graphics card.
For the moment nothing can beat CAB

--

**********
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**********

## 731. PARCP

Newsgroup: comp.sys.atari.st
Date: 1997-01-12 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970112111311.10211B-100000@moose.erie.net>
Source record: 130267

Is the printer port cable used with PARCP the same as the LapLink cable used to connect laptop PC's to desktop PC's? Is there any risk of hardware damage using this cable to connect two ST's together? I'd also appreciate comments from anyone who has experience running PARCP on it's reliability.

## 732. FS (UK) ST/Falcon stuff.

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Graham Burst <boik@pncl.co.uk>
Message-ID: <32DA8F21.7537CF9D@pncl.co.uk>
Source record: 130118

Due to moving house I need to dispose of the following (and raise some cash!). All software is complete with manuals and boxed where applicable.

Imagecopy 4.0 CD
NVDI 2.5
Hisoft Basic 2.0
Apex Media
Studio Photo
True Paint
Extendos pro 2.0
Connect 2.46e
ICD Pro utilities 6.1.4
Whiteline Alpha CD
ScreenBlaster II (with hardware)
FreeKeys keyboard case
Abacus GEM Programmers Reference
Abacus ST Disk Drives Inside and Out
Abacus ST Machine Language
Abacus ST Tricks and Tips
Atari World 1-7 (magazine, no disks)
ST World 34,37,40,44-50 (magazine, in original binder)
ST Review 3,10-35 (magazine, no disks)
ST Applications 33-56 (magazine)

Sensible offers invited. P&P to be added or collect Gatwick/Crawley.

Graham Burst

boik@pncl.co.uk

## 733. Re: Wanted Joystick UK

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bdvf7$gvn@ornews.intel.com>
Source record: 130119

(posted and mailed)

In article <M5TsgBAQyt1yEwKj@starbuk.demon.co.uk>,
Pete Starbuck <pete@starbuk.demon.co.uk> wrote:
>
>I am looking for One/Two joysticks for my Father in Laws Atari 1040 STFM
>(im sorry i'm only into PC's) anybody know where to get them cheapish in
>the UK..As it looks like that I have got to buy them for him :-)
>
>Please e-mail me as I do not subscribe to this newsgroup..

Any joystick that works on a C-64 or Atari 2600 console will work on the
STFM. I seem to recall a vendor named "Maplin" but that could be
hallucinations...

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## 734. Re: PNG?

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bdvjd$gvn@ornews.intel.com>
Source record: 130120

In article <01bbff22$802fae40$LocalHost@default>,
"Mike Hopkins" <mhop@snip.net> wrote:
>
>>Consider PNG instead
>
>I never heard of this. What does it stand for?

Portable Network(? Noodle? I forget) Graphics - a very compact format with
full support from someone who DOESN'T expect a royalty for every picture
created in the format.

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## 735. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5be0ru$gvn@ornews.intel.com>
Source record: 130121

In article <1b7cd$d1d2f.111@HERMES>,
gmiller@inca.co.nz (Gaven Miller) wrote:
>
>Oh, and the TT has a better keyboard than the Mega STE, with different
>function keys, and mouse/joystick ports at opposite ends of the keyboard
>rahter than tucked underneath at the back where it is difficult to plug
>in correctly without having the cord go at nearly a 90-degree angle at
>the plug end.

Gaven, I dunno what you've seen, but except for the color, the TT keyboard
and the Mega STe keyboard I have are identical. I routinely use my old Mega
(non-STe) keyboard, though, because I like the feel better, and it fits in
my pull-out keyboard drawer.

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# 736. Re: High Density Floppy Disk Drives - MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5be128$gvn@ornews.intel.com>
Source record: 130122

In article <plJ3NNB.bobmatiska@delphi.com>,
Bob Matiska <bobmatiska@delphi.com> wrote:
>
>I see that a line was lost when I posted my message. TOS 2.05 will not
>do high density reliably; you must also have TOS 2.06.

I'd have to disagree on that, Bob. I had 2.05 for a couple of years before
I upgraded, and never had problems using 1.44mb floppies. I've actually had
more problems since the upgrade.

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# 737. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: frank@REMOVETOREPLY.tachyon.co.uk
Message-ID: <frank-ya02408000R1301972118520001@news.netkonect.co.uk>
Source record: 130123

In article <19970110214051.13148.qmail@mail.ptd.net>,
Mr.Maddog@mail.ptd.net wrote:

> Maybe it's the same reason why there's a market for the Machintosh which
> is compatible with absolutely nothing.

Eh? The Mac is compatible with the Mac, as Wintel machines are compatible with themselves! Apart from that, The Mac is compatible with Wintel machines if you want it to be, as well as being able to run Linux etc (yes, I know, it's years behind every other platform on that front).

For God's sake, don't bash the Mac just because an asshole like sinclap happens to be an advocate ;-)))

ATB, Frank.

--
-=-=-=

## 738. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970113213301.11838.qmail@mail.ptd.net>
Source record: 130124

>Anyone else spotted STs/TTs in strange places? Come to think of it...
>I'm currently sitting in a lab full of Sun SPARCstations. Along one
>wall is a door leading to the technician's room, which we don't
>normally go into. However, once I had to go i n to a question. The
>first thing I saw was what he had on his desk: one SPARCsta tion, and
>one MEGA ST!!!!!!! :-)

Yep, this one local computer store that used to be an Atari
dealership. Now they sell nothing but PC stuff...but still they have
two ST computers used for inventory and recept printing. Even after
being screwed over by Atari, they still find ST's useful :)

Other ST sightings...I seen two of them in the old TV show Friday The
13th, and in the background of the first EPMD ablum. They took the
picture in their studio and had an ST and some other computer.

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

## 739. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <853187350_OASIS_@nordnet.fr>
Source record: 130125
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[followups directed to only the tech group]

In article <HAMQCAUUUp@tos.ak.planet.gen.nz>
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-

>In <Pine.A32.3.91.970103104923.22602E-100000@pallas.amp.uni-hannover.de>
> Peter Rottengatter wrote:
>
>>Please do not do such things, it will always cause trouble to use
>>non-existant, non-reserved IP addresses. One day they will be used, and a
>>real mess will happen.
[snip]
>There are IP addresses reserved for use outside of the internet. If you use
>these, you will not have any problems [...]

I believe addresses like 192.168.0.1, 192.168.0.2 and upper are just
reserved for this purpose, but I don't know if it's a class C or B, that's
if 256 or 65536 addresses are reserved... I use only these 2 for my Falcon
and STe network, if you have a more than 256 computers network, verify the
addresses in the relevant RFC!

Such addresses are reserved for local area networks, and if the LAN is
connected to the Internet, and by error a paquet goes out with such an
address, it will not do any harm as it will not be routed...

Bye! Bruno.

--

/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

# 740. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: JEDI
Message-ID: <5bdss0$855@lana.zippo.com>
Source record: 130126
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1997Jan11.021157.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu says...
>
>In article <19970110214051.13148.qmail@mail.ptd.net>, Mr.Maddog@mail.ptd.net writes:
[deletia]
>> As for the PowerMac...let's see, still PC compatibilty without getting a
>> 486 card. (The Intel that's no longer produced). Still waiting for Apple
>> and IBM to quit licking the wounds other companies inflicted on them, for
>> that ability to run Intel based programs the same way that Mac programs
>> are run. And before anyone tells me about these glorious PPC servers that
>> run Windoze NT, try to run a game of Quake on it.
>
>If you need a 486 card, Orange Micro has them advertised in MacUser, MacWorld
>and MacWeek.

CPU level compatibility was promised. It was touted as one of the many
advantages of RISC technology. It never materialized and is now getting
swept under the rug.

Nevermind that Mac PC cards will most certainly cost you more than
an entire new PC.

# 741. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: JEDI
Message-ID: <5bdua3$bui@lana.zippo.com>
Source record: 130127
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5b95u0$hbl@scanner.worldgate.com>, Chris says...
>
>sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>>TOS is not modern in anyway.

Quite frankly, you aren't qualified to make that comment.
You don't even have any decent level user experience that
isn't greatly outdated. Furthermore, you've demonstrated
a complete computer illiteracy when it comes to technical
details of any kind.

Fill in the details, if you can.
Things that can be accomplished through applications
(like cyberstudio) don't count.

Furthermore, such 'distinctions' serve no purpose other than
'genetalia' waving.

It need not be modern. It needs to only do what is required
of it and not place uneccesary barriers to that end.

Most of the features that are new and nifty these days are actually
rather old. Most new microcomputer OS features are typically merely
repeating what has been done on the larger systems in the previous
DECADES.

>
>Of course it is. When was the last time you used it?
>
>>What are those apps? I made a mistake with pricing. But $2700 is a lot for an
>>060 that is slow. Considering a Powermac 6400/180 can be had for $1199. Whats
>>your excuse for the high price?

So? Where can just anyone walk in and buy a PowerMac for that price?

>
>If you are going to be an ass and close minded about it, why should I
>waste my time?
>
>An 060 may be too slow for MacOS, hell, a PPC is too slow for MacOS,
> but for TOS and Atari apps it is plenty fast.

Modern microcomputer OSes have a nasty tendency of 'getting in the way'
in that they eat up a large chunk of the machine they are running on.

The genius of TOS/GEM was that it delivered quite a bit while not bogging the machine down. It is appropriate for a 68000/8. System 6.0 was not and it showed. In a similar fashion, OSes have continued to grow faster than the hardware.

Until the recent drop in RAM prices, most 'modern' microcomputer OSes were painful to use as they would not fit inside the machines they were designed to run on. Innapropriate tactics, designed for highly concurrent, mult-user, high IO bandwidth machines were used. This virtual memory would slow down a Mac or PC to the point where an ST and it's 'primitive' OS could catch up.

ROM was faster than floppy in 1986.
ROM is faster than HD now.

Only a recent memory glut has saved the current crop of 'modern' machines and their OSes from running at the speed of a hard disk (50 times slower than a 68000/8) rather than their full potential.

Try to use one of these modern OSes in twice the memory capacity of an ST and see what happens. Then run the austere yet relatively perky ST next to that 'modern' machine.

# 742. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bdv2a$gvn@ornews.intel.com>
Source record: 130128

In article <19970110214051.13148.qmail@mail.ptd.net>,
Mr.Maddog@mail.ptd.net wrote:
>>
>>sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>>>No, sir.. I am not an a**hole!
>>
>>This of course is debateable.
>
>A debate that will last for only one second of course...

Hmmmm, looks like an asshole, smells like an asshole, talks like an
asshole... Must be a duck.

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# 743. Re: Messed up GEM text-display

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970113215047.12393.qmail@mail.ptd.net>
Source record: 130129

> From: hallvart@sn.no (Hallvard Tangeraas)
>
>Has anyone here experienced the text window of an editor being messed up
>sometimes?
>This sometimes happens to me, especially after running a lot of graphical
>programs (viewers, icon editors, painting programs etc.).
>
>What happens is this:
>
>I start up one of my ASCII editors (mostly "Everest 3.5e", though the
>problems seems to happen with just about any editor when it occurs),
>if I start to write a new file my text starts *above* the first line- that
>is, the top half of the text vanishes above the GEM window and naturally
>gets cut in half!
>The text often gets messed up as well, like bits of text being broken (like
>a corrupted graphic file looks like).
>
>What happens if I load a text file is that I also see gray lines in between
>the text- the same colour as on the GEM desktop (hires mode). It's in
>between the text at certain places- it almost seems like it's generated
>where there are paragraph endings and/or tabs.
>
>Anyway, the whole thing is pretty irritating, and the only solution is to
>reboot the machine, so obviously something in GEM becomes messed up now and
>then.
>
>My system: STe/4Mb RAM/TOS 2.06/mono-hires display

Wow, if it happens to all the GEM programs you run then it sounds like it is a serious problem. Are you a running any screen accelerators like Warp Nine? I once installed Quick ST on my Stalker setup and after a while, I had a hard time getting the menu to work and it froze up. Took me less than a half a minute to ditch that! :)

If it is GEM itself, then you may have a problem with your TOS chip or the installation of it.

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or automatic.

## 744. Re: Upgrading a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5be075$gvn@ornews.intel.com>
Source record: 130130

In article <5b7jr6$de6@scanner.worldgate.com>,
hohenstein@worldgate.com (Doug Hohenstein) wrote:
>
>I've got a Stock Mega STe with 4 megs RAM and a 54 Meg HD. I want to
>improve the system, but I'm not willing to spend a LOT of money to do
>it. Last I tried to figure it out, it would cost me about $2000 or more,
>Canadian, to upgrade my Atari system to something web-worthy
>(falcon-like color, 8 or 16 megs). For that proce, I can buy a PC
>system.
>
> Any suggestions?

I have no idea what graphics cards are selling for these days - but you CAN run CAB in low-rez and get 16 colors. Granted, it's not VGA-standard (640x480x16 or more colors) but it's better than mediumor high rez if you want to see waht all the fuss is about. The trick:

(1) Run in medium or high resolution and pull down the Options menu; click on Display and note which letter sets "Colour" on (it's "R" on CAB 1.5). Make sure you're set for a fixed width (might as well go for 640 pixels, or 800 if you prefer) and save the options.

(2) exit CAB, swithc to low res, and run CAB again. Pull down the same menu, and click Display again. Hit "R" (or whichever letter it is if someohow yours is different), then "Enter". Save the options again.

(3) Exit CAB and start it again (still in low-rez). Now you have glorious 16-color graphics and a window on a virtual screen with the actual Web page.

Incidentally, this is a quick-and-dirty method of viewing JPGs and GIFs in full color on the unmodified ST/STe - and using AltaLista, you can even make them fit in your visible window - just edit the list it produces to adjust the picture size until it looks right to you.

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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

## 745. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: frank@REMOVETOREPLY.tachyon.co.uk
Message-ID: <frank-ya02408000R1301972126070001@news.netkonect.co.uk>
Source record: 130131

In article <5b9rin$5ev$4@nadine.teleport.com>, atari@teleport.com (Rich Tietjens) wrote:

> The system clock keeps all four digits internally (unlike the PC or
> the Mac). TOS-based systems do not have a problem with the Year 2000
> "bug."

Eh? My Mac holds the date internally as 1997, with four digits - are you sure about that?

ATB, Frank.

--
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

## 746. Re: PPP connection and atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5be8ph$no5@ornews.intel.com>
Source record: 130132

In article <01bbffe9$a5c2f1e0$LocalHost@default>,
"Mike Hopkins" <mhop@snip.net> wrote:
>> If you don't want a MinixFS partition, there is a PPP
>> kit available (on cnam, I believe) which does not require one.
>
>Where can I get these programs?

If you don't want to look around cnam, you can get pppkit14.zip at
ftp://ftp.teleport.com/users/atari

----------http://www.teleport.com/~atari----------
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----------ftp://ftp.teleport.com/users/atari----------

## 747. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970113214221.12098.qmail@mail.ptd.net>
Source record: 130133

>The system clock keeps all four digits internally (unlike the PC or
>the Mac). TOS-based systems do not have a problem with the Year 2000
>"bug."

I've been hearing in mainstream news(by golly, this must 'be' important)
that when 2000 comes, alot of PC's and other systems would be really
fouled up. Is there any major concern about this, is the system date
unable to even rollover from 99 to 00?

I might have a theory on this...when "they" designed computer systems
years ago, they figured that no one would be using them for more than 5
years. A bit shortsighted on the engineers part. But who would thought
that we would still be using the same design and architechture of a IBM PC
in today's computers even right up to 2000?

Oh well... :)

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

## 748. Rock & Roll Clams

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <J-OXdPe.greg_evans@delphi.com>
Source record: 130134

My copy of disk 2 of R'n R Clams has a bad file -- ENS2.SCN. Is there anyone with a copy of the game who can email me a replacement file? Thanks!

Greg

# 749. Re: New WEB HTML browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970113184248.29442A-100000@usr08.primenet.com>
Source record: 130135

Ohhhh Cool... OXo speak. That is a great news guys...
Keep on watching the newsgroups, like Computer direct does..
We need to talk and do things fast, without any
misunderstanding, together..
I am really pleased to see that OXO finally took the initiative to
speak in real, especially in an international newsgroup..
bye and please keep on . :)))

On Sun, 12 Jan 1997, Zork wrote:

>
>Graphics card adaptation in progress we currntly work on NOVA and
>after on MATRIX. CRAZY BITS will be the trird.
>
>
>Pascal Barlier
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

## 750. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5beil4$ej@ornews.intel.com>
Source record: 130136

In article <frank-ya02408000R1301972126070001@news.netkonect.co.uk>,
frank@REMOVETOREPLY.tachyon.co.uk (Frank Charlton) wrote:
>
>In article <5b9rin$5ev$4@nadine.teleport.com>, atari@teleport.com (Rich
>Tietjens) wrote:
>
>> The system clock keeps all four digits internally (unlike the PC or
>> the Mac). TOS-based systems do not have a problem with the Year 2000
>> "bug."
>
>Eh? My Mac holds the date internally as 1997, with four digits - are you
>sure about that?

Not sure about the Mac, no. I suspect the problem with the PC may be traced
back to Bill Gates, eventually. Haven't had to opportunity to probe the
hardware yet.

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## 751. Re: HELP!! Link Virus?

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <5be2r4$adf@nnrp1.news.primenet.com>
Source record: 130137

Chris Krowchuk <chris@compdirect.com> wrote:
: "K. Brooks" <newhoriz@huey.cadvision.com> wrote:
: >Well..... Richard of UVK fame tells me my problem is the dastardly
: >'Carpe Diem' hybrid link virus. I got this infection from a downloaded
: >game of the same name I got off the 'net.
: >

An Atari is an easy machine to write a link virus for -- just 545 bytes
for the carrier. But, the standard infection marker, so the virus does
not infect the same file twice, is to put two NOP instructions at the
start of the file. I have at least one commercial program marked in this
way to avoid link virus infection. Take a look at the start of the
suspect file to see if it is infected with a hex editor. And then again,
maybe not.
--
----------------------------------------------------_------------------------
jimd1 __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

## 752. Re: protext printer drivers

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: "Philip Taylor"
Message-ID: <5be27d$kts@singer.cent.gla.ac.uk>
Source record: 130138

In article <ps10000-1101971332210001@mac13.vrl.path.cam.ac.uk>, ps10000@mole.bio.cam.ac.uk (Peter Speck) says:
>
>Does anyone use protext, and if so do you have, or know where I can get a
>printer driver for a hp deskjet? I have a driver for ist word, but it is
>not recognised by protext.
>
Yes I use Protext v4.3. I've recently finished writing a printer driver
for my Deskjet 600, implementing proportional spacing, choice of fonts,
portrait/landscape, and half-line-feed.
E-mail me if you want a copy. Very cheap!
BTW I did a driver for the proportionally-spaced font (think it's called
Century) in the Panasonic KX-P4455 too. Anyone want that one?

# 753. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1301971821510001@metricom59.ucsc.edu>
Source record: 130139
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bdss0$855@lana.zippo.com>, JEDI wrote:

>In article <1997Jan11.021157.1@cobra.uni.edu>, sinclap2954@cobra.uni.edu
says...

>>If you need a 486 card, Orange Micro has them advertised in MacUser, MacWorld
>>and MacWeek.
>
> CPU level compatibility was promised. It was touted as one of the many
> advantages of RISC technology. It never materialized and is now getting
> swept under the rug.

CPU level compatability with the x86 was never promised by any member of
the main trio which worked on PowerPC (Apple, IBM, Motorola). Apple
promised some degree of 68K compatability through software emulation.

There were plenty of rumors for awhile about a IBM project, the PowerPC
615. It was to be a 2-in-1 CPU combining x86 and PowerPC. You cannot
call it a promise since IBM never announced it, denied most if not all of
the rumors and leaks about it, and finally announced (at least a year ago)
that the project had existed but was canned due to technical problems.

> Nevermind that Mac PC cards will most certainly cost you more than
> an entire new PC.

I agree that this is the case. However, from my perspective as an
engineer, I can easily see why. They will never sell nearly as many of
those boards as a single PC motherboard manufacturer will of its
motherboard design, so the board cost is higher (volume production really
cuts costs a lot). And the system ASIC they have on it to glue everything
together is produced in even less volume relative to ordinary PC chipsets,
since PC chipsets are typically sold to many motherboard companies.

If you are in the market for a PC card, you must basically decide whether
the bad pricing (equivalent to buying an entire PC with the same specs) is
worth the advantages (you can use the same keyboard, monitor, mouse, and
no desk space is taken up by a second machine).

--
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+

# 754. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bem38$2cn@ornews.intel.com>
Source record: 130140
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <1997Jan12.193237.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>
>I thought users use the OS to run apps. I suppose that different on the
>TOS platform.
>

As usual, you failed to think at all.

Your advocacy issues are not welcome outside the advocacy groups (probably
not real welcome there, either, but that's another story).

I tried asking you to contribute positively - we Atari users have more in
common with most Mac users than with Windows users; but you can't seem to
distiguish between your opinions and the laws of nature, so your posts
are little more than rants, with no factual basis. Get lost.

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## 755. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1301971809380001@metricom59.ucsc.edu>
Source record: 130141
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bdua3$bui@lana.zippo.com>, JEDI wrote:

> Modern microcomputer OSes have a nasty tendency of 'getting in the way'
> in that they eat up a large chunk of the machine they are running on.

Ever seen BeOS? All sorts of modern features. Faster interface response than TOS, on the same machine. (I can crank up ten or so instances of a little 3D rendering demo, causing the CPU usage to peg at 100%, and BeOS will still maintain instantaneous response to mouse clicks and keyboard events for the foreground app.)

> Until the recent drop in RAM prices, most 'modern' microcomputer OSes
> were painful to use as they would not fit inside the machines they
> were designed to run on. Innapropriate tactics, designed for highly
> concurrent, mult-user, high IO bandwidth machines were used. This
> virtual memory would slow down a Mac or PC to the point where an ST
> and it's 'primitive' OS could catch up.

Uh, yeah. Whatever. VM doesn't cause a performance hit unless you use enough memory to force it to start swapping pages out to disk. In other words, it lets you use your computer for more things if you want to. This has nothing to do with whether an OS is designed to run a huge multi-user behemoth or your personal computer (indeed, if you want a large compute server to have decent performance, you must put enough RAM in it so that it doesn't have to swap often, or else users will complain that the machine is a slug).

> ROM was faster than floppy in 1986.
> ROM is faster than HD now.

So what's your point? That we should stay mired in the backwaters of computing just to be absolutely guaranteed that a disk swap operation will never happen?

--
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+

## 756. SLM804 / Power MOD

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <26375_SSweet@mettav.demon.co.uk>
Source record: 130142

```
FROM: SSweet@mettav.demon.co.uk
SUBJ: SLM804 / Power MOD

R> Would someone EMAIL me the a detailed MOD that allows the Atari SLM804
R> laser printer to remain turned off and still hooked to the DMA port
R> without skrewing the Hard drive. I understand that there are a few cuts
R> to be made on the SLM804 DMA contoller and a 5volt DC added to the cap
R> on the controller to trick the DMA...

You need to speak to dcroker@mettav.demon.co.uk

He's the authour dude-man.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= The Last Borg Scout: Starring Locutus.
--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 757. Re: Cookie jar patch program

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: SSweet@mettav.demon.co.uk
Message-ID: <26374_SSweet@mettav.demon.co.uk>
Source record: 130143

FROM: SSweet@mettav.demon.co.uk
SUBJ: Cookie jar patch program

MM> Otherwise, I don't even give a poop about cookies except the chocolate
MM> chip kind :)

MM> Going back to kindergarden for redimal math...

Can i /look after/ your chocolate chip cookies whilst your gone.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Real programmers don't document.
If it was hard to write, it should be hard to understand.
--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 758. Writing to Atari disks from a PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <710_RCain@nest.demon.co.uk>
Source record: 130144

Hi stever@mailzone.com, on 13 Jan 97 you wrote:

s> I have a PC and I have a friend, with an Atari 520 ST with 1meg of
s> RAM who wants to download some games off the Atari indexes online. I
s> said that I would save him the hassle and download them for him and
s> I intend to use RAWRITE. (this program should write to the disks
s> sector by sector, ignoring format) RAWRITE is distributed with many
s> Linux installations. (especially Slackware as far as I know) Can
s> anyone confirm or deny that this willl work before we try? Or can
s> somebody offer an alternate solution?

I don't think you need to go to so much trouble, Steve. Just format the
floppies on the PC to the "shape" (360Kb or 720Kb) required by the ST and
they will be interchangeable.

Roger
rcain@nest.demon.co.uk

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 759. GCR to trade, Diamond Back 2, Neodesk, Warp Nine: wanted: HD Driver

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <5bden4$jcf@freenet-news.carleton.ca>
Source record: 130145

Hi. I'm looking for a complete HD Driver package, and have some Atari
hard/software that I would be willing to trade. Packages that I have include:

neodesk 3,04
Diamond Back 2
First Graph
Mini Office Pro
Warp Nine 3.75

I also have apsectre GCR, complete, with system disks that I would like
to trade for an ICD Link

Cheers!

mark m

--
Mark Montreuil (ai066@freenet.carleton.ca)
World Wide Web (WWW) page creation/consultation and posting
http://www2.magmacom.com/~montreum/index.html and megaste.html

## 760. Re: Gerhard Huber's email?

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv915xu6pj.fsf@emw.ericsson.se>
Source record: 130146

pettert@notam.uio.no (Petter Toneff) writes:

> Has anyone got a valid email adress for Gerhard Huber (of Computerinsel) ?
> I tried gerhard_huber@r.maus.de, but the mail was returned with an
> "unknown" tag.

Try: Gerhard_Huber@la.maus.de or
CiEBV@aol.com

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 761. ST/Falcon Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: durandal@gizzmo.demon.co.uk
Message-ID: <AF00024D9668F74EF@gizzmo.demon.co.uk>
Source record: 130147

```
A few bits of software for sale:

Didot Professional CD (pro. DTP) 25UKP
Retouche Professional CD (pro. image processing/retouching) 25UKP
Lattice C 5.5 15UKP
Studio Photo 10UKP

NeoN 3D (Falcon & FPU) 90UKP
This is (IMO) the best modelling app. available for the Atari.
The software itself is in English, but the manual is German.

_OR_ you can have the lot for 100UKP. All prices are plus postage, because
some of these things are pretty heavy.

All the best,
Nial.

--------------------------------------------------------------------------
Nial Grimes. "The only place where
nialg@cix.compulink.co.uk success comes before work
durandal@gizzmo.demon.co.uk is in a dictionary."
Vidal Sassoon.
--------------------------------------------------------------------------
```

## 762. RE: Bible Concordance

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32DB12BF.7D9B@huey.cadvision.com>
Source record: 130148

Could someone please re-post the URL for the Fifteenth Avenue Bible Church so I can get back onto their site to finish downloading the Atari software and bibles? Netscape crashed on me half way through my last attempt and I hadn't save the bookmark. Yahoo etc can't seem to find the site.

Thanks....

Keith

## 763. Re: GPDS scanner drivers?

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32DB1269.3777@huey.cadvision.com>
Source record: 130149

Derryck ... the GDPS shareware program(s) are out there but basically only support SCSI scanners as I recall.

Keith

# 764. Re: help SLM804 needs toner cartridge

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: STigma <notmyrealaddress@nowhere.com>
Message-ID: <01bc00f6$35d5f360$LocalHost@stigma1>
Source record: 130150

```
--
****Do not reply to the reply-to address*****
(\
\\_ _/(\ tricio@geocities.com
Q Q \) http://www.geocities.com/RainForest/3251
=(_T_)=
"
```

VESA <cheok@pacific.net.sg> wrote in article
<32D4F73C.2829@pacific.net.sg>...
> Hi
> Can anyone out there help me with my SLM804? I am looking for a vendor
> outside Singapore which sells the toner cartridge for this laser
> printer. Nobody does seem to play with the Atari St machine anyone and
> that is why I have to post this message for help in the oversea
> newsgroup section. Please email me at cheok@pacific.net.sg.

The mechanism of this printer is a TEC mechanism, very usual in old lasers,
many brans of printers used the same toner (Toshiba PageLaser 6, Olivetti,
Inves, Manesman, etc..) Try with one of these.

# 765. Re: New WEB HTML browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: herve@alpes-net.fr
Message-ID: <1128herve@alpes-net.fr>
Source record: 130151

Hi Jo,

In a message of <12.01.97>, dipching@ping.be (90:800/1.15) writes:
d> Like so much graphic french programs, the way to show pictures is
d> never adapted to graphic cards.
d> E.G. D2M from Parx, Vision from Alias and now WebSpace from Oxo.

Sorry, but look at the last TRM file from the M&E package, it have been done
for working with most of the graphical cards of the market, and if yours is
not inside, you can easily make your own driver with it !

To get more details : http://www.parx.fr/

Regards,

--
All government is theft, some just steal less

Herv - Herve@parx.frmug.fr.net

Via *FIST* v2.46beta Gate on alpes-net.fr (90:800/1.15)

--

## 766. Re: Writing to Atari disks from a PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5be0ee$gvn@ornews.intel.com>
Source record: 130152

(posted and mailed)

In article <32d6a571.15353772@news.easynet.co.uk>,
stever@mailzone.com (Steve Read) wrote:

>I have a PC and I have a friend, with an Atari 520 ST with 1meg of RAM
>who wants to download some games off the Atari indexes online. I said
>that I would save him the hassle and download them for him and I
>intend to use RAWRITE. (this program should write to the disks sector
>by sector, ignoring format) RAWRITE is distributed with many Linux
>installations. (especially Slackware as far as I know) Can anyone
>confirm or deny that this willl work before we try? Or can somebody
>offer an alternate solution?

No need to use RAWRITE. Just format the disks on the PC to 720k (the DOS
command is FORMAT a: /F:720) and unzip the archives. The ST uses the same
format as MS-DOS (but TOS version prior to 1.04 don't write a couple of
MS-DOS-critical bytes in the boot secotr, so it's best to elt the PC do the
formatting).

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## 767. TT/MSTe LAN port (was Re: Atari used in skiing resort! (Switzerland))

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5be0u9$gvn@ornews.intel.com>
Source record: 130153

In article <32d8d6f4693f30@sn.no>, pmonstad@sn.no (Paal Monstad) wrote:
>
>Both the Mega STE and the TT have LAN connectors.

Which reminds me... Has anyone gotten the LAN to work under singleTOS?
If so, how? What software did you use?

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----------ftp://ftp.teleport.com/users/atari----------

# 768. Re: Messed up GEM text-display

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5be33q$gvn@ornews.intel.com>
Source record: 130154

In article <32d9a94a2a0037@sn.no>,
hallvart@sn.no (Hallvard Tangeraas) wrote:
>
>Has anyone here experienced the text window of an editor being messed up
>sometimes?
>This sometimes happens to me, especially after running a lot of graphical
>programs (viewers, icon editors, painting programs etc.).
..
>
>My system: STe/4Mb RAM/TOS 2.06/mono-hires display

Failry common, really (on my TT also). Keep track of which programs you run BEFORE running Everest (it happens with 7-Up, also; I can't use Tempus at all on my TT, however, it completely blows away the vidoe sync). One of them is messing with your MALLOC.

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## 769. Re: PNG?

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: James Troup <jjtroup@comp.brad.ac.uk>
Message-ID: <dmmg205noap.fsf@dcsun4.comp.brad.ac.uk>
Source record: 130155

"Mike Hopkins" <mhop@snip.net> writes:

> > Consider PNG instead
>
> I never heard of this. What does it stand for?

Portable Network Graphics

<URL:http://www.wco.com/~png/>
"PNG (Portable Network Graphics) Home Page"

--
James
++ http://thor.lib.chalmers.se/~jamest/ ++

## 770. Re: UK Atari bits for sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bdu42$gvn@ornews.intel.com>
Source record: 130156
Cross-posted to: abg.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5b85ab$po6$1@mhafc.production.compuserve.com>,
Brendan McEnroe <101613.2440@CompuServe.COM> wrote:
>
>some atari bits for sale
>http://ourworld.compuserve.com/homepages/brond/forsale.html

Apparently not:

Page Not Found

The Server [ourworld.compuserve.com] was unable to find the following page:

Page [forsale.html]
User [brond]
Category [homepages].

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# 771. FS: F030, Stacy2, music stuff, software, etc.

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: nathan_brenholdt@interactive.sony.com
Message-ID: <nathan_brenholdt-1301971308510001@162.49.67.136>
Source record: 130157
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari

HARDWARE

Atari Falcon 4/80 $500
Atari Stacy 2/80 $500
Atari SF314 3.5" external floppy drive $75
I.B. 5.25" external Atari floppy drive $50
Atari SM124 monochrome monitor $75
Apple 2400 FAX/modem $10
Epson LQ-510 dot matrix printer $75

Korg DSM-1 rackmount sampler (16 note polyphony/16 outs) $450
Kurzweil 150FS rackmount additive synthesizer $900
Roland MSQ-100 MIDI sequencer (MIDI clock->DIN sync) $125
MOTU MIDI Mixer 7s $200
Kawai MAV-8 $100
Passport MIDI Transport w/SMPTE (Atari, PC, or Amiga) $100
TT patchbay (TT front/solder point back) $150
ProCo 1/4" unbalanced patchbay $115

SOFTWARE

Steinberg

Synthworks FB-01 $25
Synthworks DX/TX $25
Synthworks TX-81Z $25
Synthworks ESQ-1 $25
Synthworks MT-32 $25

Soundworks Mirage $25
Soundworks Emax $25
Soundworks Akai S-900 $25
Soundworks Prophet-2000 $25

Desktop Mixing DMP-7 $25
Twenty-Four $35
Masterscore $35

Chord Magic $15
Rhythm Time $15
Scale Master $15
Note Wizard $15
Music Lights $15
FB-01 Voice Master $25
CZ Voice Capture $25

D-50 Capture $25

offers? questions?

nathan_brenholdt@interactive.sony.com

# 772. Re: MagiC 4 WON'T install! PLEASE help!

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <853181808_OASIS_@pwomar.demon.co.uk>
Source record: 130158

In article <RZGWts7.johnhechtman@delphi.com>
John Hechtman <johnhechtman@delphi.com> said:-

>I just paid $100 for MagiC 4 so I could do head-to-head comparisons with
>Geneva and Neodesk which I already own. I'm running a 14 meg Falcon with
>X-Boot 3 as a boot manager so I can set up various boot sequences and choose
>among them. Now I find that the MagiC install program breaks if I try and load
>it from floppy disk. It always breaks after calling for the second disk. I
>get the dialogue box asking for the second disk. I put the second disk in and
>click on the "OK" button or press return - but nothing happens! I'm stuck at
>the dialogue box unless I reboot!

Unfortunately the early versions of Magic 4 did not work with IDE
drives, I'm not sure if this is the problem that you experience
though as crashing half way through seems a bit weird.

>Toad has offered to refund my money or replace the program, so it's not a total
>loss, but I'd still like to try MagiC. I emailed System Solutions and got NO
>response (thanks guys, that's what I call support! - NOT).

In defence of System Solutions they didn't sell it to you, they have
been on holiday until very recently, the bloke who handles teh email
was/is very ill so be patient!

>What's the problem here? Bad disk?

Sounds quite probable, if you can then go onto IRC and use an ircnet
server and go to the #atari channel, someone there will almost
certainly confirm if this is the IDE drive problem or not. I
appologise if this article has been responded to already but my ISP'
newsservers are incredibly lagged :-(

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

## 773. Re: PNG?

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32DB1200.12EF@huey.cadvision.com>
Source record: 130159

Mike Hopkins wrote:
>
> >Consider PNG instead
>
> I never heard of this. What does it stand for?

It was brought out as as a new format called 'PING' to ostensibly avoid copyright problems with the GIF format. Thus far it hasn't shown a lot of popularity although a load module is available for GemView.

Keith

## 774. Re: 'Home_Page'by Penquin info request?

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5be2hd$gvn@ornews.intel.com>
Source record: 130160

In article <E3vLv2.6Lx@freenet.victoria.bc.ca>,
wl712@freenet.Victoria.BC.CA (Ron A. Lukawitski) wrote:

> I just downloaded what looks like a great little program for creating your
>own web pages.What I need to know is if it is possable to have
>download-able files added to the pages created by this great program.
>I also have HTMLHELP and one other program by the same author.
>Is it also possable to make the pages larger...When I try to load
>some gif images the program wont save the page.Any help on this subject
>and any other pointers on creating a web page would be greatly appreciated.

Ron,

You've just graduated to the "I want to learn more" group. <G>

You can add downloadable files easily by inserting the proper HTML tags in
your home page, using any convenient text editor (7-Up is freeware, whcih is
VERY convenient).

The following tag would start a download of the file "pc_st.zip" if it were
located in the same place as your home page:

<A HREF="pc_st.zip">Download pc_st.zip</A>

(that may look funny on some newsreaders; it's NOT a real link, folx!)

Keep in mind that Unix (the OS used by most ISPs) is case-sensitive, so
PC_ST.ZIP is a different file than pc_st.zip!

More information on HTML programming is available at:

http://www.yahoo.com/Computers_and_Internet/Software/Data_Formats/HTML/Guides_and_Tutorial
s/index.html

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# 775. Re: New WEB HTML browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: cb@Raceme.UUCP
Message-ID: <5be9oj$dar@Raceme.UUCP>
Source record: 130161

Hello Vandeweghe Jo, you wrote (Sun, 12 Jan 97 15:13:38 GMT):

: Like so much graphic french programs, the way to show pictures is never
: adapted to graphic cards.
: E.G. D2M from Parx, Vision from Alias and now WebSpace from Oxo.
Excuse-me but the last version of D2M and all the programs using M&E moduls
from Parx (like Bv4, my picture display program) work with graphic cards.
You should contact PARX for an update of the PARX.SYS system (see
http://www.parx.fr).

Regards, Christophe.
--
Christophe Boyanique (raceme@lenet.fr)
Visit homepage at http://www.lenet.fr/raceme (atari & linux)

# 776. Re: Oasis 2.10 problems revisited

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <853180648_OASIS_@ping.be>
Source record: 130162

In article <5797207_000007_OASIS_NEWS@000007-hookup.net>
martinr@hookup.net (Rick Martin) said:-

>>I've had to throw out ZControl, though; I don't know about Thing or
>>Freedom. Try it without each additional application in turn.

I just tried it with all my acc's and auto.prg's (exept xcontrol and a
few prg's needed for my grpahic card) disabled. Still the same. More,
Trying to log on from within Oasis I get the message "ice.prg missing"
or something like that. The tools.cfg shows me that the path for
ice.prg is right. So why the hell can't Oasis find Ice.prg

>>
>>I find Oasis 2.1 is now very stable, where previously it didn't like
>>the presence of STiK.ACC (not-enabled).
>>
>>Remember the story of Bruce's spider?
>>
>As you can see I'm also using Oasis 2.10 on a Falcon TOS 4.04 ! Some
>of us are able to figure out how to use it . The one piece of advice I
>can give to everyone is edit the TOOLS.CFG file in your System folder
>as this is pointing to different drives . Now if only I could figure
>out how to receive my mail . I sure would be a happy PUPPY .

Are you using ppp? I guess not. From the beginning of Oasis 2 if have
the BAD: PPP PACKET warning. That's about all I can do with Oasis 2.1.
Oh sure I can read the converted mail and usenet messages with Oasis
2.1. But, haven't I paid some good money just for offline reading?
No sire. I would like to use it.
Yes, some of use have more brains than others. But why make the
programmer it so difficult?

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

## 777. Re: how do i read atari 'twisted' disks on a mac?

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bdu9t$gvn@ornews.intel.com>
Source record: 130163

In article <19970112002511167390 4@[206.12.82.28]>,
ln@lightspeed.bc.ca (Line Noise) wrote:
>
>is there an app that runs on a mac that will alow me to
>retrieve the data from an atari disk that has been
>formated whith the atari 'twisted' format?

If your Mac can read MS-DOS formatted disks, it can read the twister format.
However, it may hang on the Atari boot sector, which is formatted w/o two
bytes that Messy-DOS considers "critical." Get pc_st.zip from my ftp site
to fix that (you need an ST or a PC, sorry, there's no Mac version there).

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## 778. Re: "Notator SL 3.21"- files missing

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5be2vg$gvn@ornews.intel.com>
Source record: 130164

In article <32d95ef884d22@sn.no>, hallvart@sn.no (Hallvard Tangeraas) wrote:
>** PS. Please don't send me UUencoded files or whatever before contacting
>me first. I'm not interested in getting 25 copies of it in my mailbox from
>different people ;-)

<SET PYTHON MODE = ON>

"Oh, you're no fun any more!"

</PYTHON>

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## 779. Gerhard Huber's email?

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199701132123.a30890@do2.maus.de>
Source record: 130165

PT>I tried gerhard_huber@r.maus.de, but the mail was returned with an

Try gerhard_huber@la.maus.de

Tschuess
Frank

## 780. Re: Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Chris Crosskey <chrisc@zetnet.co.uk>
Message-ID: <19970113210143750 23@zetnet.co.uk>
Source record: 130166

In message <32D92B8C.55F1@physix.com>
Brant Sears <bsears@physix.com> won a lollypop for saying:

> I am looking for information regarding the Atari Portfolio. Thanks.

> bsears@physix

There's a Portfolio Club run in the UK by Paul Finch,
finchp@parliament.uk There's a bunch of loonies in Eastern Europe
*Czech Republic IIRC :-)* who are still developing stuff for it.
Things like a floppy-drive host to plug a standard PC FDD into the
expansion port, there's also a 1MB card available, along with PC and
Atari ST connectivity kits. Don't know about your side of the pond,
though Paul's probably in contact with them, I'm kinda assuming that
<.com> = US here.
chrisc

# 781. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bc57f$5to@scanner.worldgate.com>
Source record: 130196
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:

>>>TOS is not modern in anyway.
>>
>> Of course it is. When was the last time you used it?
>
>9 years ago.

Then you are definetly an expert on this topic. Sorry pal, but TOS has changed a lot since then.

>> An 060 may be too slow for MacOS, hell, a PPC is too slow for MacOS,
>> but for TOS and Atari apps it is plenty fast.
>
>I thought users use the OS to run apps. I suppose that different on the TOS
>platform.

Would you mind explaining your point? You are not making any sense here.

>I suppose. Must to be the ones with deep pockets. I highly doubt will be a
>sustainable.. Considering the PowerMac hardware platform doesn't sit stil.

Nothing in the computer market is sustainable. Change is the norm.

## 782. Messed up GEM text-display

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d9a94a2a0037@sn.no>
Source record: 130197

Has anyone here experienced the text window of an editor being messed up sometimes?
This sometimes happens to me, especially after running a lot of graphical programs (viewers, icon editors, painting programs etc.).

What happens is this:

I start up one of my ASCII editors (mostly "Everest 3.5e", though the problems seems to happen with just about any editor when it occurs), if I start to write a new file my text starts *above* the first line- that is, the top half of the text vanishes above the GEM window and naturally gets cut in half!
The text often gets messed up as well, like bits of text being broken (like a corrupted graphic file looks like).

What happens if I load a text file is that I also see gray lines in between the text- the same colour as on the GEM desktop (hires mode). It's in between the text at certain places- it almost seems like it's generated where there are paragraph endings and/or tabs.

Anyway, the whole thing is pretty irritating, and the only solution is to reboot the machine, so obviously something in GEM becomes messed up now and then.

My system: STe/4Mb RAM/TOS 2.06/mono-hires display

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 783. Re: New WEB HTML browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32d9a94429b360@sn.no>
Source record: 130198

On Sun 12-01-97 13:54, Martin Byttebier (Martin.Byttebier@ping.be) wrote:

> In article <5bak0c$ece@belzebul.imaginet.fr>
> oxo@imaginet.fr (Zork) said:-
>
>>look out for this new WEB HTML browser
>>
>>http://www.oxo.ch/web_gb.htm
>
>Sure it's fast but it won't work on a TT with a graphics card.
>For the moment nothing can beat CAB

Will this browser work on a standard STe with TOS 2.06?
I really didn't find much useful information about it at the web site.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 784. Re: PARCP

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: atari@NO.SPAM.teleport.com
Message-ID: <5bcd1t$d1k$1@nadine.teleport.com>
Source record: 130199

>Is the printer port cable used with PARCP the same as the LapLink
>cable used to connect laptop PC's to desktop PC's?

As far as I can tell, yes.

Is there any risk of
>hardware damage using this cable to connect two ST's together?

I think not.

>I'd also appreciate comments from anyone who has experience running
>PARCP on it's reliability.

So far it doesn't work with a TT and a Mega STE, nor with two TTs.
I still don't have my Falcon, so I can't report on that.

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## 785. 1.ACROBAT &2.STIK/CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <5bcbpc$e9m$1@mhafn.production.compuserve.com>
Source record: 130200

I have two questions

1) I have a Atari Mega2 TOS102.Is it possible to view ACROBAT files on
my machine.the file in question has PDF as an extension.WHEN I view the file
one line says something like/Producer (Acrobat Distiller 2.1 for Windows

2) cab/stik problem.What is this ERROR 600 I keep getting and how do
I get rid of it if I can.

## 786. For sale cheap!!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: jtb@email.unc.edu
Message-ID: <5bcin9$830$1@newz.oit.unc.edu>
Source record: 130201

```
For sale, we're not using it any more...

Atari 520STfm w/ 1 meg of memory
SC1224 color monitor
Kodak Diconix ink-jet printer

$50 + shipping..

Call (919)933-7864 or tab@scm-metals.com if you're interested.

---
Jeff Brubaker jtb@email.unc.edu
A Land Forlorn WWW http://www.unc.edu/~jtb/
```

## 787. Re: Upgrading a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Aardvyrk@cris.com
Message-ID: <5bclig$lfp@herald.concentric.net>
Source record: 130202

James R. Lendino (jlendino@panix.com) wrote:
: Aardvyrk@cris.com (Aardvyrk) wrote:
:
: >Maybe I was lucky, but with some patience and some creative buying, I got
: >my main h/w for about under $800.
:
: >Falcon $350
: >Ramboard 60
: >16Mb ram 100
: >NEC 3D 100
: >2.1 gig HD 250
: >big HD case 40
: >--------------------
: > $900.
:
: What kind of Falcon system do you have? And do you have an IDE hard
: drive?

It's a stock 030 with four megs, but I think it's a later model, as it came with TOS 4.04 and the 85 meg Conner IDE, rather than a 65 which marked an earlier one. I was my usual insomniacal self, just chugging along the newsgroups in TIN, and I saw the "FS: Falcon" post. I jumped on it, and sadly even saw one person post a "WTB: Falcon" because I offered first. Wherever you are now, sorry about that...

: I've had an Atari 520ST for over 10 years and I was thinking of
: getting a better one to play around with music. (My main computer has
: been a PC since 1989). I called Toad Computers and the cheapest
: machine they had was a C-Lab Falcon mkII with 4 MB of RAM and a 520 MB
: hard drive and they wanted $1299 for it!

Might not be so bad-- maybe you could get one with the minimum config like 1 meg RAM and no hard drive and order one later, or use you existing external drive as the boot.

Of course, I didn't tell the whole story of my buying spree. I then decided to get a JAMin/JAMout 8/8 and Cubase Audio, from Computer Direct and Toad, respectively. Then HDDriver from C. Direct, then a nice mixer...

So I put about another $2,000 into it and music stuff <ouch! still paying on it :(( > But I love the Falcon. I've seen demos that blew my mind and heard phenomenal sounds. I'm still trying to figure out Cubase fully, and I have a 95 PC right next to it with a few sound editors. Now if I could just build that damn PARCP cable... might be easier just to get a Bi-parallel port card for $40. Cheaper in terms of my time, anyway.

Where's that ethernet card already?

BUT! The future of TOS HD recording might not only be with the Falcon! You might have seen postings or websites concerning StarTrack, a German product for the TT line of STs. Go to Computer Direct's site to check it out. I've not used the card or the software, but it doesn't appear that it has aimultaneous MIDI sequencing/playback like CAF. It's still exciting to me, though, especially when you can see the card... 12 tracks at 44.1 kHz.

P.S. Computer Direct also has PC Pentium cards planned for the TT line, so this also might affect your uprgrade decisions, though the key word here is "planned."

These are not the only Atari dealers out there, and I tried to spread my orders around as much as I could to be egalitarian about the whole affair. So my advice is try to determine exactly what you want, and do HEAVY research so you know the capabilities of the machine you're getting into and the s/w available for it. The net was invaluable in this, as was DejaNews to research old postings of c.s.a.st, and a lot of webbing. Next find the dealers who carry what you want, and try to get at least one quote. Then practice much patience and make good friends with your UPS guy.

Feel free to post or write e-mail for more info.

: Regards,
: Jamie

aardvyrk@cris.com

--
"Rock music is all about moving big | aardvyrk@cris.com
black boxes from one side of town to | It's better to disturb than
the other in the back of your car." | entertain, but if you can do both,
-John Thompson (of Pere Ubu), 1979 | you can work pop radio or TV news.

# 788. Re: Making Animated Gifs [Falcon]

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Richard Elwell <rje@telemedia.co.uk>
Message-ID: <01bc0132$11d07d00$037ec9c2@haydn.telemedia.co.uk>
Source record: 130203

Antony Lacey <algy@allatsea.demon.co.uk> wrote in article
> http://www.allatsea.demon.co.uk
> http://www.tripnet.se/~mille
> http://www.magmacom.com/~nima
>
> Please note the top address is mine and some people have reported
problems
> getting the file. It has been checked and is there but I have reported
the
> problem to my ISP to see what's up. I've managed to download it without a

> problem ...

Having looked at the source of your page I noticed that you have made the
same mistake that I made in my pages which caused problems.
CAB is very tolerent of missing "s, Netscape and Micro$ofts Explorer are
not.
The Mplayer download link has a " missing from the end. Adding it in will
cure the problems.

Rich.

## 789. Re: WANTED:

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_be637cce_Claes.Holmerup@p5.dada.ct.se>
Source record: 130204

Richard Wegner wrote this to All about WANTED::
RW> I am looking for ANYONE that has the blueprints of the Atari
RW> SLM804 Lazer Printer...I got my hard drive working with the
RW> unit hooked up, but now the printer still has its red light on
RW> (NOT THE INTERFACE THAT STILL HAS A GREEN LIGHT ON WHERE IT
RW> SAYS POWER) and it won't shut off. My father is very good
RW> with fixing computers (he has fixed my STe before) and
RW> accessories so PLEASE help...I would be willing to pay for the
RW> mailing costs if necessary. Thanks...

Hi Richard,
If I remember correctly, the most common problem when the light doesn't shut off is a heat-thread that's burned off.
Check them out. If you can't find spares, I know that the 804 is identical with a model from a company named TEC. I believe their model number is something similar (something with 804 in it).

Good luck and best regards,

Claes

********** New Equipment: Philips CDD2000 CD-writer **********
e-mail claes@dada.ct.se * Atari Falcon 030/36MHz+16MB+5.5GB+Zip
fidonet 2:200/136.5 * 6.7*CD+UPS+OL400+Samsung17GLsi+USR33600
fujinet 7:102/105.5 * Cubase Audio+FDI+JAM8+MO4+various synths
nest 90:1102/116.5 * These are essential working tools in my
saknet 79:121/103.5 * recording studio-with many other uses also
**********

## 790. Re: Oasis 2.10 problems revisited

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <5797207_000007_OASIS_NEWS@000007-hookup.net>
Source record: 130205

```
>y.wintermute.co.uk!chas
>From: chas@stanley.wintermute.co.uk (Charles T Stanley)
>Newsgroups: comp.sys.atari.st
>Subject: Re: Oasis 2.10 problems revisited
>Date: Sat, 11 Jan 97 01:23:18 GMT
>Organization: Patently none whatsoever
>Lines: 20
>Message-ID: <89825974_000014_OASIS_NEWS@stanley.wintermute.co.uk>
>Reply-To: chas@stanley.wintermute.co.uk (Charles T Stanley)
>NNTP-Posting-Host: stanley.wintermute.co.uk
>X-Newsreader: OASIS 2/ICE Usenet (Atari) v
>Xref: nic.ott.hookup.net comp.sys.atari.st:74919
>
>
>Hi, fellas! Please don't give up on Oasis 2.10: I've got it working
>beautifully on my TT (4 Meg only, HSModem7, NVDI 4.1, MagiC 5 / TOS 3.05).
>
>I've had to throw out ZControl, though; I don't know about Thing or
>Freedom. Try it without each additional application in turn.
>
>I find Oasis 2.1 is now very stable, where previously it didn't like
>the presence of STiK.ACC (not-enabled).
>
>Remember the story of Bruce's spider?
>
As you can see I'm also using Oasis 2.10 on a Falcon TOS 4.04 ! Some
of us are able to figure out how to use it . The one piece of advice I
can give to everyone is edit the TOOLS.CFG file in your System folder
as this is pointing to different drives . Now if only I could figure
out how to receive my mail . I sure would be a happy PUPPY .

--

------------------------------------------------------------------------
**********************************************************************
* martinr@hookup.net Falcon 030 16MEGS 85/IDE 1.6/GIG SCSI *
* Ottawa , Ontario Powerup 2/Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
**********************************************************************
------------------------------------------------------------------------
```

# 791. Re: MagiC 4 WON'T install! PLEASE help!

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5bd3a7$h5b@newsserver.rrzn.uni-hannover.de>
Source record: 130206

Kerstin Hoef-Emden (a1960563@athena.rrz.Uni-Koeln.DE) wrote:
: I started with MagiC3 and recently updated to MagiC5 and both types
: work/ed fine for me, although I have heard or read that the earliest
: releases of MagiC4 still were a little buggy.

1. You should not use any version below 4.01. Version 4.00 is too buggy.
4.02 is better.
2. You should better use 5.02 or higher.
3. Clear your AUTO folder and ACC folder first.
4. Use HDDRIVER, if available. This is the disk driver program we had
very little problems with.
5. The installation itself should alway run. During installation only
the ROM TOS runs. If you have problems during installation, your
hardware is broken, or the installation floppy disks are bad.

--

-----------------------
ANDREAS KROMKE

.....................................................
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

# 792. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5bd5s8$sb@m1.cs.man.ac.uk>
Source record: 130207

In article <32d6e9f03fd9f2@sn.no>, hallvart@sn.no (Hallvard Tangeraas) writes:
>On Fri 10-01-97 13:29, S94 (lais@cs.man.ac.uk) wrote:
>
>>In article <32cfcf641badb91@sn.no>, hallvart@sn.no (Hallvard Tangeraas) writes:
>[.....]
>>>called the "M�nnlichenbahn"- where I also bought my skiing ticket.
>>>.... and much to my amazement and joy I saw that they were using Atari
>>>computers there!!!! :-)
>
>
>>That's fantastic :-) I went to Hong Kong in the summer of 1993, and when I
>>went to cross the harbour by ferry, I saw one of those business card machines
>>that uses an ST! Right across the other side of the world :-) Then I started
>>seeing them at train stations too. Cool!
>
>Cool! Actually I went to Hong Kong in 1993 as well, but in December!

?!? Do you know people in Hong Kong, or did you go for a holiday? I got dragged
over (to visit relatives).

>I didn't notice any STs there though :-(
>Were they STs as we see them, or did you happen to see the business card
>machines having STs inside of them?

There was an article in ST Format 26 which featured it. The ST is hidden inside,
and I've seen one of these card machines opened up (at my local post office, for
servicing no doubt) and it has an ST in its full glory, complete in its casing!
You can still tell its an ST by looking closely at the edge of the machine's
glass "screen". There is the tell-tale sign of Atari grey in the edges...
i.e. a complete unadulterated Atari SM-series monitor inside!

For anyone who doesn't know, these machines are blue and look a similar shape to
fruit machines. The first thing to look for is the familiar ST-high resolution
display. You can work it out quite easily.

>I tried to notice as much as I could while being there, but since I've
>never used a MegaSTE or a TT it was kind of hard. What I especially noticed
>was the LAN connector, and to my knowledge the MegaSTE doesn't LAN
>capabilities (but perhaps with an additional VME card?).

No, the MEGA STE also has the LAN port. Interestingly (or not, actually <g>)
while at one of my cousins' in Hong Kong, I played on their PC Engine and noticed
the type of plug on the joypad leads: Hey, that would plug into my MEGA STE's LAN port!
(Probably wouldn't do it any good though)

>>>Anyway, there were several of them in that office, and I could tell they
>>>were connected in a network by looking at the LAN connector on the back of
>>>them. I asked the woman selling me the ticket about them, but she knew
>>>nothing about them.

I bet she thought you were a nutcase ;-)

>>>I'm sure they were Ataris since the word "Atari" was moulded into the
>>>plastic of the monitor's back-side. What kind of monitor could this be? The
>>>usual SM-124 just has the "Atari" printed on a sticker as far as I can
>>>remember.
>>
>>You should have jumped over the desk too have a better look! I think if they
>>were MEGA STEs, those monitors were probably SM144s. A friend (hi Phil!) has one
>>of those and I seem to recall saying how cool it looked (naturally, when seeing
>>an Atari-owning friend the first thing you do is check out their system!)
>
>Yeah- except that there was a window between the counter and the rest of
>the office ;-)

Oh :-) Perhaps you could have asked her to disconnect the machine and turn it
around for you to have a look ;-)

Anyone else spotted STs/TTs in strange places? Come to think of it... I'm currently
sitting in a lab full of Sun SPARCstations. Along one wall is a door leading to the
technician's room, which we don't normally go into. However, once I had to go in to
ask a question. The first thing I saw was what he had on his desk: one SPARCstation,
and one MEGA ST!!!!!!! :-)


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

## 793. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5bd889$t2i@lyra.csx.cam.ac.uk>
Source record: 130208

S94 <lais@cs.man.ac.uk> wrote:
> Anyone else spotted STs/TTs in strange places? Come to think of it... I'm currently
> sitting in a lab full of Sun SPARCstations. Along one wall is a door leading to the
> technician's room, which we don't normally go into. However, once I had to go in to
> ask a question. The first thing I saw was what he had on his desk: one SPARCstation,
> and one MEGA ST!!!!!!! :-)

> ------------------------------
> S.Lai
> Department of Computer Science
> The University of Manchester

When I went round to visit Manchester (university applications), they had a
room full of STs which students were taught on - obviously they recognise a
good platform when they see it! (unlike PSD). Unfortunately I have been
reliable informed that the PC invasion has ousted them :(

Adrian

--------------------------------------------------------------------------------
adrian.bridgett@poboxes.com http://www.netforward.com/poboxes/?Adrian.Bridgett
--------------------------------------------------------------------------------
Windows95 - the world's first NON-operating system.

# 794. Re: Atari World's Timeworks 2

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk>
Message-ID: <01bc0158$cb2ff980$80dfe49d@m_clemmetsen_pc.ac.uk>
Source record: 130209

I bought EasyText Vector for the same reason, but I haven't given it a thorough test yet. The first thing that struck me is that it only allows a maximum of twenty fonts. This means that you need a separate NVDI setup for using EasyText Vector (unless you only have twenty fonts) and struck me as a bit limiting if you use high quality fonts which have use a separate font for bold, italic etc. - you have to plan which fonts you are going to have in your document before you even boot your machine :-(. It also takes a bit of configuring to get true WYSIWYG, but the docs are pretty good on this. Screen redraws are slower than Calamus on my Mega, but it is usable. As with most other DTP proggies you really need to prepare your text in an editor and import it - in-place editing is not very user-friendly.

In terms of value for money (20ukp) from floppyshop, I think EasyText Vector is very good, but if you can afford it I would imagine Papyrus 4 is better for document preparation. If you are doing the odd poster I would suggest EasyText Vector fits the bill.

Regards,

Michael

G Greenway <augeas@elis.demon.co.uk> wrote:
: What do you make of EasyText Vector ? I'd just like a simple package
: that can import graphics and make use of my new copy of NVDI, just
so
: that I don't have to crack out LaTeX *all* the time !

## 795. Re: Need linux help.

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: ggeens@export.elis.rug.ac.be
Message-ID: <jr4tglzlqo.fsf@export.elis.rug.ac.be>
Source record: 130210

In article <5a78pj$uor@ultra.sonic.net> apalmer@zapcom.net (Albert Palmer) writes:

I have a TT and I would like to install Linux. Can someone please tell me where to find the info and files needed. I keep running into deadends when I search the web.

You can find the FAQ on:

http://pfah.informatik.uni-kl.de:8000/pers/jmayer/linux68k-faq
ftp://tsx-11.mit.edu/pub/linux/680x0/FAQ (or any tsx-11 mirror)

I had the URL for the Linux-68k homepage, but I can't find it anymore. I suppose you'll find it in the FAQ.
--
--
Guy Geens <guy.geens@elis.rug.ac.be>
Home Page: (to be announced)
finger ggeens@elis.rug.ac.be for PGP public keys (or use keyserver)

The three principal virtues of a programmer are Laziness, Impatience, and Hubris
--Larry Wall, Perl man page

## 796. Re: Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvbuatucsl.fsf@emw.ericsson.se>
Source record: 130211

and@sun1.imr.uni-hannover.de (Andreas Kromke) writes:

> Of course, you can do that. But with the next version of MagiC
> you have to merge the new MagiC icons with your changed file.

Is there an easy way to get hold of upgrades of MagiC? I'm still
at 5.02. A download service would be very nice.

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

## 797. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5bd4qs$gm@m1.cs.man.ac.uk>
Source record: 130212

In article <1b7cd$d1d2f.111@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:
>Oh, and the TT has a better keyboard than the Mega STE, with different
>function keys, and mouse/joystick ports at opposite ends of the keyboard
>rahter than tucked underneath at the back where it is difficult to plug
>in correctly without having the cord go at nearly a 90-degree angle at
>the plug end.

Nope - you're thinking of the old MEGA *ST*. MEGA STEs have the same keyboard as
TTs, only in Atari grey. I know, I have one ;-)


------------------------------
S.Lai
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The University of Manchester
Oxford Road, M13 9PL, England
------------------------------
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
------------------------------

## 798. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvafqducju.fsf@emw.ericsson.se>
Source record: 130213
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Nysse Nystrom <nysse@navigate.se> writes:

>
> I know that you can connect an D-LINK 630 pocket adapter to the falc,
> and at least run TCP/IP!

How do I do that?

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+
```

# 799. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5bdkef$52a@due.unit.no>
Source record: 130214
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Magnus Kollberg (emwoll@emw.ericsson.se) wrote:

: > I know that you can connect an D-LINK 630 pocket adapter to the falc,
: > and at least run TCP/IP!
:
: How do I do that?

You have to make a simple adapter for the ROM-port. There are drivers in the current MiNTnet-distribution, and perhaps instructions on how to make the adapter too.

Browse the usual ftp-sites (ftp.fu-berlin.de is good for MiNT-stuff.) and look for a package called something like tuw-tcp.lzh. It contains all the necessary instructions for this adapter, as well as drivers for TOS.

Jo Even Skarstein

## 800. Programming ideas

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <853167230@acpu.com>
Source record: 130215

It seems to me that one or more people have volunteered to do some programming, and asked for ideas. I have been accumulating some; here they are:
1) I am an electrician; and in this state (Idaho), we are required to 'go to school' periodically. To make this more interesting, one of our instructors teaches a class in 'Programmable Logic Controllers' (PLCs). These are programmable logic black boxes (usually with 68000s, btw!) used for motor control and the like. During this class I found that someone had done DOS software to program these controllers, via a RS232 port. It didn't look too complex; maybe someone would like to try doing such a thing for the ST. Of course, the market would be miniscule at best. Maybe a DOS emulator (SoftPC) would be a better bet, if the PC serial port emulation is workable.
2) I have an Uninterruptible Power Supply under my desk these days for no very good reason. It has a 232 port on the back. Its dox have extensive explanation of what this is used for; perhaps an accessory that monitored this port and flagged you when something happens inside would be cool. Us TT and Mega STe owners have spare ports for this purpose; I don't really have any idea whether the ST and Falcon owners could benefit without a hardware add-on. Once again, a pretty miniscule market, but a little bigger than my first idea.
3) I use STeno as an accessory, and send text to STalker without saving it to disk. I would sure like to have the same facility with PageSTream - an accessory (it wouldn't have to be STeno) text editor to which I could type in text, and send blocks directly to PageSTream. After all, Cardfile can 'send' things to PageSTream; why not a text editor?
Anybody have any interest? If not, maybe I'll have to learn to program and do them myself, said the little red hen :)
"The Poor Deluded Soul" - tderrick@acpu.com

# 801. Re: 1.ACROBAT &2.STIK/CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5bderf$jlm@ccshst05.cs.uoguelph.ca>
Source record: 130216

MICHAEL ROBILLARD (76060.1125@CompuServe.COM) wrote:
: I have two questions

: 1) I have a Atari Mega2 TOS102.Is it possible to view ACROBAT files on
: my machine.the file in question has PDF as an extension.WHEN I view the file
: one line says something like/Producer (Acrobat Distiller 2.1 for Windows

Yes, you can. Use Ghostscript; I believe 3.53 is the most recent version
ported to the Atari. I think you'll find, though, that 2 megs is going to
be awfully tight if you plan on viewing complex documents.

: 2) cab/stik problem.What is this ERROR 600 I keep getting and how do
: I get rid of it if I can.

No idea...

BTW, put spaces after your full stops (a.k.a. periods). It makes things
so much easier to read :)

THeo

# 802. Falcon IDE problems.

Newsgroup: comp.sys.atari.st
Date: 1997-01-13 00:00:00 UTC
From: alkio@hkkk.fi
Message-ID: <5bdj80$5a0@ankka.csc.fi>
Source record: 130217

Hi,

I just got my Falcon 030 a few weeks ago. Well, yesterday as I was toying with Logic Audio the following thing happened: I exited Logic Audio and wanted to check from the desktop menu how much I had HD space left. It didn't show anyting. And after this the machine only boots from the floppy drive!

Before this "accident" my Falcon used to show a big red ICD logo and some info while booting from the hard disk. I wonder if my hard disks boot sector has gone wrong? How should I fix this?

BTW, If I run Ahdi from one of the disks that came with my Falcon it shows my HD Conner 84MB as ID 0 0 (it also says "not Bootloaded" - whatever that means). But if I try the install device option from the desktop menu after loading Ahdi I get the C-icon but when I doubleclick it, not even a window appears on the screen.

Any help appreciated!

Greetings, Jouni Alkio, Helsinki, Finland

# 803. Re: Falcon IDE problems.

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-1401970836580001@47.85.0.99>
Source record: 130019

In article <5bdj80$5a0@ankka.csc.fi>, alkio@hkkk.fi (Jouni Alkio) wrote:

> Hi,
>
> I just got my Falcon 030 a few weeks ago. Well, yesterday as I was
> toying with Logic Audio the following thing happened: I exited Logic
> Audio and wanted to check from the desktop menu how much I had HD
> space left. It didn't show anyting. And after this the machine only
> boots from the floppy drive!
>
> Before this "accident" my Falcon used to show a big red ICD logo and
> some info while booting from the hard disk. I wonder if my hard disks
> boot sector has gone wrong? How should I fix this?
>
> BTW, If I run Ahdi from one of the disks that came with my Falcon it
> shows my HD Conner 84MB as ID 0 0 (it also says "not Bootloaded" -
^^^^^^^^^^^^^^

This means the AHDI driver was not found on the hard drive.

You may need to run some disk diagnostic tools first.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

# 804. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bh9r2$l76@ornews.intel.com>
Source record: 130020
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bdss0$855@lana.zippo.com>, JEDI wrote:

> CPU level compatibility was promised. It was touted as one of the many
> advantages of RISC technology. It never materialized and is now getting
> swept under the rug.

Apple isn't alone in announcing vaporware. In fact, I can't think of ANY PC
or software hosue that hasn't done it at least once.

> Nevermind that Mac PC cards will most certainly cost you more than
> an entire new PC.

True, however... You won't need a second keyboard, second monitor, printer
switchbox, and so on. OTOH, plan on at least tripling the size of the hard
drive; MickeySlop is even more inefficient than Mac System.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

## 805. Wanted: Editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: psloth@post2.tele.dk
Message-ID: <32dbcdcd.432861@news-server.dk-online.dk>
Source record: 130021

```
Wanted: Editor
I am looking for a Editor for writing C programs.
The Editor has to:
- speak English (no German words !!!)
- work in Hi-Res (1024x768)
- have normal GEM user-interface
- have more many files open a one time
- handel files bigger than 64k
- be Free of charge !!!

Please give me a good advice, and tell me there to download !!!!
Thank Preben Sloth - Denmark (please reply direct to
psloth@post2.tele.dk)
```

## 806. Want to know

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: ha024@cleveland.Freenet.Edu
Message-ID: <5bh63e$g3l@madeline.INS.CWRU.Edu>
Source record: 130022

```
Can an NEC multisynch plus work with an STE? Box needed?
--
ha024@Cleveland.Freenet.Edu (Richard Jones)
```

# 807. Re: STiK/CAB error message new to me

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5bh634$15@irk.zetnet.co.uk>
Source record: 130023

On 14 Jan 1997 08:30:56, Doug Kendall wrote:
>Last evening while running CAB 1.5 on a STiK connection, I received the
>following error message repeatedly while connecting to the WebCrawler
>(http://webcrawler.com) search engine: "STiK-KRfree()/Memory corruption
>detected". The message appeared every time my modem made a connection to
>WebCrawler's server, but could be cleared with no apparent effect on
>transmission. When I moved on to other sites, I no longer got these
>messages.
>

I also have started getting this :-(

It started last week :-(

I'm using a 14Mb Falcon Stik 1.12 CAB 1.5 & 2.0b

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

# 808. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1401971245380001@metricom46.ucsc.edu>
Source record: 130024
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bfpdf$69r@ash.ridgecrest.ca.us>, Michael Grove
<"*mgrove"@owens.ridgecrest.ca.us*/spam address> wrote:

>Timothy A. Seufert wrote:

>> Ever seen BeOS? All sorts of modern features. Faster interface response
>> than TOS, on the same machine. (I can crank up ten or so instances of a
>> little 3D rendering demo, causing the CPU usage to peg at 100%, and BeOS
>> will still maintain instantaneous response to mouse clicks and keyboard
>> events for the foreground app.)
>
>Yep, but for now all you have are demos. You don't mention what machine
>your
>are running the Be O/S on. Same machine? Are you saying that there is a
>port
>of the Be O/S for TOS based machines?

No, I'm running it on my PowerMac 7500 (upgraded to 155 MHz 604). TOS run
through the services of a MagiCMac demo. BeOS DR8.2 for PowerMac.

> If you are refering to a Be Box,
>then
>why wouldn't the second CPU be available while the other is pegged at
>"100%".
>I would hope that this is what the machine was designed for.

On a BeBox, of course, the BeOS would try to balance the load between each
CPU. DR9 of BeOS will support multiprocessing on the Mac, but I don't
plan on getting a multiprocessor card any time soon.

>> Uh, yeah. Whatever. VM doesn't cause a performance hit unless you use
>> enough memory to force it to start swapping pages out to disk.
>
>Then why in Steve's name does EVERY form of video capture software
>require
>or recommend that you turn off VM for best performance? It's because the
>Mac
>O/S is always watching:).

No, it's because the MacOS has one of the crappiest VM implementations in
the known universe.

Still, if you are careful to keep the memory consumption of all your
programs beneath the size of total physical RAM in your machine, you
should not ever see a bad VM hit.

>> > ROM was faster than floppy in 1986.
>> > ROM is faster than HD now.
>>
>> So what's your point? That we should stay mired in the backwaters of
>> computing just to be absolutely guaranteed that a disk swap operation will
>> never happen?
>
>How can you consider ROM based operating systems to be " mired in the
>backwaters
>of computing"?

Take the phrase to mean "stuck with an OS that doesn't support VM". As far as I'm concerned, an OS without VM and memory protection is fairly backwards (which is one of the two big problems with the current MacOS). Every personal computer CPU from the 68030 and 386 onward has had the hardware to support it.

> You sound smarter than that. Almost all embedded systems
>used in
>industry utilize a ROM based operating systems. It is more efficient.
>When was
>the last time you had to boot your 5 axis CNC mill from floppy or hard
>disk?

Embedded systems are an entirely different thing. (I've designed and built an embedded computer based on the 68HC11 microcontroller, so I do know whereof I speak.) Your typical 5 axis CNC mill is not an ideal environment for magnetic media. Reliability is more important than the ability to change programs on a whim. Programs tend to be small, and operating systems (if they exist at all) do not usually need to offer services like VM. So it's entirely practical to put most things in ROM, and use some form of solid-state memory for dynamic storage (like flash memory).

--
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+

# 809. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <5VM1tLT.dpj@delphi.com>
Source record: 130025

<Mr.Maddog@mail.ptd.net> writes:

>>The system clock keeps all four digits internally (unlike the PC or
>>the Mac). TOS-based systems do not have a problem with the Year 2000
>>"bug."
>
>I've been hearing in mainstream news(by golly, this must 'be' important)
>that when 2000 comes, alot of PC's and other systems would be really
>fouled up. Is there any major concern about this, is the system date
>unable to even rollover from 99 to 00?

The problem is, from what I understand, is if a computer sees a date as entered as 97, it interprets that as 1997. If it sees 54, it intreprets as 1954. 00 is 1900. What will happen in the year 2000? The system will see it as 1900 because its designed to interpret the date as one from the 20th century (19xx). In the year 2000 and after, programs will be messed up due to the date. Current programs can be altered to show a 21st century date, but will they be intelligent enough to differentiate with dates that refer to the 1990's, for instance? And what about programs no longer being supported (on any platform); who will correct those? It's a puzzle....

-Dana

## 810. ST Megademos/Games

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <01bc0266$cc90e960$0720a5ce@Primenet.Primenet.com>
Source record: 130026

I'm starting to collect PC and ST megademos.I'm having a hard time finding a good site for ST ones,does anyone know of any??? Does anyone have the Metallica Master of Puppets demo for the ST? And,on a different note,has anyone at all out there played,heard of,or seen the game Arnorath by Top Byte Software for the Atari ST that came out in 1996 (reportedly) ? Or Sheer Agony,the graphics adventure for the ST that also came out in 1996? I want to collect all the last/latest games/demos for the ST.I think those will be colectors items.What was the last big demo made on the ST,anyone know? Do they still make them in Europe anywhere? I know in Poland a few 8-bit games even came out recently.And is the July '96 issue the last one ST Format put out?-Satcom2

# 811. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bgfju$5fo@ornews.intel.com>
Source record: 130027
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-1301971809380001@metricom59.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:
>
>So what's your point? That we should stay mired in the backwaters of
>computing just to be absolutely guaranteed that a disk swap operation will
>never happen?

The point is that people who cross-post advocacy issues into mainstream
groups are gits.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 812. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: frank@REMOVETOREPLY.tachyon.co.uk
Message-ID: <frank-ya02408000R1401972148430001@news.netkonect.co.uk>
Source record: 130028

In article <5beil4$ej@ornews.intel.com>, atari@teleport.com.REMOVE.TO.REPLY
(Rich Tietjens) wrote:

> Not sure about the Mac, no. I suspect the problem with the PC may be traced
> back to Bill Gates, eventually. Haven't had to opportunity to probe the
> hardware yet.

The mac mags seem convinced that all Macs are fine, and my quickie tests
seem OK both on Mac and Falcon. As for Gates of Hell, you're probably
right... ;-)

ATB, Frank.

--
-=-=-=

# 813. Re: NEWSIE & PPPkit

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970114173238.15761A-100000@usr06.primenet.com>
Source record: 130029

Salut,=20
Si newsie demande STIK, et bien il te faudra GLUESTIK.
GLUESTIK est un emulateur de STIk sous mint/mintnet.
GLUESTIK devrait etre sur un des ftp server allemand.
Essayes, ftp.fu-berlin.de
ou bien utilise un web searcher..
Archie devrait le trouver aussi..
Bye..

On Tue, 14 Jan 1997, Joyeux Pierre-Yves wrote:

>Bonjour,
>
>Quelqu'un a-t-il fait fonctionner le logiciel NEWSIE avec le PPPkit
>pour EMAIL et NEWS sous Internet et si oui comment ?
>
>(Cf article ST MAG Janvier 1997 sur les EMAIL de Herv=E9 Piedvache
>
>Merci.
>
>Pierre-Yves.
>
>Pierre-Yves.Joyeux@wanadoo.fr
>
>

_____=
_____
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
_____=
_____

## 814. fs: Atari 2600 games

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5bgal2$9gs@bcrkh13.bnr.ca>
Source record: 130030
Cross-posted to: att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,alt.atari.2600

Atari 2600 games - 18 in all - popular and unique - all for $35 + s & h

Buyer Pays the shipping
Please send replies to johny@pipeline.com

Salim Khan
BroadBand Networks
NorTel (Northern Telecom). Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

## 815. HiSpeed Pascal

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: stefan.svensson@p1.lyktan.ct.se
Message-ID: <ftn_2.205.340.1$fidonet.org_be6604a1_Stefan.Svensson@p1.lyktan.ct.se>
Source record: 130031

Hi!

I've got problems with HiSpeed Pascal v1.0. 'Rewrite' seems to have a bug. It is supposed to delete any existing files, but if the file exists it is only opened for output, not deleted.

Can I fix this somehow?

Stefan

## 816. FS: LaserC Compiler

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: dawinic@unity.ncsu.edu
Message-ID: <5bgsp7$19b@uni00nw.unity.ncsu.edu>
Source record: 130032

I have a Laser C compiler, editor, debugger, etc. that has been sitting on my shelf collecting dust. Original disks and manual. If anyone is interested, make me an offer.

- dave.

## 817. Re: Need linux help.

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32dac268da513@sn.no>
Source record: 130069

On Mon 13-01-97 15:35, Guy Geens (ggeens@export.elis.rug.ac.be) wrote:

>You can find the FAQ on:
>
>http://pfah.informatik.uni-kl.de:8000/pers/jmayer/linux68k-faq
>ftp://tsx-11.mit.edu/pub/linux/680x0/FAQ (or any tsx-11 mirror)
>
>I had the URL for the Linux-68k homepage, but I can't find it anymore.
>I suppose you'll find it in the FAQ.

Here are some links regarding Linux M-68K (taken from my Atari web page-
URL in signature).

ftp://ftp.uni-erlangen.de/pub/Linux/LOCAL/680x0
Linux 680x0 binaries
ftp://tsx-11.mit.edu/pub/linux/680x0
Linux 680x0 binaries
http://www.rose-hulman.edu/~lawrenc/linux/
The Linux/m68k Home Pages
http://www.cs.kuleuven.ac.be/~geert/Linux/m68k/
Linux -m68k
http://www.cs.kuleuven.ac.be/~geert/Linux/m68k/Internet.html
Linux/m68k machines connected to the Internet
http://www.cs.kuleuven.ac.be/~geert/Linux/m68k/atari.html
Linux/m68k Registration: Atari</a>

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 818. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1e7cd$e58.2ad@HERMES>
Source record: 130070

S94 (lais@cs.man.ac.uk) wrote:
> In article <1b7cd$d1d2f.111@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:
> >Oh, and the TT has a better keyboard than the Mega STE, with different
> >function keys, and mouse/joystick ports at opposite ends of the keyboard
> >rather than tucked underneath at the back where it is difficult to plug
> >in correctly without having the cord go at nearly a 90-degree angle at
> >the plug end.

> Nope - you're thinking of the old MEGA *ST*. MEGA STEs have the same keyboard as
> TTs, only in Atari grey. I know, I have one ;-)

OIC. Perhaps NZ has offended the great Tramiel family and therefore were
banned from having the real MSTE keyboards?

The C-lab Falcons, and Mega STEs (that a couple of people in the local
user group now have) all came with the _original_ Mega keyboard. Blecchh!
(At least they're better for typing than the ST/Falcon keyboard)

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

# 819. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: "Bradley A. Burns" <bburns@sprynet.com>
Message-ID: <01bc01dd$b70b42e0$0b66afce@sprynet.com>
Source record: 130071

Here are a couple of tidbits of history that may clear a few things up. Btw, NO, I'm not ancient, I'm only 28... I just like the history of computing.

* What's an Extra 2 Bytes, Anyways?*
In the early days, when signs of the first micro-computers were hitting the streets, the mentality was that RAM was precious. (Actually, ALL computer hardware was considered precious!) Why? Well, at that time, mainfrrames still ruled the land and minis were also extremely popular. Not all companies wanted to spend the hundreds of thousands or even a million dollars or more to buy these huge systems so they leased them from companies like IBM and DEC. Well, IBM and DEC would charge these companies extreme amounts of money per month, particularly the RAM! We're talking something like $1200.00 a month per meg of RAM. Since this was the case, companies wanted their programmers to exclude everything and anything that wasn't absolutely necessary, thus saving valuable memory. As time went on and systems became standardized in a lot of ways, like PC's for instance, so did software. I could go on, but I think you get the picture.

* Is a 99 to 00 Date Rollover Really That Aweful? *
YES! I'll just sum up ONE example for you... Pretend that Ma Bell had never updated their software to include those extra 2 date digits into their accounting software. Now, on your next phone bill, you're expecting the usual charges plus a few long distance charges, etc., but instead your bill is about $23,000, not the expected $48 or so. How could this happen? Since that billing date will be, say, December 19th, 1999, but Ma Bell's system holds the date as 12/19/99 and the accounting software only processes that billing period on first of the following month... 01/01/00. The software will see that you haven't paid for all the months starting from 01/01/00 all the way up to 12/19/99. We're talking 1200 months! Get it?

Brad.

## 820. NEWSIE & PPPkit

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Joyeux Pierre-Yves <Pierre-Yves.Joyeux@wanadoo.fr>
Message-ID: <32DBA8D5.1E36@wanadoo.fr>
Source record: 130072

Bonjour,

Quelqu'un a-t-il fait fonctionner le logiciel NEWSIE avec le PPPkit
pour EMAIL et NEWS sous Internet et si oui comment ?

(Cf article ST MAG Janvier 1997 sur les EMAIL de Hervï¿½ Piedvache

Merci.

Pierre-Yves.

Pierre-Yves.Joyeux@wanadoo.fr

## 821. NEWSIE and PPPKIT (english)

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Joyeux Pierre-Yves <Pierre-Yves.Joyeux@wanadoo.fr>
Message-ID: <32DBB14E.F9F@wanadoo.fr>
Source record: 130073

do you know how to use NEWSIE with PPPkit ? it seems to be possible (article of french ST magazine of January 1997) but i can't, NEWSIE seems to need STIK ...

# 822. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32DB12FC.745D@tiac.net>
Source record: 130074
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

JEDI wrote:

> CPU level compatibility was promised. It was touted as one of the many
> advantages of RISC technology. It never materialized and is now getting
> swept under the rug.
>
> Nevermind that Mac PC cards will most certainly cost you more than
> an entire new PC.

No it was not. But it's available anyway. Every hear of "SoftWindows"?

---
BR Miller
Boston, MA

# 823. Re: Clock in menu bar - program needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv7mlgtyuj.fsf@emw.ericsson.se>
Source record: 130075

hallvart@sn.no (Hallvard Tangeraas) writes:

> >It needs to be compatible with a Falcon running MagiC5.
> >Does anyone know of a program that will do this for me?
>
>
> I haven't tried it on a Falcon or Magic, but I have this program called
> "LEDpanel" which I use myself. It can also show if the <CAPS-LOCK> key has
> been pressed down and a whole lot of other things if you want it to.

It works just fine with MagiC 5 and the Falcon. I us it every day.

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

## 824. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Michael Grove <*mgrove@owens.ridgecrest.ca.us*/spam>
Message-ID: <5bflnv$69r@ash.ridgecrest.ca.us>
Source record: 130076

There was a video on MTV my son spotted a few weeks ago that gave credits to Atari and Sun computers. I didn't see the credits (at the beginning of the video) but the music was techno. It was kind of like a Jaguar add. It ran about 1:00 am.

Mike

# 825. Re: GEsoft addresses?

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Michael Grove <*mgrove@owens.ridgecrest.ca.us*/spam>
Message-ID: <5bfm54$69r@ash.ridgecrest.ca.us>
Source record: 130077

Jim DeClercq wrote:
>
> Does anyone in this group know the last or current addresses, e-mail and
> snail mail, for GEsoft? If anyone does, please post or e-mail.
>
> ------------------------------------------------_----------------------
> jimd1 __ __ ____ ___ ___ ____
> jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
> / / \ / / / / /__ / \/ /___ /

As I understand it, GE Soft, as it was known then,
went bankrupt. They may still be operating under a
different title now as there is currently some
hardware available that closely resembles their
work:).

Mike

# 826. Re: Need help with "Address 2.04"

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32DB6665.41C67EA6@etlxdmx.ericsson.se>
Source record: 130078

Hallvard Tangeraas wrote:
>
> I'm having problems trying to find out how to enter new addresses in the
> program "Address" (version 2.04). I've got the registered version along
> with the ST-guide online manual, but it's still pretty unclear.
>
> The problem is that when I try to enter a new address I somehow keep
> editing an existing one- how do I just add a totally new address?

Once again trots out "writing this at work with no Atari access" excuse
but, from memory, there is a button in the edit window marked "New" or
somesuch. Click this to create a new record for editing.

Regards
Martyn

# 827. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Michael Grove <*mgrove@owens.ridgecrest.ca.us*/spam>
Message-ID: <5bfoch$69r@ash.ridgecrest.ca.us>
Source record: 130079
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Timothy A. Seufert wrote:
>

> I agree that this is the case. However, from my perspective as an
> engineer, I can easily see why. They will never sell nearly as many of
> those boards as a single PC motherboard manufacturer will of its
> motherboard design, so the board cost is higher (volume production really
> cuts costs a lot). And the system ASIC they have on it to glue everything
> together is produced in even less volume relative to ordinary PC chipsets,
> since PC chipsets are typically sold to many motherboard companies.
>
> If you are in the market for a PC card, you must basically decide whether
> the bad pricing (equivalent to buying an entire PC with the same specs) is
> worth the advantages (you can use the same keyboard, monitor, mouse, and
> no desk space is taken up by a second machine).

This is a very good point. One that I wish the frequent Mac advocates
here would consider before bashing the cost of a Direct T060. The
limited
production of these machines is the driving force of the "touted" high
price tag. Even then, "major apps" aside, the Direct T060 (Hades) is
at a performance advantage over even the fastest of Mac's because of
the TOS operating system utilized. For most users of the 060 clones,
this is the driving factor behind their purchase, major apps aside.
The Atari user that requires features such as built in ethernet has
probably already purchased a Mac as it has been a standard feature
for quite a few years. For the home Atari user, the ability to
utilize a DTE rate of 230kb has been available for quite a few
years. The talk of Apple adopting a major alternate O/S has been
going around for quite some time. Maybe it will happen. There are
several alternate O/S's for TOS based users to choose from. Many
already have supporting applications that are readily available for
download, generally freeware or at a modest price. No need to see
what the Be O/S might offer the PPC user. One thing is for sure,
you probably won't be upgrading a Claris or Adobe product for
a Be O/S replacement app. Most TOS apps function equally well
under any of the available O/S's, something TOS users have under
stood for quite some time. The T060 is a new beginning for the TOS
platform. The expensive proprosition of upgrading a Falcon to a
040 CPU becomes an inviting alternative when what you stated above
is taken into consideration concerning limited production and pricing.
"

Opps.... I rambling again.....

Mike

> 
> --
> +-----------------------------------------------------------+
> |Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
> | "I never give them hell. I just tell the truth, and they |
> | think it is hell." -Harry S Truman |
> +-----------------------------------------------------------+

# 828. Re: Mint with CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HAONAJUQUp@tos.ak.planet.gen.nz>
Source record: 130080

In <5aot22$h52@news1.mclink.it> Lodovico Zanier wrote :

>>In <59eokc$nno@charm.magnus.acs.ohio-state.edu> Matthew C. Faehnle wrote :
>>
>I have tried Geneva with the PPP Kit. CAB works.. But, even if I am
>connected it works in a off-line mode.
>Any clue?
>AntMail and Newsie both work fine (with Gluestik 0.2B)... :^)

It sounds like you do not have a valid CAB-for-MiNTNet overlay installed.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

## 829. Where to get Naksha hand scanner driver software?

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HAOWEGUQUp@tos.ak.planet.gen.nz>
Source record: 130081

We have obtained a Naksha hand scanner with ROM-port interface for Atari ST and compatibles, but no software was supplied.

Does anyone know what Atari/TOS software is suitable for this scanner and where such software can be obtained?

Your help would be much appreciated.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 830. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Michael Grove <*mgrove@owens.ridgecrest.ca.us*/spam>
Message-ID: <5bfpdf$69r@ash.ridgecrest.ca.us>
Source record: 130082
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Timothy A. Seufert wrote:
>
> In article <5bdua3$bui@lana.zippo.com>, JEDI wrote:
>
> > Modern microcomputer OSes have a nasty tendency of 'getting in the way'
> > in that they eat up a large chunk of the machine they are running on.
>
> Ever seen BeOS? All sorts of modern features. Faster interface response
> than TOS, on the same machine. (I can crank up ten or so instances of a
> little 3D rendering demo, causing the CPU usage to peg at 100%, and BeOS
> will still maintain instantaneous response to mouse clicks and keyboard
> events for the foreground app.)

Yep, but for now all you have are demos. You don't mention what machine
your
are running the Be O/S on. Same machine? Are you saying that there is a
port
of the Be O/S for TOS based machines? If you are refering to a Be Box,
then
why wouldn't the second CPU be available while the other is pegged at
"100%".
I would hope that this is what the machine was designed for. My god,
could you
image a dual processor T060 running two copies of MagiC at the same time
in
two different windows on the same 21" screen. It boggles the mind.

>
> Uh, yeah. Whatever. VM doesn't cause a performance hit unless you use
> enough memory to force it to start swapping pages out to disk.

Then why in Steve's name does EVERY form of video capture software
require
or recommend that you turn off VM for best performance? It's because the
Mac
O/S is always watching:).

>
> > ROM was faster than floppy in 1986.
> > ROM is faster than HD now.
>
> So what's your point? That we should stay mired in the backwaters of
> computing just to be absolutely guaranteed that a disk swap operation will
> never happen?

How can you consider ROM based operating systems to be " mired in the backwaters
of computing"? You sound smarter than that. Almost all embedded systems used in
industry utilize a ROM based operating systems. It is more efficient. When was
the last time you had to boot your 5 axis CNC mill from floppy or hard disk?

Mike

## 831. Anyone still playing?

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: glen@cbl.leeds.ac.uk
Message-ID: <32DB72D5.3D12@cbl.leeds.ac.uk>
Source record: 130083

Does anyone still play st games?If so,what do you play?

## 832. Re: how do i read atari 'twisted' disks on a mac?

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: sf@itl.co.uk
Message-ID: <853247802.2814.1@sf_pc.itl.co.uk>
Source record: 130084

ln@lightspeed.bc.ca (Line Noise) wrote:

>is there an app that runs on a mac that will alow me to
>retrieve the data from an atari disk that has been
>formated whith the atari 'twisted' format?
>--
>--
Very unlikely..

Your best bet is to format a PC disk on the mac, copy the Atari files
to it and re-read on the mac.

Steve.

# 833. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32DB967E.28A2@cyberstrider.org>
Source record: 130085
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

PETER SINCLAIR-DAY wrote:
> >>TOS is not modern in anyway.
> > Of course it is. When was the last time you used it?
> 9 years ago..

Bwagh haa haa haa. Peter, you really are a dork. You are comparing TOS 1.0 from 9 years ago to the likes of TOS 4.04, MagiC 5 and Geneva which are operating systems used on Ataris today. Why, going on that i can say that MACOS doesn't have any colour at all and still uses small 12 inch screens... why, I might even go as far as saying that PCs use something called MS-DOS 3.xx and no window environment.. hey... I can even say that Unix doesn't have a woindowed environment!

GET REAL Peter!!!

--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk

# 834. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Brett Johnson <brett@fc.hp.com>
Message-ID: <32DBC212.80B@fc.hp.com>
Source record: 130086

Rich Tietjens wrote:

> The system clock keeps all four digits internally (unlike the PC or
> the Mac). TOS-based systems do not have a problem with the Year 2000
> "bug."

Actually, the TOS system clock is stored internally as a 32-bit word,
which counts the number of seconds since November 7, 1985. Macs &
Pee-Cees have a similar mechanism, but earlier "start" dates. That's
enough resolution to last about 136 years. I imagine TOS will be
pretty much obsolete before its date format becomes a problem..

The "Year 2000" problem stems from software (mostly old mainfraime
database software) that was poorly implemented, and only stored the
last two digits of the year. It doesn't really have anything to do
with current operating systems, only old databases.

--
Brett Johnson <brett@fc.hp.com>
Software Engineer, HP Graphics Software Lab.

->----------------------------------------------------------------
-> "Get your facts first, and then you can distort them as much as
-> you please."
->
-> attributed to Mark Twain

# 835. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Marc Fotheringham <marcf@cableinet.co.uk>
Message-ID: <32DBEA74.476A@cableinet.co.uk>
Source record: 130087

Frank Charlton wrote:
>
> In article <5b9rin$5ev$4@nadine.teleport.com>, atari@teleport.com (Rich
> Tietjens) wrote:
>
> > The system clock keeps all four digits internally (unlike the PC or
> > the Mac). TOS-based systems do not have a problem with the Year 2000
> > "bug."
>
> Eh? My Mac holds the date internally as 1997, with four digits - are you
> sure about that?
>

If anyone here thinks that the Mac will have a problem with 2000AD, then
they're in for a surprise. Every Mac made will have no problems with it.
--
You have received this grammatically-correct message from:
Marc Fotheringham, (i96mf@tay.ac.uk)
in Dundee, Scotland.

If you're offended by the truth, then you probably shouldn't visit the
Homepage at http://www.virtual-pc.com/room101/index.html

## 836. Re: Falcon IDE problems.

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Oliver Skelton <skelton@gatwick.geoquest.slb.com>
Message-ID: <32DBE69B.43AC@gatwick.geoquest.slb.com>
Source record: 130088

Funnily enough the one time I played with Logic Audio I ended up with a
directory written in the middle of the (scsi) FAT (or some similar
corruption).

I was using the ICD driver's - in future if running Logic Audio I shall
make sure write caching is off... possibly read caching too.
I might also run it on an empty cartridge until I am confident it won't
do something similar again.

Actually I believe Logic Audio is only available over the net and was
withdrawn from sale... perhaps this is the reason.

> Hi,
> =

> I just got my Falcon 030 a few weeks ago. Well, yesterday as I was
> toying with Logic Audio the following thing happened: I exited Logic
> Audio and wanted to check from the desktop menu how much I had HD
> space left. It didn=8E=B4t show anyting. And after this the machine onl=
y
> boots from the floppy drive!
> =

> Before this "accident" my Falcon used to show a big red ICD logo and
> some info while booting from the hard disk. I wonder if my hard disks
> boot sector has gone wrong? How should I fix this?
> =

> BTW, If I run Ahdi from one of the disks that came with my Falcon it
> shows my HD Conner 84MB as ID 0 0 (it also says "not Bootloaded" -

-- =

Regards,
Oliver

oskelton@cix.co.uk

# 837. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1401971233580001@metricom46.ucsc.edu>
Source record: 130089
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bfoch$69r@ash.ridgecrest.ca.us>, Michael Grove
<"*mgrove"@owens.ridgecrest.ca.us*/spam address> wrote:

>Even then, "major apps" aside, the Direct T060 (Hades) is
>at a performance advantage over even the fastest of Mac's because of
>the TOS operating system utilized. For most users of the 060 clones,
>this is the driving factor behind their purchase, major apps aside.

I would have to disagree. The driving factor is that people who buy one
must really have an attachment to legacy Atari software that needs to run
as fast as possible. Sure, TOS responds (relatively) quickly, but the OS
only does so much. When it comes down to how fast your computer does
compute-intensive tasks, a PowerPC is going to blow away the 060.

>The talk of Apple adopting a major alternate O/S has been
>going around for quite some time. Maybe it will happen.

Haven't you heard? Apple bought out NeXT. The NeXT generation Mac OS
will be NeXTStep. (Sorry, couldn't resist the obvious pun.) They plan to
keep releasing System 7.x updates for a couple years, but the new OS based
on NeXTStep will be the flagship OS. Apparently they plan to release the
first version in about 1 year, which is actually realistic since it's a
complete OS already and they've got the entire NeXT development team.

--
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+

# 838. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970114203301.1981.qmail@mail.ptd.net>
Source record: 130090

> From: frank@REMOVETOREPLY.tachyon.co.uk (Frank Charlton)
>
>Mr.Maddog@mail.ptd.net wrote:
>
>> Maybe it's the same reason why there's a market for the Machintosh which
>> is compatible with absolutely nothing.
>
>Eh? The Mac is compatible with the Mac, as Wintel machines are compatible
>with themselves! Apart from that, The Mac is compatible with Wintel
>machines if you want it to be, as well as being able to run Linux etc (yes,
>I know, it's years behind every other platform on that front).

I ment that stupid DOS/Windoze compatibilty we've been forced fed during
the last couple of years. It's in every store I walk into, and hardly
much stuff for Macintoshes...so you can imagine what's it like someone
only having a little ST. :)

Sure would be nice to be able to walk in any computer store and get the
stuff like modems you need without having to ordering over the mail. With
a machine like DirecT/40, you probably can :)

>For God's sake, don't bash the Mac just because an a**hole like sinclap
>happens to be an advocate ;-)))

Naw...I don't bash the Mac cause of one person who's stupid even with no
computer at all. Heck, I really like PowerMacs which are the only Apples
that don't crash...and I used them all :)

But it's really stupid to say "my computer's better than any of yours"
when looking at the real world. I suppose those kinds of people never
understood the phrase, "Who gives a crap!"

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

## 839. FS:UK Atari STFM 1Mb

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: James@grunt.demon.co.uk
Message-ID: <32dc9cba.215169@news.demon.co.uk>
Source record: 130091
Cross-posted to: comp.sys.atari.st,demon.adverts,uk.forsale,uk.adverts.computer

As the advert says....

One STFM with 1Mb for sale in the UK

?50. I am based in Watford

# 840. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bh23a$2o8@scanner.worldgate.com>
Source record: 130092
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>I would have to disagree. The driving factor is that people who buy one
>must really have an attachment to legacy Atari software that needs to run
>as fast as possible. Sure, TOS responds (relatively) quickly, but the OS
>only does so much. When it comes down to how fast your computer does
>compute-intensive tasks, a PowerPC is going to blow away the 060.

I have to disagree with you here, only because we sell the machine
and have sold it as well DTP software to major pre-press houses.

The T60 with Calamus SL or DA's Layout outperforms any PPC or Pentium
in it's price range.

You would really have to experience it to understand it. Words cannot
describe the performance levels attainable.

>Haven't you heard? Apple bought out NeXT. The NeXT generation Mac OS
>will be NeXTStep. (Sorry, couldn't resist the obvious pun.) They plan

This is probably the best news for Mac owners, but it is much further
than 1 year away... Sometime in 1998 is the ETA and as we all know from
experience, this may likely be delayed. By then I believe MS WinNT will
have made such a dent into the pre-press market that NexT/Mac OS may
be too late.

I sincerly hope that this does not happen though.

All the best,
Chris @ Computer Direct

## 841. Is there a FAQ for this newsgroup?

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: alsiec@ix.netcom.com
Message-ID: <alsiec-1401971224140001@bst-ma14-07.ix.netcom.com>
Source record: 130093

Is there a FAQ for this newsgroup? I'd like to get some info on Atari ST machines for my cousin, who wants to pick one up (used) for some MIDI work (I'm a Mac user, but I have no idea how the two platforms compare in this regard). Thanks in advance.

Ismael

--
Andrea L. Snow - M.D. student, Tufts University School of Medicine
Ismael E. Carreras - Ph.D. student, Boston Coll. Grad. School of Ed.
alsiec@ix.netcom.com

# 842. Re: Atari Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: dipching@ping.be
Message-ID: <853263130_OASIS_@ping.be>
Source record: 130094

In article <32D92B8C.55F1@physix.com>
Brant Sears <bsears@physix.com> said:-

>I am looking for information regarding the Atari Portfolio. Thanks.

Here are a few informations about this nice little machine, I have
one.
* MODIFICATIONS (everything possible) :
- memory expansion
- car adaptator
- EPROM cards
- ROM/RAM cards
- PCMCIA adapter
- serial/paralel interfaces
- ...
Stefan_Kaechele@FR.maus.de

also
*THE PORTFOLIO CLUB is proposing a MIDI 2ins/2outs interface:
Musik & Daten
Gorlitzer Str. 21a
D-90579 Langenzenn
tel: 09101 91 41

I also know that there is a Portfolio Club in England;
*"ANY PORT IN A STORM"
Kevin Swaine
Ivy Avenue 90
BATH BA2 1AN
U.K.
Kevin has a lot of softwares for the computer ...

If you want any information about the machine itself, then ask me ...
I will try to answer ... I'm using the Portfolio to write articles
when I'm not home, then I can transfer them with the serial interface
and the atari program "ST Transfer". I'm also using Portfolio for the
spreadsheet utility Lotus compatible ... it's enough for me, I use
also a lot the addresses book.

--


---
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

```
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
--------------------------------------------------------------------------------
```

# 843. Re: Messed up GEM text-display

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32dbc6f2b6ed0@sn.no>
Source record: 130095

On Mon 13-01-97 21:50, Mr.Maddog@mail (Mr.Maddog@mail.ptd.net) wrote:

>>Has anyone here experienced the text window of an editor being messed up
>>sometimes?
>>This sometimes happens to me, especially after running a lot of graphical
>>programs (viewers, icon editors, painting programs etc.).

>Wow, if it happens to all the GEM programs you run then it sounds like it
>is a serious problem. Are you a running any screen accelerators like Warp
>Nine? I once installed Quick ST on my Stalker setup and after a while, I
>had a hard time getting the menu to work and it froze up. Took me less
>than a half a minute to ditch that! :)

Nope, no accelerator. I did try "Quick ST" a few years back, but it caused
so many problems with other programs that I got rid of it.

>If it is GEM itself, then you may have a problem with your TOS chip or the
>installation of it.

Hmmmmm... no, I don't think so because everything else works fine.
Perhaps it's because of some older programs. Yesterday when this happened I
had just been using "Iconjuggler" and "Iconman" a lot, working on many
different .RSC files and switching between the two programs- going back and
forth on the desktop (I don't have multitasking).
I noticed that the same problem occured after having run "Hyperpaint", but
I haven't used that program for a while now...

Anyway, I did get a "fixer" that came with the "Gemview" package, called
"vdi_fix.prg", but it refused to install itself on my machine- I got some
message saying that my version of TOS didn't need it or something.
I don't even know if this has anything at all to do with my occasional
screen "messup".

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 844. Attention: All Nemesis owners

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <75244330_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 130096

Having just got my Falcon back from Tritan Designs with my lovely new Nemesis board fitted - god, it's bloody great isn't it, 640x480truecolour, what the Falcon should have been all along :)

I thought I'd see how many other Nemesis owners are out there?

If you are the proud owner of a Nemesis board, either post the fact here, or email me. I just thought it might be nice to be able to bounce ideas, problems etc. off of one another :) Not that I've noticed many problems with it. It's totally amazing and given my Falcon a new lease of life.

Thanks to all at Titan Designs/Black Scorpion Software for a small miracle :)

Gary

--

---

Gary Priest gary@the-gap.demon.co.uk Southampton,England
http://www.the-gap.demon.co.uk/ The Home of CoSTa for Ataris
---

# 845. Re: WTB: Upgradable TT RAM baord

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: aixit@aol.com
Message-ID: <19970114161200.LAA12164@ladder01.news.aol.com>
Source record: 130097

Im Artikel <5auf5j$hmn@ccshst05.cs.uoguelph.ca>, thopman@uoguelph.ca
(Theodore L Hopman) schreibt:

>I find myself looking for an upgradable TT RAM board to buy or trade for
>my current not-easily-upgraded 4 meg board. Any sellers?

Plug and Play
FASTRAM cards vor atari TT030 computer.

Used SIM kind: PS/2 from 4MB up to two modules with 32MB.

The aixTT ist very fast. Up to 20MB/s
The speed of the normal ST-RAM in TTs is 7.5MB/s
The speed of standard fastramcards is 15MB/s

aixTT 4MB 179.-
aixTT 8MB 209.-
aixTT 12MB 239.-
aixTT 16MB 289.-
aixTT 20MB 339.-.
aixTT 24MB 449.-
aixTT 32MB 489.-
aixTT 36MB 529.-
aixTT 40MB 579.-
aixTT 48MB 649.-
aixTT 64MB 799.-

We have also plug and play memory expansions for atari FALCON

MAGNUM FALCON 0MB 229.-
MAGNUM FALCON 4MB 259.-
MAGNUM FALCON 8MB 289.-

and
for every kind of Atari ST computers like 260, 260st, 520, MEGA ST

MAGNUM ST 0MB 229.-
MAGNUM ST 4MB 259.-
MAGNUM ST 8MB 289.-
MAGNUM ST 16MB 379.-

All prices are in german marks with the german sales tax of 15%

If you are ordering from countrys outside of the EU you can reduce
the prices by 15%

order information by email from

sales@aixit.com

# 846. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bgfqu$5fo@ornews.intel.com>
Source record: 130098
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bfoch$69r@ash.ridgecrest.ca.us>,
Michael Grove <"*mgrove"@owens.ridgecrest.ca.us*/spam address> wrote:

>The T060 is a new beginning for the TOS platform.

I don't know if I'd call it a new beginning, but it's certainly a major leap
forward in the evolutionary process. PCI expansion slots, a fast processor
with full "real" MMU, and TOS for people who don't want to bother with
disk-based OSes.

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 847. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: JEDI
Message-ID: <5bg55g$ll5@lana.zippo.com>
Source record: 130099
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-13019718093800001@metricom59.ucsc.edu>, bwanga@cats.ucsc.edu says...
>
>In article <5bdua3$bui@lana.zippo.com>, JEDI wrote:
>
>> Modern microcomputer OSes have a nasty tendency of 'getting in the way'
>> in that they eat up a large chunk of the machine they are running on.
>
>Ever seen BeOS? All sorts of modern features. Faster interface response
>than TOS, on the same machine. (I can crank up ten or so instances of a
>little 3D rendering demo, causing the CPU usage to peg at 100%, and BeOS
>will still maintain instantaneous response to mouse clicks and keyboard
>events for the foreground app.)

Unix can do the same and is quite likely older than you are.

>
>> Until the recent drop in RAM prices, most 'modern' microcomputer OSes
>> were painful to use as they would not fit inside the machines they
>> were designed to run on. Innapropriate tactics, designed for highly
>> concurrent, mult-user, high IO bandwidth machines were used. This
>> virtual memory would slow down a Mac or PC to the point where an ST
>> and it's 'primitive' OS could catch up.
>
>Uh, yeah. Whatever. VM doesn't cause a performance hit unless you use
>enough memory to force it to start swapping pages out to disk. In other

If you haven't yet reached that point then you aren't really using
the virtual memory now, ARE YOU? You could just as easily turn the
toy off. However, if you were to actually actively use any non-trivial
amount of VM, Mac's and PC's are crippled.

Virtual memory was developed in one context and then applied to another.
This is a simple matter of computing history and architecture for those
who know and understand the issues involved.

>words, it lets you use your computer for more things if you want to. This
>has nothing to do with whether an OS is designed to run a huge multi-user
>behemoth or your personal computer (indeed, if you want a large compute

Actually, it does. The disk and the bus it is attached to has to
be up to the challenge. Otherwise, your machine takes a HUGE performance
hit should it ever decide to use that nifty virtual memory. This is
quite easy to demonstrate with a microcomputer.

>server to have decent performance, you must put enough RAM in it so that
>it doesn't have to swap often, or else users will complain that the
>machine is a slug).

Two words: Resin Fire.

>
>> ROM was faster than floppy in 1986.
>> ROM is faster than HD now.
>
>So what's your point? That we should stay mired in the backwaters of
>computing just to be absolutely guaranteed that a disk swap operation will
>never happen?

So? How is TOS a backwater? One has yet to address that. All you
MacVocates can come up with are application level toys.

However, since Petey-Boy himself seems to think that the OS is just
a pathway to the apps, then great OS sophistication really isn't
required. There is little that MacOS or Win95 has that cannot be
grafted upon TOS at the applications level. Most of what they have
are bells and whistles.

Software should be designed to run on the hardware of today, no 4
years in the future. While petty justifications for braggadocio are
nice and all, computers are tools in the end. They either do the task
you desire in a satisfactory fashion, or they do not. Beyond childish
rhetoric, you have said nothing. How does TOS limit the user? Which
of these limits is not addressed by MagiC 4.0?

# 848. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: JEDI
Message-ID: <5bg5e4$m5e@lana.zippo.com>
Source record: 130100
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <32DB12FC.745D@tiac.net>, Brian-Roland says...
>
>JEDI wrote:
>
>
>> CPU level compatibility was promised. It was touted as one of the many
>> advantages of RISC technology. It never materialized and is now getting
>> swept under the rug.
>>
>> Nevermind that Mac PC cards will most certainly cost you more than
>> an entire new PC.
>
>
>No it was not. But it's available anyway. Every hear of "SoftWindows"?

Ever hear of PC-Ditto, Xformer, Gemulator or Executor?

You're an ignorant fool spreading ignorant foolishness (FUD).
SoftWindows is about equivalent to Lexx and Yacc on a PDP-8.

>---
>BR Miller
>Boston, MA

# 849. Re: SLM804 / Power MOD

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32DC2F47.787@huey.cadvision.com>
Source record: 130101

Did my News post not make it or did you not see the address I noted for Widgets by Decker? If you're in need, I will fax you the install pages you'll need but first I need your fax number.

Keith

# 850. Re: Clock in menu bar - program needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970114Z201812.636dave@mbha.demon.co.uk>
Source record: 130102

In article <32d95efa857f3@sn.no> hallvart@sn.no "Hallvard Tangeraas" writes:

] On Sun 12-01-97 11:08, Gary Priest (Gary@the-gap.demon.co.uk) wrote:
]
] >I need a program that will constantly display the current time in the
] >menu bar.
] >It needs to be compatible with a Falcon running MagiC5.
] >Does anyone know of a program that will do this for me?

I recommend Stewart. Joe Connor supports it in England. Very good.

--
dave

# 851. RE: Bible Concordance

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970114223813.23507B-100000@voyager.cris.com>
Source record: 130103

Give http://www.halcyon.com/fabc a try!

On Mon, 13 Jan 1997, K. Brooks wrote:

>Could someone please re-post the URL for the Fifteenth Avenue Bible
>Church so I can get back onto their site to finish downloading the Atari
>software and bibles? Netscape crashed on me half way through my last
>attempt and I hadn't save the bookmark. Yahoo etc can't seem to find
>the site.
>
>Thanks....
>
>Keith
>
>

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

## 852. STiK/CAB error message new to me

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Doug Kendall <dkendall@facstaff.wisc.edu>
Message-ID: <32DBB4C0.4C4C@facstaff.wisc.edu>
Source record: 130104

Last evening while running CAB 1.5 on a STiK connection, I received the following error message repeatedly while connecting to the WebCrawler (http://webcrawler.com) search engine: "STiK-KRfree()/Memory corruption detected". The message appeared every time my modem made a connection to WebCrawler's server, but could be cleared with no apparent effect on transmission. When I moved on to other sites, I no longer got these messages.

The session was otherwise unremarkable. I have accessed WebCrawler many times previously without incident and have never gotten this message at any time before.

I had downloaded a lot of email via AntMail 0.7.9 prior to running CAB and the only unusual thing that had happened there was that I lost the SLIP connection while editing a message and had to reconnect. This had no apparent effect on the email session.

I am running a 2.5meg 520ST w/AT Speed emulator card, TOS 1.4, 2 floppies, EZ135 w/ADSCSI+ SCSI adapter, Supra 9600 baud modem, STiK 1.12, CAB 1.5, CAB.OVL 1.20h (I think), Antmail 0.7.9.

Anyone have suggestions as to what happened and whether I should be concerned?

--
Doug Kendall, Madison WI
e-mail: dkendall@facstaff.wisc.edu

## 853. Re: Wanted Joystick UK

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: frank@REMOVETOREPLY.tachyon.co.uk
Message-ID: <frank-ya02408000R1401972151370001@news.netkonect.co.uk>
Source record: 130105

In article <5bdvf7$gvn@ornews.intel.com>,
atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) wrote:

> Any joystick that works on a C-64 or Atari 2600 console will work on the
> STFM. I seem to recall a vendor named "Maplin" but that could be
> hallucinations...

No, you're right, Maplin stores should sell them.

ATB, Frank.

--
-=-=-=

## 854. Best

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Richard Wegner <richardw@dmapub.dma.org>
Message-ID: <Pine.SV4.3.91.970114223847.12288A-100000@dmapub.dma.org>
Source record: 130106

What is the e-mail address of Best Electronics, the place people talk about for Atari Software/Hardware. Also a snail mail address and a phone number (toll free if they have one if not a regular one will do) would also be appreciated. Thanks...Btw, if there is someone specific person I should send e-mail to, then that person too.

---

Richard Wegner - Dayton Microcomputer Association - richardw@dma.org

http://members.aol.com/PenneyGuy/richard1.html

---

## 855. Re: Iomega Jaz on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970114231015.23507E-100000@voyager.cris.com>
Source record: 130107

Just about any of the newer hard disk driver programs for the atari TOS line of computers can handle the JAZ drive, at least if you don't insist on being able to write protect and encrytp the JAZ drive, in that case I think that HDDriver is the one you want. You don't need a special driver from the manufacturer, that's only the way Mac works, The Atari TOS driver software is smart enough to ask the the drive what kind it is and go from there! 8^)

On 15 Jan 1997, Robert Coleman wrote:

>
> Hi,
>
> I was interested in purchasing an Iomega Jaz drive for my Windows
>box, but I might get an external version if I could also use it with my
>Falcon. I know the Falcon came with SCSI ports, so I should be able to
>connect it, but it doesn't look like Iomega has any drivers for Atari. Is
>there a solution to this problem...i.e. does someone provide 3rd party
>drivers, or do there exist shareware/freeware drivers, etc?
>
> Also, if this turns out to be doable, will the connection work at
>full speed (i.e. will I be able to use it to do hard disk digital recording?)
>
>Thanks,
>Robert C.
>--
>---------------------------------------------
>Disclaimer: My company has not yet seen fit to
> elect me as spokesperson. Hmmpf.
>
>

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 856. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bha0q$l76@ornews.intel.com>
Source record: 130108
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-1401971245380001@metricom46.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>... As
>far as I'm concerned, an OS without VM and memory protection is fairly
>backwards (which is one of the two big problems with the current MacOS).
>Every personal computer CPU from the 68030 and 386 onward has had the
>hardware to support it.

Thus we can reasonably assume you consider the various kludges from Redmond
to be "backwards?" One of the iggest causes of GPFs (or whatever Win95
calls it now) has always been memory "protection" that didn't.

----------http://www.teleport.com/~atari----------
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NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

## 857. Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Mike Scholman <mikescholman@geocities.com>
Message-ID: <01bc01d7$29ac85e0$fc39d9a5@mikehome>
Source record: 130109

I've been looking for a while for a good PD/shareware terminal program that will do full VT100 or higher. I've tried a number of programs which do ANSI, rather that a true VT100, and display wierd codes, jumbling up the screen. I've fornd two programs which seem to work, each with it's own problems:

Teddy Term - great program, but it uses CTRL-key combinations for keyboard shortcuts. The freenet shell account uses PINE for email, which also needs the CTRL-key combinations.

MINIterm - also a pretty good program, but no auto-redial or integrated Zmodem

Programs which did not work because of incomplete VT emulation:
VanTerm 3.8
OpusTerm

## 858. Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32DC7962.1B89@poboxes.com>
Source record: 130110
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

```
Did you hear anyone say "Goodbye"?
==================================
by Donald A. Thomas, Jr. (10/4/96)

It's odd to imagine an institution, which was as big and as powerful as
Atari
once was, to have been shut down in recent days. The real amazement for
me is
that it was all accomplished without a measurable flinch from within or
outside
the gaming industry. I can understand that gamers wanted to push Pong
out the
door early in the timeline. I can appreciate that the classics such as
Missile
Command and Asteroids do not push 32-bit and 64-bit systems to any
technological
limits. I know all these things intellectually, but the heart cannot
face the
truth that the world and the corporate machine known as Atari could not
find an
amicable way to coexist.

On Tuesday, July 30, 1996, Atari Corporation took each and every share
of it's
company (ATC), wrapped them all in a tight bundle and presented them to
JTS
Corporation; a maker and distributor of hard disk drives. On Wednesday,
the
shares were traded under the symbol of JTS. Within a few weeks, the
remaining
staff of Atari that were not dismissed or did not resign, moved to JTS'
headquarters in San Jose, California. The three people were assigned to
different areas of the building and all that really remains of the Atari
namesake is a Santa Clara warehouse full of unsold Jaguar and Lynx
products.

It was only as long ago as mid '95 that Atari executives and staff
believed
things were finally taking a better turn. Wal*Mart had agreed to place
Jaguar
game systems in 400 of their Superstores across the country. Largely
based on
this promise of new hope and the opportunities that open when such deals
are
```

made, Atari invested heavily in the product and mechanisms required to serve the
Wal*Mart chain. But the philosophical beliefs of the Atari decision makers that
great products never need advertising or promotions, put the Wal*Mart deal
straight into a tailspin. With money tied up in the product on shelves as well
as the costs to distribute them to get there, not much was left to saturate any
marketplace with advertising. While parents rushed into stores to get their kids
Saturns or PlayStations, the few that picked up the Jaguar were chastised by
disappointed children on Christmas day.

In an effort to salvage the pending Wal*Mart situation, desperate attempts to
run infomercials across the country were activated. The programs were
professionally produced by experts in the infomercial industry and designed to
permit Atari to run slightly different offers in different markets. In spite of
the relatively low cost of running infomercials, the cost to produce them and
support them is very high. The results were disappointing. Of the few thousand
people who actually placed orders, many of them returned their purchases after
the Holidays. The kids wanted what they saw on TV during the day! They wanted
what their friends had! They wanted what the magazines were raving about!

In early 1996, Wal*Mart began returning all remaining inventory of Jaguar
products. After reversing an "advertising allowance" Atari was obligated to
accept, the net benefit Atari realized was an overflowing warehouse of inventory
in semi-crushed boxes and with firmly affixed price and security tags. Unable to
find a retailer willing to help distribute the numbers required to stay afloat,
Atari virtually discontinued operations and traded any remaining cash to JTS in
exchange for a graceful way to exit the industry's back door.

Now that JTS has "absorbed" Atari, it really doesn't know what to do with the
bulk of machines Atari hoped to sell. It's difficult to liquidate them.

Even at
liquidation prices, consumers expect a minimal level of support which
JTS has no
means to offer. The hundreds of calls they receive from consumers that
track
them down each week are answered to the best ability of one person.
Inquiries
with regard to licensing Atari classic favorites for other applications
such as
handheld games are handled by Mr. John Skruch who was with Atari for
over 13
years.

In spite of Nintendo's claim that their newest game system is the first
64-bit
game system on the market, Atari Corporation actually introduced the
first
64-bit system just before Christmas in 1993. Since Atari couldn't afford
to
launch the system nationwide, the system was introduced in the New York
and San
Francisco markets first. Beating the 32-bit systems to the punch
(Saturn/PlayStation), Atari enjoyed moderate success with the Jaguar
system and
managed to lure shallow promises from third-party companies to support
the
system. Unfortunately, programmers grossly underestimated the time
required to
develop 64-bit games. The jump from 8-bit and 16-bit was wider than
anticipated.
In addition, Atari was already spread thin monetarily, but were required
to
finance almost every title that was in development.

After the initial launch, it took Atari almost a year before an
assortment of
games began to hit store shelves. Even then, having missed the '94
Holiday
Season, many of the planned titles were de-accelerated to minimize
problems
caused by rushing things too fast. Consumers were not happy and
retailers were
equally dismayed. The few ads that Atari was able to place in magazines
were
often stating incorrect release dates because that information changed
almost
every day although magazines deadline their issues up to 120 days in
advance.

It was in 1983 that Warner Communications handed Jack Tramiel the reins
of

Atari. By this time, Atari was often categorized as a household name, but few households wanted to spend much money on new software and the systems were lasting forever. No one needed to buy new ones. That, combined with Warner's obscene spending, amounted to a *daily loss* of over $2 million. Atari was physically spread all over the Silicon Valley with personnel and equipment in literally 80 separate buildings; not considering international offices and manufacturing facilities. Mr. Tramiel took only the home consumer branch of Atari and forced Warner to deal with the arcade division separately. Within a few years, Jack took the company public, introduced an innovative new line of affordable 16-bit computers and released the 7800 video game system.

To accomplish these miracles for Atari, Jack implemented his "business is war" policies. While people who publicly quoted his statement often felt that policy meant being extremely aggressive in the marketplace, the meaning actually had closer ties to Tramiel's experience as a concentration camp survivor. Of the 80 buildings in Sunnyvale, Santa Clara and Milpitas, almost every one of them were amputated from Atari's body of liabilities. The people, the work, the heritage, the history were fired or liquidated. Those who survived were unsympathetically required to fill in the gaps and while most tried, few actually found a way to be successfully do what a dozen people before them did. Atop the mountain, Jack pressed with an iron thumb. All Fed/Ex mailings were required to be pre-approved by one of a handful of people. "Unsigned" purchase orders went unpaid regardless of the urgencies that inspired their creation. Employees found themselves spending valuable time trying to find ways around the system to accomplish their jobs. Many of them lost their jobs for bending the rules or never finding a way to make things work. As horrible as it all sounds, it actually was the only way

to protect Atari as a company and give it a chance to survive as it did and did
very well.

Jack's introduction of the 16-bit computer was initially hearty in the United
States but it went extremely well in Europe. Europeans were not accustomed to
"affordable" technology and although the Atari computers were not IBM
compatible, it didn't matter because people could afford them. Jacks' private
laugh was that the computers were sold at prices much higher in Europe than
Americans were willing to pay. As a result, most of the machines made were being
shipped to European destinations to capture the higher margin. This enraged the
people in the United States that had been Atari loyalists. While waiting months
for stores to take delivery domestically, international magazines were touting
ample supplies. Those in the know within the U.S. became dismayed. The remainder
never knew Atari was slowly abandoning the value of Atari's name recognition as
it became easier and easier to forget some assuming Atari had long filed for
bankruptcy.

On a technical level, Atari 16-bit computers were designed beyond their time.
For less than $1,000, consumers could enjoy "multimedia" before the phrase was
ever really widely used. The icon-based working environment proceeded Windows
popularity although the essential attributes of the two environments were very
similar. MIDI was built-in and became an instant hit in the high-end music
industry. Tasks were activated and manipulated with a mouse and the system
accepted industry standard peripherals such as printers, modems and diskettes.

With all the genius that went into the technology of the machines, very little
of equivalent genius went into the promoting and marketing the machines. Mr.
Tramiel was the founder of Commodore Business Machines. When he introduced the
PET computer in 1977, Jack discovered he didn't have to call a single

publication. Instead they all flocked to his door demanding an opportunity to see the product. News magazines. Science Journals. Business newsletters. Newspaper reporters. They were all there with microphone, camera and pen in hand. And they kept coming back. Adding a switch, announcing a new 4K application or signing a new retailer were all big stories the press wanted to handle.

Today, a new video game announcement may generate a request from any of the dozens of gaming magazines for a press release, but a lot of costly work has to be done to assure fair or better coverage. Editorial people are literally swamped with technical news. Samples are mailed regularly to their attention. Faxes fly in through the phone lines and e-mail jams up their hard drives. It takes a lot to grab their attention.

While Atari retained hopes to be successful with the Jaguar, Atari's marketing people were fighting established standards in the industry with severe handicaps. Since cartridges (the Jaguar was/is primarily a cartridge-based system) were so expensive, editorial people were required to return them before new ones would be sent. Editorial people like to assign review projects. So finding cartridges they sent out was not always easy to do. Additionally, reviewers often love their work because they get to keep what they write about. Regardless, the few magazines willing to cover Atari products were more often turned away because of a lack of programmable cartridges or any number of other indecisive barriers. In-store signs and posters were sometimes created, but many retail chains charge premiums to manufacturers that want to display them. Some direct mail campaigns were implemented, but Atari often could not afford to keep those things being advertised on schedule. Therefore, the advertisements were published and distributed, but the product was not available.

Clearly, Jack's experience with the world beating a path to the door of a

company making a better mousetrap no longer applied. The world had revolved a few times beneath him and he never noticed. The tactics used to successfully sell Commodore computers were simply antiquated notions from the past. Meanwhile, Sony launches the PlayStation with over $500 million in marketing funds. Today, the PlayStation is considered the most successful next-generation gaming machine throughout the world. Sony bought the market. Tramiel's Atari never learned how to do that. Actually, they never could afford it anyway.

After the 1990's got underway, Europe as well as the rest of the world, discovered that IBM-compatible computers were becoming more powerful and more affordable. The world always did want computers at home just like in the office and companies like Dell and Gateway exemplified the industry's trend toward home-based office computers. As a result, companies like Commodore, Atari and Next couldn't compete any longer. While the dedicated user base of each of them felt abandoned by these companies having to leave the computer market, the inevitable prevailed. Commodore jumped ship, Next changed business goals completely and Atari invested what they had left in the Jaguar game system. Even today, Apple is kicking and screaming. As good as Apple was at creating a huge niche for themselves, they focused more heavily on education. When kids grow up and get jobs, they want business machines. IBM was always the business standard.

When one examines the history of Atari, an appreciation can grow for how many businesses and people were a part of the game over the years. Chuck E. Cheese Pizza was started by Atari's founder, Mr. Nolan Bushnell. Apple Computer was born in a garage by ex-Atari employees. Activision was founded by Ace Atari programmers. The list goes on and on.

But for some pathetic reason Atari's final days came and went with no tribute, no fanfare and no dignified farewells. Why? Where did all the talent go? Where

are all the archives? Where are the vaults? Where are the unpublished games and
where are the originals of those that were? Why has no company stepped forward
to adopt the remaining attributes Atari has to offer? Where are the creditors?
What has happened to all the properties and sites? Where are the databases,
warranty cards, promotional items, notes on meetings, unanswered mail? Who owns
P.O. Box 61657? Who goes to work in Atari's old offices? Where do consumers have
their systems fixed? Who is publishing new games? Who still sells Atari
products? Why are there still a lot of people talking about Atari on-line?

I'm an ex-Atari employee and proud to have been. I'm still an Atari devotee and
proud to be. To me, these are questions which all deserve an answer, but who
will ask them?

The best people to ask these questions are those who have exposure to the
public. If you believe Atari left us without saying goodbye, contact Dateline at
dateline@nbc.com. If you REALLY believe, then send this article to 10 of your
friends in e-mail. AND if YOU REALLY, REALLY believe, mail a few to newspapers
or other news programs. A letter in your own words would be great!

I'd spend money for a thorough retrospect on Atari. Wouldn't you?

Wouldn't it at least be nice to say "Goodbye"?

--Don Thomas
75300.1267@compuserve.com
209/239-3898

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--
Visit InfoMan's Atari Page!
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Receive a monthly commission check - guaranteed!
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# 859. Re: AtariIRC problems

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <853229096_OASIS_@flinny.demon.co.uk>
Source record: 130111

In article <852502058_OASIS_@shaw1.demon.co.uk>
Stu@shaw1.demon.co.uk (Stuart Shaw) said:-

>SO Frank, Is it working for you.
>How have you got it set up.
>I've tried both irc-client.demon.co.uk and irc.demon.co.uk.
>None of them work.

It working for me and has been apart from a day or two when demon were
playing with the irc servers.

>May I ask what you use and how I may get mine working again/

do you have the latest version available from my web page?
have you tried deleting your config files totally and re-installing
from scratch?

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

# 860. Re: Messed up GEM text-display

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: john@whalley.demon.co.uk
Message-ID: <853281108_OASIS_@whalley.demon.co.uk>
Source record: 130112

In article <32d9a94a2a0037@sn.no>
hallvart@sn.no (Hallvard Tangeraas) said:-

>Has anyone here experienced the text window of an editor being messed up
>sometimes?
>This sometimes happens to me, especially after running a lot of graphical
>programs (viewers, icon editors, painting programs etc.).
>
>What happens is this:
>
>I start up one of my ASCII editors (mostly "Everest 3.5e", though the
>problems seems to happen with just about any editor when it occurs),
>if I start to write a new file my text starts *above* the first line- that
>is, the top half of the text vanishes above the GEM window and naturally
>gets cut in half!
>The text often gets messed up as well, like bits of text being broken (like
>a corrupted graphic file looks like).
>
>What happens if I load a text file is that I also see gray lines in between
>the text- the same colour as on the GEM desktop (hires mode). It's in
>between the text at certain places- it almost seems like it's generated
>where there are paragraph endings and/or tabs.
>
>Anyway, the whole thing is pretty irritating, and the only solution is to
>reboot the machine, so obviously something in GEM becomes messed up now and
>then.
>
>My system: STe/4Mb RAM/TOS 2.06/mono-hires display

I've had this happen too and could never figure out what was causing it. It used to happen every so often when I used SingleTOS as my main OS, though I've had it happen when experimenting with MiNT/AES 4.0 and 4.1 (this usually gave a message about a fatal error in the AES). Now I've switched to MagiC as my main OS and don't recall it happening since, but this could be because whatever program was causing the problem isn't used as much. Maybe Gemview, as I used to use the ST Review version quite a lot but now it's only used occasionally since buying Imagecopy.

I'm using an identical system but with TOS 1.62, MiNT 1.12 or MagiC 5.

Doubt if I've helped much, but you aren't the only one with the problem!

TTFN
John

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

# 861. Re: WTB Atari ST mouse

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970114161400.LAA12569@ladder01.news.aol.com>
Source record: 130113

Hey Best Electronics in San Jose sells severad different mice for the ST.
You might give Brad a call and see what he can do for you. He is located
on the Alameda.

Hope that this helps you
Atari*Dave

# 862. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bgg38$5fo@ornews.intel.com>
Source record: 130114
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-1301971821510001@metricom59.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>If you are in the market for a PC card, you must basically decide whether
>the bad pricing (equivalent to buying an entire PC with the same specs) is
>worth the advantages (you can use the same keyboard, monitor, mouse, and
>no desk space is taken up by a second machine).

Accurate. But when I buy a PC card, it will be a Pentium card, not an
obsolete 486 like Orange Micro sells.

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email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

## 863. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bgflo$5fo@ornews.intel.com>
Source record: 130115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bfpdf$69r@ash.ridgecrest.ca.us>,
Michael Grove <"*mgrove"@owens.ridgecrest.ca.us*/spam address> wrote:
>
>How can you consider ROM based operating systems to be " mired in the
>backwaters of computing"? You sound smarter than that.

Tim is smarter than that, he's just being difficult. And he's damn' good at
it due to years of practice.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
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----------ftp://ftp.teleport.com/users/atari----------

# 864. Re: NEWSIE & PPPkit

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: allmidd@xs4all.nl
Message-ID: <5bgj7t$2hi@news.xs4all.nl>
Source record: 130116

{translation}

Hi,

Anybody out there who made NEWSIE work with the PPPkit for email and
news on Internet. How?

>Bonjour,
>
>Quelqu'un a-t-il fait fonctionner le logiciel NEWSIE avec le PPPkit
>pour EMAIL et NEWS sous Internet et si oui comment ?
>
>(Cf article ST MAG Janvier 1997 sur les EMAIL de Herv&#65533; Piedvache
>
>Merci.
>
>Pierre-Yves.
>
>Pierre-Yves.Joyeux@wanadoo.fr
>.

**********************************************************************
* allmidd@xs4all.nl: the address of Johan Middendorp & Marianne Braun *
* johmid@dds.nl *
* j.middendorp@nia-tno.nl *
*====================================================================*
* "Logic takes you from A to B but imagination takes *
* you anywhere" Albert Einstein *
**********************************************************************

## 865. Re: TT: cutting trace under chip

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <5bgktu$gho@nnrp1.news.primenet.com>
Source record: 130117

Thanks to all who replied by e-mail. Now I understand.

There is an easy way to remove chips, of any style, from a PC board, although one of the tools is a bit pricey. A soldering iron, solder wick braid, and liquid flux, to dip the braid in, and perhaps more solder, for through-hole chips, are used to remove as much of the solder as possible.

The expensive but easy part is done with a very small source of very hot air. I use a Weller Pyro Pen, which will melt solder with its hot air output, and move it smoothly over the area to be de-soldered. The solder will all melt at once, and the part will pop off or drop out, depending on whether it was surface mount or through hole, with absolutely no damage to the PC board.


---_----------
jimd1 __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

## 866. Need help with "Address 2.04"

Newsgroup: comp.sys.atari.st
Date: 1997-01-14 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32dac268d97d2@sn.no>
Source record: 130167

I'm having problems trying to find out how to enter new addresses in the program "Address" (version 2.04). I've got the registered version along with the ST-guide online manual, but it's still pretty unclear.

The problem is that when I try to enter a new address I somehow keep editing an existing one- how do I just add a totally new address?

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 867. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: JEDI
Message-ID: <5bippf$isd@lana.zippo.com>
Source record: 129969
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bha0q$l76@ornews.intel.com>, atari@teleport.com.REMOVE.TO.REPLY says...
>
>In article <bwanga-1401971245380001@metricom46.ucsc.edu>,
> bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:
>
>>... As
>>far as I'm concerned, an OS without VM and memory protection is fairly
>>backwards (which is one of the two big problems with the current MacOS).
>>Every personal computer CPU from the 68030 and 386 onward has had the
>>hardware to support it.
>
>Thus we can reasonably assume you consider the various kludges from Redmond
>to be "backwards?" One of the iggest causes of GPFs (or whatever Win95
>calls it now) has always been memory "protection" that didn't.

Actually, if you saw a GPF notice, then protection was working.
Now, if on the other hand, it just mysteriously crashed: that
would be a protection failure.

Although the (pragmatic) need to restart Win at that point is rather
contrary to the whole point of memory protection however...

# 868. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32DD1CC5.201A@ncweb.com>
Source record: 129970
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

Don,

Very well written article. I first got aboard the Atari wagon in 1976 or so with the VCS .. then sold it and in 1980 got the Atari 800, my first computer, which I used to get through some college 'basic' programming classes, even though we were using IBM's then .. I could write my programs in OSS Basic XL, then convert it "on the fly" in the classroom ... I was always the 1st one done with my programs .. got A's in both classes too. Over the years, I've had many Atari computer systems, even had an ICD Multi I/O system with 1meg MIO and a 40meg HD, along with the 320k 130xe and the xf-551 dual system (which had a 3.5" 720k floppy).

Now, I'm using a PC, like most people. I still have my original 800 set up at home, as well as a 130xe. Somehow, I can't bring myself to put them away. I suppose I will, one day.

You're right. It WOULD have been nice to say, "Goodbye"!

Bill

## 869. Re: Stewart

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32DD0041.6041@cyberstrider.org>
Source record: 129971

Rich Tietjens wrote:
> >Somebody mentioned Stewart 104E being available on Umich. As I can not
> >reach this site: any ideas which other FTP site I can get the file?
> Hit my Web page (see .sig below), click on "Archives" and select the
> Washington University mirror site. You have a choice of http or ftp .

Or you can get it via http(web) from my web pages..

http://www.cyberstrider.org

and follow the computing links.

alternatively, the uglier route:

http://www.cyberstrider.org/computing/files/atari/

then choose shareware_support, followed by interactive.

--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk

## 870. NEC Multisync (was Re: Want to know)

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32dd0b921492e40@sn.no>
Source record: 129972

On Tue 14-01-97 23:50, Richard Jones (ha024@cleveland.Freenet.Edu) wrote:

>
>Can an NEC multisynch plus work with an STE? Box needed?

I've never heard about the "Multisync Plus", but I have, and use a
"Multisync II" with my STe and made a switchbox for it- works fine.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 871. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: "Thomas R. Mccartney" <tmccartn@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.93.970115111627.33320A-100000@srv1.freenet.calgary.ab.ca>
Source record: 129973

The absolute best terminal program for VT-100 emuLation has to be connect.
It is faster and gives better results than any comparible program on my
PC. (at least shareware - I will confess that PC anywhere does a prity
decent VT-100). It is _not_ really hard to set up. But is powerfull
enough to give pretty good results.

# 872. Re: Oasis v2.1

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: dipching@ping.be
Message-ID: <853345604_OASIS_@ping.be>
Source record: 129974

In article <970115Z072758.299denr@denr.demon.co.uk>
denr@denr.demon.co.uk (Denniss Riches) said:-

>I am new to Internet etc
>
>I have an Atari 1040STFM with 4mb Ram and 350 mb Hard Disk
>
>Should I be able to run Oasis on it without hanging on exit etc.
>
>Should file TOOLS.CFG come with download, or does Oasis create it, or do
>I create it!
>
>Where OH! where may I download Oasis v2.1 from?

You can download last version of Oasis at:
http://www.yeadontt.demon.co.uk/archive.htm

>
>ftp.demon.co.uk hasn't got it and ftp.cnam.fr has only a partial TOS file.
>
>I haven't yet mastered the WEB!
>
>This 53yr old would be dog paddler would appreciate any help, advice etc going.
>--
>Denniss Riches
>

If any questions, dont hesitate to contact me.
Jo

--

```
-------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
-------------------------------------------------------------------------
```

## 873. Re: STiK/CAB error message new to me

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5bjb85$5q2@irk.zetnet.co.uk>
Source record: 129975

```
On 15 Jan 1997 08:28:58, Doug Kendall wrote:
>Roy (et.al.),
>
>Have you gotten the "STiK-KRfree()/Memory corruption detected" message
>only when using WebCrawler in CAB, as I have? Or do you experience it
>elsewhere, too?
>

No mine happens intermitantly on different pages :-(

Yours Roy

**************************************************************************
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**************************************************************************
```

# 874. Re: STiK/CAB error message new to me

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5bjb80$5q2@irk.zetnet.co.uk>
Source record: 129976

On 15 Jan 1997 04:31:54, Brian Roland wrote:
>Doug Kendall (dkendall@facstaff.wisc.edu) wrote:
>: Last evening while running CAB 1.5 on a STiK connection, I received the
>: following error message repeatedly while connecting to the WebCrawler
>: (http://webcrawler.com) search engine: "STiK-KRfree()/Memory corruption
>: detected". The message appeared every time my modem made a connection to
>: WebCrawler's server, but could be cleared with no apparent effect on
>: transmission. When I moved on to other sites, I no longer got these
>: messages.
>:
>
>I've also encountered this on a Falcon 030 (030 compiled 1.5 and Stik
>1.2). I'm experimenting with increaseing STik's memeory size in the
>config file. If it seems to work I'll post here what I did.
>

I tried that :-(

got to alocmem=600000 then gave up :-(

I also tried it lower, no luck :-(

My problem is I don't understand what alocmem does, and how high I should
try?

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

## 875. Re: STiK/CAB error message new to me

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5bjcb7$lac@einstein.ebicom.net>
Source record: 129977

Doug Kendall (dkendall@facstaff.wisc.edu) wrote:
: Roy (et.al.),
:
: Have you gotten the "STiK-KRfree()/Memory corruption detected" message
: only when using WebCrawler in CAB, as I have? Or do you experience it
: elsewhere, too?

I'm not sure where it came from exactly...one place it kept poppoing up
was on a page called Midi Farm (don't remember the url address). Most of
the images only came up as empty borders with this page...could it be
Progressive Jpegs or something? I didn't have time to dig in my cache
to see what kind of files these were supposed to be.

: If it's only in WebCrawler, then maybe we need to move the discussion to
: the "problem web pages for CAB" thread. Maybe they've recently rewritten
: their site in some odd way?

Brian
Falcon 030 14meg

## 876. Re: Iomega Jaz on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bje78$sdd@scanner.worldgate.com>
Source record: 129978

Uwe Seimet <us@bruker.de> wrote:

>No, the ZIP is too slow for this.

Actually Uwe, we have had great succes using Jazz with CAF and other
D2D software. It is not the fastest and of course there are some limits
to the drive, but overall it is fine for most situations.

All the best,
Chris @ Computer Direct

# 877. Re: Wanted: Editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5bjfl2$t09@scanner.worldgate.com>
Source record: 129979

Easy. Get Edith (Editress) from ZFC's web site. This is one kicking editor, in english, works in 1280x960 (the largest I use), open as many files as you can have windows, the GEM interface for it isn't exactly GEM, but I use it with MagiC 5.03 with no other irritation other than the fact that the desktop icons are hidden, handles files as large as your free memory, is no longer commercial, but is freeware (you can only get it from his site though) In addition, there are too many features to believe. Easy to use too.

Leslie

Preben Sloth (psloth@post2.tele.dk) wrote:
: Wanted: Editor
: I am looking for a Editor for writing C programs.
: The Editor has to:
: - speak English (no German words !!!)
: - work in Hi-Res (1024x768)
: - have normal GEM user-interface
: - have more many files open a one time
: - handel files bigger than 64k
: - be Free of charge !!!

: Please give me a good advice, and tell me there to download !!!!
: Thank Preben Sloth - Denmark (please reply direct to
: psloth@post2.tele.dk)

# 878. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1501971216240001@metricom37.ucsc.edu>
Source record: 129980
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5birvo$meh@lana.zippo.com>, JEDI wrote:

>In article <bwanga-1401971245380001@metricom46.ucsc.edu>,
bwanga@cats.ucsc.edu says...

>>Still, if you are careful to keep the memory consumption of all your
>>programs beneath the size of total physical RAM in your machine, you
>>should not ever see a bad VM hit.
>
> Until recently, this all depended upon how much money you had to
> throw at the task. Win3/Sys7 both date back to the $50/M days.

At least in the case of System 7, all it really depended on was you not running much extra crap. 4 MB is enough to run one or two programs at a time on a 68K Mac with System 7.1, without VM. 7.5 increased memory usage somewhat, but by the time it was released, memory was cheap enough that lots of people were going to 8 MB or more.

>>Take the phrase to mean "stuck with an OS that doesn't support VM". As
>>far as I'm concerned, an OS without VM and memory protection is fairly
>>backwards (which is one of the two big problems with the current MacOS).
>
> Virtual memory has been given much more hype than it deserves.

Hype? Nah. It's just an essential part of running a computer. If for no other reason than that implementing VM usually gives OS designers a straight path right into memory protection (or vice versa).

> While sitting on the other side of the fence it seemed like a
> good and rather nifty idea. However, after actually using
> micro systems that were dependent upon virtual memory, I found
> it to be more of a curse, actually. It encourages and allows
> developers to work outside the common hardware constraints. The
> end result is performance that can deteriorate past the point of
> a 8Mhz MC68000.

Surprise, surprise. If you really beat that VM system hard, it'll thrash and you lose all your performance. In my experience, there are usually ways to avoid it.

> Fortunately, memory prices have dropped to the point where buying
> adequate hardware (memory) for the software is a practical option.
>
> VM as a memory management tool has some merit. VM as a replacement
> for adequate physical memory is more backwards than any TOS or GEOS.
> It's cripples the 'modern' machines that have, until relatively

> recently, been dependent upon it [VM].
>
> I wouldn't be surprised if core memory were faster...

Neither would I, at least in terms of access time (core is random access). Interface speed may or may not give disks an edge in throughput; I have no idea how core is interfaced to.

I've never said that VM is a replacement for adequate physical memory. Indeed, I seem to recall pointing out that on large multiuser machines the worst thing in the world is to have inadequate physical memory. However, I find VM an essential tool to have present. For example, if you have a computer with 16MB physical RAM, 99% of it already in use, and need to open just one more app, VM will let you do it with a slight performance hit (mostly seen on startup of the app).

>>Every personal computer CPU from the 68030 and 386 onward has had the
>>hardware to support it.
>
> The entire computer doesn't have to be on the cpu's die you know...

Of course not. The point was that from those CPUs onward, you didn't have to pay extra for a second chip to do it. (Actually, in the case of the x86, there has never been an external MMU. And in the 680x0 series, only the 68020 had the ability to interface to an external MMU.)

--
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+

# 879. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bjds0$sdc@scanner.worldgate.com>
Source record: 129981
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

>>>Timothy A. Seufert wrote:

>>No, it's because the MacOS has one of the crappiest VM implementations
>>in the known universe.
>>
>>Still, if you are careful to keep the memory consumption of all your
>>programs beneath the size of total physical RAM in your machine, you
>>should not ever see a bad VM hit.

Virtual memory is not the real issue here that slows down MacOS and
makes extremely powerful hardware seem slow.

Virtual memory on any platform is obviously not as fast as real RAM.

Uwe Seimet's implementation of VM is probably the fastest and most
intelligent of any. A reasonable swap partition with Outside does not
suffer much in the way of noticeable performance hit.

The real issue here is that disk based OS' like Win and Mac spend so
much time accessing the hard drive for simple procedures that we take
for granted with smaller RAM or ROM based OS' like TOS and the other
replacement OS' available to Atari users.

An example I use often, open a folder that contains many files such as
a CD ROM and watch MacOS on a PPC slowly draw the contents of that
window.

This is the real bottleneck in disk based OS'. They access the hit the
hard drive so often that performance is noticeably hindered.

Applications on TOS computers execute faster, occupy less physical
memory and are highly optimized.

The main reason for this is simple. Atari developers are not large
corporations. large corporatiions are more concerned about getting
their products onto the shelf. Hence, they program in high level
languages and spend very little time optimizing the software.

Atari programmers on the other hand, do it for the love of the machine
and enjoy the satisfaction of achieving great things from small code.
Many Atari programmers work in machine assembly code, a corporate no-no
in the Mac and PC market.

All the best,
Chris @ Computer Direct

# 880. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bjds2$sdd@scanner.worldgate.com>
Source record: 129982
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

>>>Timothy A. Seufert wrote:

>>No, it's because the MacOS has one of the crappiest VM implementations
>>in the known universe.
>>
>>Still, if you are careful to keep the memory consumption of all your
>>programs beneath the size of total physical RAM in your machine, you
>>should not ever see a bad VM hit.

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makes extremely powerful hardware seem slow.

Virtual memory on any platform is obviously not as fast as real RAM.

Uwe Seimet's implementation of VM is probably the fastest and most
intelligent of any. A reasonable swap partition with Outside does not
suffer much in the way of noticeable performance hit.

The real issue here is that disk based OS' like Win and Mac spend so
much time accessing the hard drive for simple procedures that we take
for granted with smaller RAM or ROM based OS' like TOS and the other
replacement OS' available to Atari users.

An example I use often, open a folder that contains many files such as
a CD ROM and watch MacOS on a PPC slowly draw the contents of that
window.

This is the real bottleneck in disk based OS'. They access the hit the
hard drive so often that performance is noticeably hindered.

Applications on TOS computers execute faster, occupy less physical
memory and are highly optimized.

The main reason for this is simple. Atari developers are not large
corporations. large corporatiions are more concerned about getting
their products onto the shelf. Hence, they program in high level
languages and spend very little time optimizing the software.

Atari programmers on the other hand, do it for the love of the machine
and enjoy the satisfaction of achieving great things from small code.
Many Atari programmers work in machine assembly code, a corporate no-no
in the Mac and PC market.

All the best,
Chris @ Computer Direct

## 881. Re: OLGA works just fine!

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: nroughley@unix.dsoe.com
Message-ID: <5bje3a$mk6@scipio.cyberstore.ca>
Source record: 129983

Mille Babic <mille@tripnet.se> wrote:

>The Real-time Object linking between QED (Server) and CAB (Client)
>works fine now. CAB now update all my HTML-editing in QED in the
>background automatically.

Can you provide simple directions in English on how to install OLGA with CAB and QED? I checked out your Web links and the OLGA ZIP archive but found no help in English. Perhaps a post here, Mille.

Neil Roughley
nroughley@unix.dsoe.com

## 882. WTB: Cubase Audio OR Logic Audio.

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970115130510.888A-100000@acs2.byu.edu>
Source record: 129984
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, Anybody selling his/hers? -Phill.

## 883. Web Spinner new version

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5bjmjl$6qd@irk.zetnet.co.uk>
Source record: 129985

Hi All,

The new version of Web Spinner v0.91 15/01/97 is available for download
from my web page :-)

Web Spinner is a HTML page writer/editor for all Atari Computers :-)

Lots of improvements over v0.90 including drag & drop :-)

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

# 884. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5bjo1c$2gb@lyra.csx.cam.ac.uk>
Source record: 129986
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In comp.sys.atari.st Chris Krowchuk <chris@compdirect.com> wrote:

> >>>Timothy A. Seufert wrote:

> >>No, it's because the MacOS has one of the crappiest VM implementations
> >>in the known universe.
> >>
> >>Still, if you are careful to keep the memory consumption of all your
> >>programs beneath the size of total physical RAM in your machine, you
> >>should not ever see a bad VM hit.

> Virtual memory is not the real issue here that slows down MacOS and
> makes extremely powerful hardware seem slow.

> Virtual memory on any platform is obviously not as fast as real RAM.

Virtual memory should not slow down the machine. I am running a Linux box and although I used to have 16MB of memory, I required much more to compile my programs - about another 16MB in fact. Without VM this wouldn't be possible. When I compiled, my hard disk thrashed itself to pieces, but at least things worked (albeit quite slowly).

Now I have 32MB and compilation times are far better as there is enough memory that programs can proceed a reasonable distance before having to load in a bit more.

However it is not the case that you need more real memory than you have processes running. In Linux although I have alot of processes "running", quite a few only wake up now and again. These can be swapped to disk to free physical memory. For instance all the gettys on my machine (which I log in on) are swapped out to disk.

ATM for instance over 3MB of physical memory is being saved:
```
total used free shared buffers cached
Mem: 31252 29144 2108 10700 2452 15624
-/+ buffers: 11068 20184
Swap: 48888 3372 45516
```

Some OSes (probably experimental ones) try and work out how much memory each program will need in order to proceed at a reasonable rate. If the total of these requirements is greater than the physical memory, then it pauses one of them for a while and swaps it to disk so that the other processes can have the amount of memory they require.

Virtual memory is not too difficult to implement and since memory protection normally works well with it, there is no reason to disable it.

Linux uses a huge amount of memory for caching (as you can see) and varies the size of this cache dynamically. When I was compiling, I used to have very little cache left as Linux thought it would be faster to use the memory for actual processes. Now I have 32MB, it still has a sizeable amount of cache.

As for GPFs in Windows, well the memory protection doesn't work. If it did then you wouldn't have to reboot. At the very least something in the critical parts of the system are getting corrupted when they shouldn't. I have never written a program which has crashed my Linux box - this is why developing on a Unix box is so nice compared to windows when you might have to reboot several times an hour!

Adrian

==========
adrian.bridgett@poboxes.com http://www.netforward.com/poboxes/?Adrian.Bridgett
----------
Windows95 - the world's first NON-operating system.

# 885. Re: Maggie 22 available from 18/1/96

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: frank@REMOVETOREPLY.tachyon.co.uk
Message-ID: <frank-ya02408000R1501972023370001@news.netkonect.co.uk>
Source record: 129987
Body handling: HTML body converted to readable text

In article <32DCCE52.6B70@bedford.ac.uk>, Simon Whiteley
wrote:

> link="#0000ff" alink="#ffffff" vlink="#CD7F32">

[crap deleted]

Was there any need to attach a whole webpage to that message, especially
since we don't have Netscape on the Atari? :)

ATB, Frank.

--
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

## 886. What does the 'COMMAND LINE' box in CAB mean?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: wl712@freenet.Victoria.BC.CA
Message-ID: <E42491.5t8@freenet.victoria.bc.ca>
Source record: 129988

When I try to download any files off the internet with the extension ****.TOS the box 'COMMAND LINE' appears in CAB.I'm not sure what to write in the box and I'm unable to download.I've read the manual but I must have missed something.Thanks for the help.....Ron L

## 887. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: read@my.sig
Message-ID: <32e00e37.6065697@news.networx.net.au>
Source record: 129989
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

InfoMan <infoman@poboxes.com> wrote:

>Did you hear anyone say "Goodbye"?
>Wouldn't it at least be nice to say "Goodbye"?
>

Now that brought a tear to my eyes, well written!!!
My God.... If only they had changed a few tactics, ATARI would still
be around.

Steve.

# 888. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bjrjd$5gj@ornews.intel.com>
Source record: 129990
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bjo1c$2gb@lyra.csx.cam.ac.uk>,
Adrian Bridgett <apb25@apb25.emma.cam.ac.uk> wrote:
>
>Virtual memory should not slow down the machine.

Bullcrap. If you can find a hard drive that has 60ns access time, and costs less than the National Debt, I'll agree with you. Until then, VM can't be as fast as real memory and therefor MUST slow down the computer - it's a physical reality like gravity. FAST hard drives typically have 9 ms access time - 1000 times slower, more-or-less, than RAM. And transfer rates are typically on the order of 1 to 3 megabytes per second, versus RAM transfers of 2000 megabytes per second on a 33 MHz memory bus.

VM slows down computers. QED. That's why our servers (in the software lab here) typically run between 256 and 512 megabytes of RAM with VM turned off.

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## 889. Oasis 1.35 patches

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <853354824_OASIS_@nordnet.fr>
Source record: 129991
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,demon.ip.support.atari

[followups directed to the Atari tech group only]

Hello all!

Some time ago in a discussion with Guy Harrison we found that Oasis doesn't give environment variables to called programs, like NOS or an external editor. And this is a problem for time and timezones in NOS, to find INF or KRZ files for Everest, etc...

Here is a little patch to correct the bug: edit OASIS.PRG with a binary editor, find the sequence 2F4A 0012 (there is only one in 1.35, at +30D96) and replace it by 42AF 0012. This changes a move.l to a clr.l for the envp parameter of a gemdos Pexec call.

Note to pre-1.35 users: if there is more than one sequence like this, try to find 2F4A 0012 205F 74C8 (and edit only the first word). And don't forget to edit only a copy...

Now NOS receives all your environment variables, like TZ=MET-1 or NOS_ROOT=j:\oasis (without trailing backslash). NROWS=30 does not seem to work, at least in NOS_POP3. And Everest receives EVEREST=e:\utils\texte\everest.35e\ (with a trailing backslash this time) and finds it's config files in it's own directory, no need to maintain a copy in J:\OASIS\.

But now you have a problem, if you have a TZ variable you have a double correction in NOS: the TZ offset and the system clock changed (to GMT) by Oasis... and you're fed up with Oasis changing the clock, with all related problems (innaccuracy, crashes...). 3 bytes to change, and it's history: always in OASIS.PRG go to +1853, +2FFCD and +30067, and there replace bytes 41 by 71. This changes trap #1 (4E41) calls to gemdos Tsettime and Tsetdate to nop (4E71).

You can also change the "s" of "Organisation:" to a "z", and replace twice two underlines(?) "__" by two minus signs "--", the first time is the mail sig separator, the second is for news. No, I don't know how to add a space at the end...

Bye! Bruno.

PS: Do you have a backup of OASIS.PRG? Sure? Because I perhaps made a mistake typing this text, or there is somewhere a side effect I haven't detected in two days of use...

--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */

```
/* -==- A happy Falcon owner from France -==- */
```

## 890. Re: Best

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bjpsa$5gj@ornews.intel.com>
Source record: 129992

In article <Pine.SV4.3.91.970114223847.12288A-100000@dmapub.dma.org>,
Richard Wegner <richardw@dmapub.dma.org> wrote:
>
>What is the e-mail address of Best Electronics, the place people talk
>about for Atari Software/Hardware. Also a snail mail address and a phone
>number (toll free if they have one if not a regular one will do) would
>also be appreciated. Thanks...Btw, if there is someone specific person I
>should send e-mail to, then that person too.

Gleaned from Ben Smith's Web site:

Best Electronics
2021 The Alameda #290
San Jose, CA. 95126

(408)243-6950

Dealing in Atari ST & Classic 8 Bit. A good source for Atari Hardware!
Brad is a real good resource for Information & Help with Atari Hardware
And he really knows his stuff. His catalog should be out soon and with
all the included Technical help, It should be called a Bible for Atari
Hardware. The Technical Manual you never got when you Bought your Atari!

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## 891. Re: Keyboards (was: Atari used in skiing resort! (Switzerland))

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bjr2f$5gj@ornews.intel.com>
Source record: 129993

(posted and mailed)

In article <1107cd$16a.3be@HERMES>, gmiller@inca.co.nz (Gaven Miller) wrote:
>
>I stand corrected.

Siddown! <G>

>BTW: Can someone point me to a retailer for a new (UK-spec) TT keyboard -
>the plug at the end of the keyboard cable that goes into the TT has broken
>due to my ham-fistedness in trying to make it click into place and stay
>there (the little "arm" piece that clicks into place and holds the plug in
>place snapped when I tried to widen the gap between it and the plug part
>by a few millimetres).

I doubt that you really want to spend US$150 for a new keyboard, when all you need is a plug and a crimping tool. I'm not sure where to find them in Kiwiland, but I got a crimper and a package of 6 plugs at Radio Shack for about $10 or $20 total. It's a standard RJ-45(?) plug, used for 6-conductor telephone cords.

Replacement procedure:

(1) Make a note (on paper, don't be like me and think you can remember it!) of the order in which the wires lie in the plug - each is a different color, so turn the plug with the broken side up (gold wires underneath) and write down the color order.

(2) Cut off the old plug, strip back about 20mm of the outer cover, and use the crimper to strip the proper amount from the end of each of the inner wires.

(3) Push the wires into the plug (you'll have to bend them each a little so that they end up parallel intead of fanned out) and squeeze the crimper. This may be easier if you put the plug into the crimper first.

That's it. Test to make sure the connections are correct by plugging it in and typing each key (with shift, control, and alt as seems apropos), and check the mouse and joystick ports for proper function.

Now, I recommend you unplug it, buy a "double-female" 6-pin phone coupler and a flat phone extension cable (also with 6 conductors - I haven't been able to find one shorter than 25 feet). Put the couple on the end of the keyboard cabel and never take it off again - it's MUCH easier to replace the extension cable (or one of its plugs) when the next little cheap plastic plug breaks!

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# 892. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: ac872@chebucto.ns.ca
Message-ID: <5bj37c$82u@News.Dal.Ca>
Source record: 129994

Mike Scholman (mikescholman@geocities.com) wrote:
: I've been looking for a while for a good PD/shareware terminal program that
: will do full VT100 or higher. I've tried a number of programs which do
: ANSI, rather that a true VT100, and display wierd codes, jumbling up the
: screen. I've fornd two programs which seem to work, each with it's own
: problems:

: Teddy Term - great program, but it uses CTRL-key combinations for keyboard
: shortcuts. The freenet shell account uses PINE for email, which also needs
: the CTRL-key combinations.

With T-Term,if you hit both Shift keys at the same time,it disables the
hot-keys so you can use the Cntrl key commands as well as the arrow
commands.It works fine on the Chebucto Community Net.The only problem I
have had with it,is that it sometimes locks up.It didn't seem to when I
had a 2400 Modem,but since I switched to 14400 I've had problems.

## 893. CaTTamaran thanks

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: dipching@ping.be
Message-ID: <853356052_OASIS_@ping.be>
Source record: 129995

I wish to thank everybody who have helped me for installing
CaTTamaran, I hope by this way to not forget anybody.
This is very tranquillizing to know there always will be someone
somewhere to help you.
I also hope to make my best to help anyone on this server in matters I
know well.

Thanks to everyone.

--


```
-------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
#  *** *** *** *** *** * ** *** *** Jo Vandeweghe #
#  ** *** ** ** * * * * ** * dipching@ping.be #
#  * * * *** *** * * *** *** * A*C*M*S #
#  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
#  " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
-------------------------------------------------------------------------
```

# 894. Re: WILL ANY TYPE FLOPPY DRIVE WORK?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: JEDI
Message-ID: <5bj6hg$df8@lana.zippo.com>
Source record: 129996
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <5bfc6q$d03@ccnet3.ccnet.com>, selah@ccnet.com says...
>
>I HAVE A 1040MAND THE FLOPPY A DRIVE BUSTED
>
>CAN I USE A DRIVE FROM ANY PLATFORM?

Yup... Just go to your local garage clone dealer and get a new
drive mechanism. If the drive manuf. is different from your old
one (such as epson) you might have to cut up your old case a bit
however.

Just tell the garage clone dealer to make sure the drive is set
up as drive a. At that point, you should just be able to plug
it into the old connections in the 1040 and have it work.

The drive mech should be no more than 50 bux.

On a slightly different note...
Has anyone ever attempted to use a floppy tape
drive on any of the Atari's?

>
>I KNOW I NEED A DOUBLE SIDED
(they don't come any other way anymore...)

>
>ANYONE GOT ONE FOR SALE?
> THANK YOU

& hit your capslock key...

## 895. Where are they? I want them!

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32DD8C05.138D@con2.com>
Source record: 129997
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

hi,

I am in search of these games that you have in your closet, up in the attic or under the leg of an uneven table. Get some cash for those games that you don't play anymore. Sell them to me. If you have any of the titles below I will buy them. They have to be in working order of course and for the Atari ST. Thanks! Waiting to hear from you. Contact me at mykle@con2.com

Adams Family
Super Cauldron
Prince of Persia
Leander
Lemmings
Pirates
James Pond II
Fire and Ice
Underworld
Cadaver
Chaos Engine
Knightmare
Captive
Gods
Xenon & Xenon II

## 896. Re: PNG?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Mille Babic <mille@tripnet.se>
Message-ID: <32DDCFB2.277C@tripnet.se>
Source record: 129998

Mike Hopkins wrote:
>
> >Consider PNG instead
>
> I never heard of this. What does it stand for?

Hi Mike!

Visit my webpage:
http://www.tripnet.se/~mille/english/png.html
there You will find Atari Shareware for PNG and proper information about
this format.

Best Regads
Mille

--
1ï¿½

## 897. Re: Want to know

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5bjfcr$a86@ccshst05.cs.uoguelph.ca>
Source record: 129999

Richard Jones (ha024@cleveland.Freenet.Edu) wrote:

: Can an NEC multisynch plus work with an STE? Box needed?

Any multisync monitor that can sync down to frequencies of ~15 kHz should work. Of course, many modern multisyncs will no longer do that. You will need an adaptor for the STe's monitor port, which shouldn't be too hard to obtain or make.

THeo

## 898. WTB (UK): Atari Editor for Obie Matrix 6R

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Chris Crosskey <chrisc@zetnet.co.uk>
Message-ID: <19970115204123750 23@zetnet.co.uk>
Source record: 130000

```
Anyone got one of these spare gimme a line on
chrisc@zetnet.co.uk
notice the extra <c> in <chrisc> BTW
Anything considered, but preferably cheap
chrisc
```

## 899. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32DD67EE.21A0@poboxes.com>
Source record: 130001
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

```
InfoMan wrote:
>
> Did you hear anyone say "Goodbye"?
> ==================================
> by Donald A. Thomas, Jr. (10/4/96)
>

I just want to clear up any misunderstandings - I did not write this. It
was written by Donald Thomas (see quote above). I am merely reprinting
it (permission is given at the end of the article) because I thought it
was so good and that others would appreciate it. Thanks for the e-mail,
but the guy you want to contact is someone else - his e-mail address is
listed at the end of the article.

_/InfoMan\_
```

## 900. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bjoqq$5gj@ornews.intel.com>
Source record: 130002

In article <19970113214221.12098.qmail@mail.ptd.net>,
Mr.Maddog@mail.ptd.net wrote:
>
>>The system clock keeps all four digits internally ...
>>TOS-based systems do not have a problem with the Year 2000 "bug."
>
>I've been hearing in mainstream news(by golly, this must 'be' important)
>that when 2000 comes, alot of PC's and other systems would be really
>fouled up. Is there any major concern about this, is the system date
>unable to even rollover from 99 to 00?

In all fairness, it turns out that Win95 is OK for the year 2000, at least
(though I understand it will fail a few years later). MS-DOS, however,
can't deal with the years 2000+, and there are thousands of accounting
packages running on PCs that store the date with only a 2-digit year.
Should be interesting to see the results of some of those loan interest
calculations - I think with a negative 100 years accumulated interest, your
loan should be completely paid off. <G>

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## 901. Re: Wanted: Editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bjp23$5gj@ornews.intel.com>
Source record: 130003

In article <5bjfl2$t09@scanner.worldgate.com>,
leslieh@valis.worldgate.com ( ) wrote:
>
> Easy. Get Edith (Editress) from ZFC's web site. This is one kicking
>editor, in english, works in 1280x960 (the largest I use), ...

The only criticism I could make of Edith, apart from the semi-GEM interface,
is that it's just too slow on my TT. With a DirecTT60, it would be
terrific.

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# 902. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bjp66$5gj@ornews.intel.com>
Source record: 130004

In article <19970114203301.1981.qmail@mail.ptd.net>,
Mr.Maddog@mail.ptd.net wrote:
>
>Sure would be nice to be able to walk in any computer store and get the
>stuff like modems you need without having to ordering over the mail. With
>a machine like DirecT/40, you probably can :)

You must have some real pinheads running the computer shops on your side of the Pond. Granted, there are many more PC interneal modems than externals here, but I have never seen a shop that didn't have at least one external model for sale.

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## 903. Re: Want to know

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bjpjq$5gj@ornews.intel.com>
Source record: 130005

(posted and mailed)

In article <5bh63e$g3l@madeline.INS.CWRU.Edu>,
ha024@cleveland.Freenet.Edu (Richard Jones) wrote:
>
>Can an NEC multisynch plus work with an STE? Box needed?

Once more, with feeling:

Originally posted by:
GEnie Mail: WM.H.PRICE
Bill Price
126 Casmar St. SE
Vienna, VA 22180
(703) 560-2684

MULTISYNCH MONITORS
COLOR AND HIGH RESOLUTION MONOCHROME
DISPLAY FOR THE ATARI STs

COLOR BETTERS THE ST'S SC1224

Most multisynch monitors, but not all, will work with the
ST's RGB output and vertical refresh rate. Advantages are
operation in high resolution monochrome and both low and medium
color using a single monitor. An additional advantage is the
better color rendition with more differentiation in tonalities.
Subtle shades are better represented than on the ST. With Sony
color monitors, the colors are Kodachrome in quality -- rich
and saturated. On the negative side, none of these color
monitors will match the sharpness of the Atari SM124 monochrome
monitor. This monitor, as with other monochromes, uses single
pells or pixels to represent screen images. Color monitors
must use three (Red, Green, and Blue) to form the same point on
a screen. As a consequence, they cannot give the crispness and
detail.

THE CRITICAL TEST -- MONOCHROME SHARPNESS

If you use monochrome most of the time, as many do with
Spectre Macintosh emulation, the major question is whether or
not a softer and coarser monochrome display on a color monitor
is acceptable for continuous use. It doesn't make sense or
cents to buy one of the lower priced multisynch monitors as an
economy measure just to obviate the need for two monitors where
high resolution monochrome is important. And the purchase of a
higher quality and higher priced monitor in the $600 to $650

range -- such as the Sony 1304 HG or NEC 3D may not make much economical sense either. However there are those who continue to have the desire for these types of monitors -- unfortunately, I am one.

MONITOR SWITCH BOX -- ROLL YOUR OWN

The following pages give pinouts and wiring diagrams for construction of a Monitor Switch Box so that a multisynch can be used in both color and monochrome with the ST's monitor output. The box is needed to ground the Monochrome Detect line from the ST and force it to boot in high resolution monochrome. It also switches from the ST's RGB color output to Monochrome Intensity output to drive the monitor. The pinouts for all three Sony monitors (1302, 1303, and 1304) are the same. NEC monitors such as the Multisynch and Multisynch II use the same pinouts. Where Sony and earlier NECs use DB-9 inputs, the new NEC 3D uses a DB-15 connector. The NEC pinouts shown are still valid for the 3D. A converter cable -- DB-9 to DB-15 supplied by NEC -- will give the proper interface. This converter is also availabe commercially as a one piece plug unit. Other monitors, such as the Mitsubishi Diamondscan, use different plugs. The Mitsubishi uses a DB-25 which is the same in pins and shell as an RS-232. The ST's output can be routed to these monitors with the proper pinouts and plug.

The Monitor Switch Box can be wired for any monitor output configuration. If another monitor is used, a simple conversion plug is comercially available to reconfigure outputs if both monitors use DB-9 plugs. If plugs are different for two monitors, then wire a cable with the two different terminations. The least effort and highest cost approach is to buy a cable with one of the plugs already made up. If you are good with a soldering iron, then buy the connectors and makeup your own cables. The ST 13-pin DIN plug is not that easy to work with. The solder or rear side has pins just like the front, and soldering wires to these contacts is not a snap. ST monitor cables, with a DIN 13 male on one end and unterminated on the other, are available from two or three sources. Try Best Electronics or Practical Solutions. A 4-pole, double throw switch (On-On) will be required for the Box. Also fit the Box with an RCA jack if you want sound routed to a stereo or self amplified speaker like those available from Radio Shack. If you have Tweety Board, this will not be needed.

MARKET FAILURE OF SWITCH BOXES

There have been several attempts to market these monitor switch boxes, and all but the most recent have not met with success. The first reason is high price. The first box produced was overpriced in the $200 range. The second reason is differences in pinouts and plug configurations for the

variety of monitor inputs. There is no standard. The third reason for lack of success is the small ST market for alternative multisynch monitors.

Making your own box for $35 or less in parts will give you an opportunity to try out several monitors at a dealer and select the one that is most acceptable for high resolution monochrome display. But a problem is that most dealers don't have the more expensive monitors broken out for display, and you may not be able to give one a try. Be persistant. Ask the dealer if he can recommend a customer that has a monitor you are interested in. But by all means, try before you buy to insure that the display meets with your satisfaction. Don't take the word of others because each has different levels of acceptability.

MULTISYNCH MONITOR PERFORMANCE

I have tried the homebrew Monitor Switch Box with the Sony 1303 and the NEC Multisync and Multisync II. The 1303 is not the quality of the 1302 which has a finer dot pitch. However, the color was excellent but the monochrome display was soft. The Sony 1302 has a .26mm dot pitch. This is a measure of the center-to-center distance between dots and is also an indicator of dot or pixel size. Until recently, the 1302 had the finest dot pitch of any color monitor on the market. And dot pitch is a better indicator of sharpeness than horizontal and vertical lines of resolution. The lines are also a function of screen display size; so don't be mislead by more lines resolution. It simply might correspond to a larger monitor display size. And as the monitor size increases, the dots are made larger and render a less sharp display.

But Sony is less than forthcoming in its specifications for the 1302. While touting the .26mm dot pitch, they don't publish the fact that this applies to horizontal spacing only. The vertical spacing is different, perhaps .32mm which is nothing to shout about. As a consequence, you may see black horizontal lines that separate the color display lines. They are not dramatically obtrusive, but they are there. On the plus side, the Sony's have that superb Kodachrome color that is richly saturated. The blacks are black, and the background in monochrome is absolutely paper white. The 1302 is satisfactory for ST monochrome use.

This model is being superseded by the new 1304 HG that has a .25mm dot pitch. The specifications on this new monitor closely match those of the Apple Color Monitor for the Mac II. This monitor is made by Sony to Apple's specifications, but it is not multisynch. I use one on a Mac II and it is excellent in both monochrome and color. Because of the closeness in specifications -- the only two monitors available with a .25mm

dot pitch -- I strongly suspicion that they are the same. Sony has simply adapted the Apple version for multisynch use. And if I were to place my money on a monitor that would be highly acceptable for monochrome display with the ST (sight unseen in an actual test), it would be the Sony 1304 HG. When viewed in color on an IBM PC, the dots appeared extremely fine and it appears that the .25 pitch holds true for both vertical and horizontal.

The 1303 is not as good as the 1302 or 1304. However it did give a good monochrome display that was similar in size to the ST's color display in medium resolution. Although good, it does not come close to matching quality of the SM124. Since I spend at least 60 percent or more of my time in Spectre/Macintosh operation, I felt that this was not acceptable for my requirements. When switching from color to monochrome, the screen picture sizes must be readjusted. When the color picture fills out the screen, the monochrome picture will be half screen size until it is adjusted. The Sony controls are in the rear, making them very inconvenient for this operation. The NEC and NEC II have their controls on the front. When making adjustments, insure that horizontal positioning is correct. When first tested, the NEC seemed to have ghosting with the character display. However this was because the screen had wrapped around and required proper positioning. The NEC display was also good. But it was not the equal of Sony in color -- more pastel and less saturated.

Both the Sony 1304 and NEC 3D now have automatic screen sizing when displays are changed; so this should eliminate annoying adjustments. Additionally, both are improved over earlier models. Both would perhaps make acceptable choices for monochrome use on the ST. But I would still think that the Sony 1304 would win by more than a hair if it is anything like the Apple Macintosh monitor. Perhaps a dealer will break one out for testing when they become more plentiful and prices drop.

Sony 1304s are discounted for around $645, and 1302s for $575. NEC 3Ds are lower priced at $585. The Mitsubishi Diamond scan can be found at $499 and sometimes lower. If the 16" Nano FlexScan is a true multisynch, those who want everything can get it for just under $900.

EDITOR'S NOTE: These prices were for new monitors in 1990; you should be able to buy any used monitor for well under $200 in 1996.

The following should get you started on a switch box so that you can perform your own acceptance testing. I have not tried a Princeton Graphics or Mitsubishi Diamondscan since I felt that their displays with the IBM PC were not the match of the Sony or NEC. It wasn't worth the money or effort for such

a change, and a promise was made a long time ago not to
compromise and throw money at something you wouldn't be
satisfied with. Climbing out of that hole is too costly, and I
have paid this price in both camera and stereo equipment -- but
never again.

PINOUTS FOR:
ATARI ST MONITOR DIN 13
SONY DB-9
NEC DB-9

FUNCTION ST SONY NEC
-------------------- -- ------------ ------------

Audio Out 1 NU NU

RF 2 NU NU

TTL 3 NU NU

Monochrome Detect (Switched)4
COLOR NU NU
MONOCHROME 1 6, 7, 8, 9

Audio In 5 NU NU

GREEN (Switched) 6
COLOR 4 2
MONOCHROME NU NU

RED (Switched) 7
COLOR 3 1
MONOCHROME NU NU

Ground NU 8 NU NU

Horizontal Synch 9 8 4

BLUE (Switched) 10
COLOR 5 3
MONOCHROME NU NU

Monochrome Intensity (Sw) 11
COLOR NU NU
MONOCHROME (RGB Inputs) 3, 4, 5 1, 2, 3

Vertical Synch 12 9 5

Ground 13 1 6, 7, 8, 9

NOTES: Sony 1302, 1303, and 1304 use the same pinouts.
The above can be used for the NEC 3D with a DB-9 to DB-15
conversion cable supplied as standard with the 3D.
ST 13-pin DIN cables with male DIN and unterminated at the other
end and DB-9 plug/unterminated are commercially available.

EDITOR'S NOTE: Try Best Electronics in North America - or, if you have a broken SC1224, "steal" the monitor cable from it. You will need to add a couple of extra wires for monochrome use in that case.

The NEC DB-9 to DB-15 converter can also be purchased seperately.
If problems are encountered with the NEC 3D, try disconnecting
some of the grounds on pins 6, 7, 8, and 9.

ST MONITOR 13-PIN DIN CABLE MALE FACE
---

Audio Out NU TTL Mono Detect

1 2 3 4

Audio In GREEN RED Ground

5 6 7 8

Horiz Syn BLUE Mono Vert Syn
Intens

9 10 11 12

Ground

13

SONY DB-9 PLUG TO MONITOR - MALE FACE
---

Ground NU RED GREEN BLUE (COLOR)
and and and and
MonoDet MonInt MonInt MonInt (MONOCHROME)

1 2 3 4 5

NU NU Horiz Vert

6 7 8 9

DB-9 CONVERSION PLUG FOR SONY TO NEC

SONY NEC
---- ---

Ground 1 6, 7, 8, 9
Mono Detect

NU 2 NU

RED 3 1
Mono Intensity

GREEN 4 2
Mono Intensity

BLUE 5 3
Mono Intensity

NU 6 NU

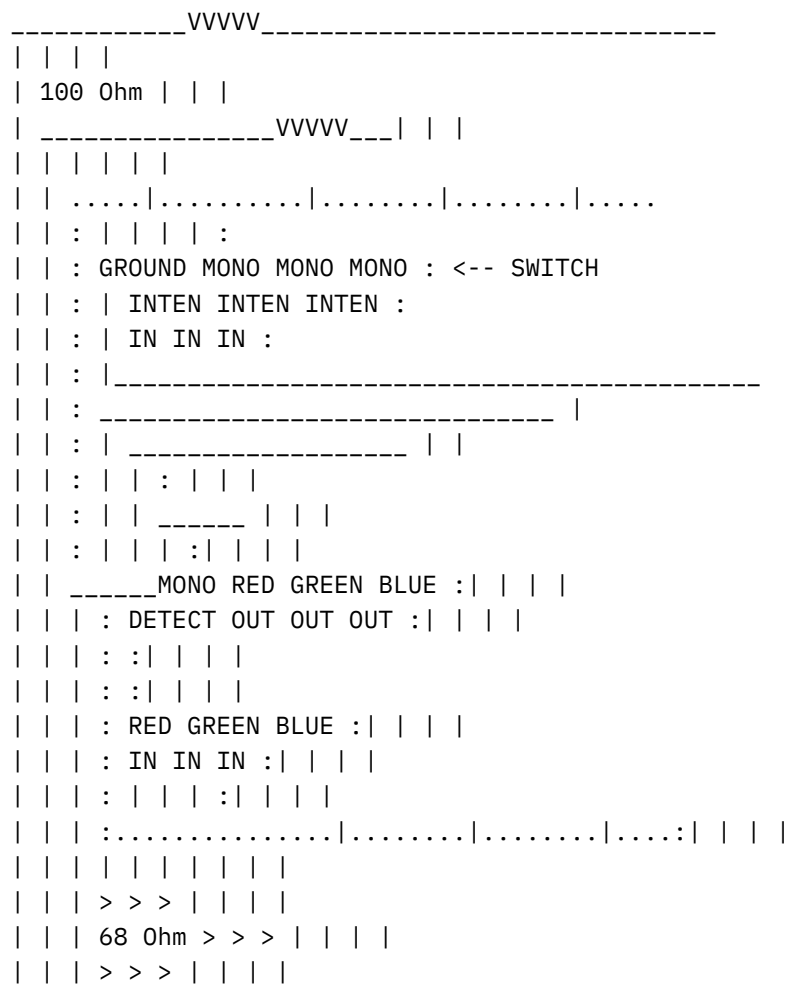
NU 7 NU

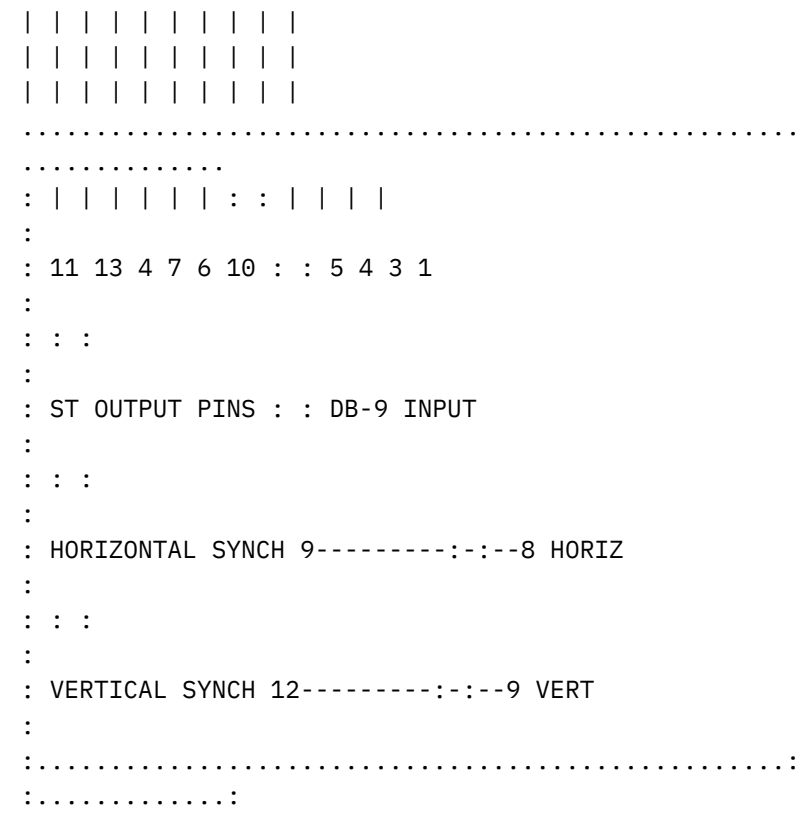
Horiz Synch 8 4

Vert Synch 9 5

This plug is available in most electronic supply stores. One end is DB-9 Female for connecting to the box's output cable, and the other end is DB-9 Male that plugs into the Monitor or the DB-9 to DB-15 cable for the NEC 3D. The converter has a small printed circuit board with jumper wires to make the proper input/output configuration. The pinouts shown above are for a switch box wired for Sony output and their conversion to output configuration for a NEC monitor.

MULTISYNCH SWITCH WIRING ST DIN 13 OUT TO SONY DB-9
4-POLE DOUBLE THROW ON-ON






Center poles of switch (labeled as RED, GREEN, and BLUE OUT)
are common output to the Sony monitor through the DB-9
connector. When switch is thrown to COLOR side (lower contacts),
the ST's RGB output is fed to the common output center poles.
Monochrome Detect has no output in COLOR. With the switch thrown
to MONOCHROME (upper contacts), Monochrome Detect is grounded and
Monochrome Intensity is fed to the three RGB outputs. Horizontal
and Vertical Synchs are fed straight through from the ST to DB-9
connector. Thanks to Mike Odegard for the original circuit in
file #5617 uploaded in January 1988. It works much better than
my circuit that didn't use resistance.

MULTISYNCH MONITIOR SPECIFICATIONS

| DOT BAND SCAN RATE<br>DIAG PITCH PIXLES LPI WIDTH<br>MONITOR SIZE mm HxV HxV MHz HORIZ VERT | | | | | | | |
|---|---|---|---|---|---|---|---|
| Atari Color<br>Medium Res 12 640x200<br>128K | | | | | | | |
| Low Res 320x200<br>64K | | | | | | | |
| Atari<br>Monochrome 12 640x400 | | | | | | | |

256K

Sony
CPD-1302 13 .26 900x560 30 50-100 15-34
504K

NEC Plus 13.5 .33 960x720 94x94 55 56-80 22-45
691K

NEC II 13 .31 800x560 81x79 30 50-80 15-35
448K

NEC 2A Won't Synch with ST

NEC 3D 13 .28 640x480 45 50-90 16-38

Princeton
Ultrasynch 11.5 .28 800x600 30 45-120 15-35
480K

Mitsubishi
Diamondscan 13 .31 800x600 30 45-90 15-36
480K

Apple Mac 13 .25 640x480 23

Sony
1304HG 13 .25 1024x768 28-50 15-38

NOTE: Although the NEC 3D will display 1024x768 resolution, it
must be driven by an IBM 8514/A card for interlaced input.
Supposedly the Sony 1304 will display the above resolutions in
multisynch mode. The Macintosh resolutions are for non-interlaced
display. Call Sony on 1 800 222-0878 for more information
and specifications.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 904. Re: WTB: Upgradable TT RAM baord

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5bis7j$m4g@ccshst05.cs.uoguelph.ca>
Source record: 130006

aixit@aol.com wrote:

: Plug and Play
: FASTRAM cards vor atari TT030 computer.

: Used SIM kind: PS/2 from 4MB up to two modules with 32MB.

[..]

: aixTT 4MB 179.-
[...]
: aixTT 64MB 799.-
[...]
: All prices are in german marks with the german sales tax of 15%

: If you are ordering from countrys outside of the EU you can reduce
: the prices by 15%

Hmmm...very interesting; are these boards available unpopulated?

Thanks...

THeo

## 905. Find File program?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32DD890B.6CB@con2.com>
Source record: 130007
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

Hi,

Is there a "find file" program similar to that on a Mac for the ST which
will search mounted volumes for the selected file, show you the path to
the file and/or allow you to run (access) the file from there.
Navigating and searching multiple mounted volumes get tedious.

## 906. Defragment HD? Virus Software for HD?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32DD87B0.2B64@con2.com>
Source record: 130008
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

Is there defragmenting software and virus software for Atari hard drives?

Thanks in advance

Mykle

# 907. Re: Programming ideas

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Anna Chiavetta <aechiavetta@clstac.is.csupomona.edu>
Message-ID: <Pine.PMDF.3.95.970115165222.538977087A-100000@clstac.is.csupomona.edu>
Source record: 130009

On Mon, 13 Jan 1997, Tom Derrick wrote:

> It seems to me that one or more people have volunteered to do some
> programming, and asked for ideas. I have been accumulating some; here
> they are:
> 3) I use STeno as an accessory, and send text to STalker without saving
> it to disk. I would sure like to have the same facility with PageSTream
> - an accessory (it wouldn't have to be STeno) text editor to which I
> could type in text, and send blocks directly to PageSTream.

Try EditPlus by Craig Harvey: http://ic.net/~harvey/editpls.htm

# 908. Re: Kill Things (Digi Tallis)

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: "Tony Greenwood"
Message-ID: <32dd6219.17714151@news.airtime.co.uk>
Source record: 130010

>Does onayone out there know how the game Kill Things (A doom clone) by Digi
>Talis is coming along. I have checked there web site but it has not been
>updated since November '96.

The author has lost connection to his site and cannot update it or
answer mail from that address, things are happening with Killthing but

the author would have to tell you what :),
I have posted his current email address to your private one,

HTH :)

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

## 909. Re: Is there a FAQ for this newsgroup?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32dc3f1426347d3@sn.no>
Source record: 130011

On Tue 14-01-97 17:21, Andrea L. Snow & Ismael E. Carreras (alsiec@ix.netcom.com) wrote:

>Is there a FAQ for this newsgroup? I'd like to get some info on Atari ST
>machines for my cousin, who wants to pick one up (used) for some MIDI work
>(I'm a Mac user, but I have no idea how the two platforms compare in this
>regard). Thanks in advance.

<ftp://ftp.sn.no/user/hallvart/atari/info/>

```
Size Fileame Description
-----------------------------------------------------------------
47K faq1_st.txt Atari ST Frequently Asked Questions part 1
30K faq2_st.txt Atari ST Frequently Asked Questions part 2
28K faq3_st.txt Atari ST Frequently Asked Questions part 3

23K n_faq1.txt New Atari ST Frequently Asked Questions part 1
29K n_faq2.txt New Atari ST Frequently Asked Questions part 2
41K n_faq3.txt New Atari ST Frequently Asked Questions part 3

The New FAQs contain more recent info (Atari emulators on PC, Mac, UNIX
etc. and other things, but omits the more advanced UNIX like stuff..)
The "old" FAQs contain this info if you want to find out about MiNT, GNU
etc.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>
```

# 910. Re: Writing to Atari disks from a PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: amajorel@teaser.fr
Message-ID: <5bhid5$18t$1@news.teaser.fr>
Source record: 130012

More technical info on your question about swapping floppies between PC and ST :

I used to read and write PC FDs on my ST and vice versa and it appeared that the only important difference between a 3DD (720kB) TOS disk and a 3DD MS-DOS disk is that the first 3 bytes of the boot sector are EB 3C 90 for MS-DOS and something else for TOS.

TOS doesn't care about what the first 3 bytes are so you can read PC disks on a ST. But MS-DOS requires the first 3 bytes to be EB 3C 90.

If you ever need to read/write on a PC a disk formatted on an ST, you have the resource to overwrite the said first 3 bytes of the boot sector with EB 3C 90. I may even write a 10-line C program to do it if you want (mail me at <amajorel@teaser.fr>)

Attention: I'm not sure but maybe TOS rewrites the boot sector of the disk it reads or writes thereby replacing EB 3C 90 by something else. Maybe not but bear this in mind if a disk becomes suddenly unreadable by your PC...

Attention2: You won't be able to read disks formatted by Superformat 2.2 (I think that was its name) because it wrongly puts 0 in the "head#" field of the header of the sectors in the second side. I have not found a workaround. Would require writing a special device driver. But that's not what you want to do anyway...

## 911. Re: PPP connection and atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Pierre-Yves Joyeux <Pierre-Yves.Joyeux@wanadoo.fr>
Message-ID: <32DDDEC7.50E9@wanadoo.fr>
Source record: 130013

Mike Hopkins wrote:
>
> > The Mint/MintNet combination will allow PPP combinations (and CSLIP and
> > SLIP). You can either install from scratch, or use one of the prepackaged
>
> > kits, such as KGMD or the TAF distribution, both of which require a
> > MinixFS partition. If you don't want a MinixFS partition, there is a PPP
> > kit available (on cnam, I believe) which does not require one.
> >
>
> Where can I get these programs?

Try PPPkit at FTP.CNAM.FR/PUB/ATARI/INTERNET

# 912. Re: Atari World's Timeworks 2

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: ACA126@news.salford.ac.uk
Message-ID: <5bj4t7$8mg_001@salford.ac.uk>
Source record: 130014

In article <852856992_OASIS_NEWS@elis.demon.co.uk>,
augeas@elis.demon.co.uk (G Greenway) wrote:
+
+ What do you make of EasyText Vector ? I'd just like a simple package
+ that can import graphics and make use of my new copy of NVDI, just so
+ that I don't have to crack out LaTeX *all* the time !
+
+ Have Fun,
+ "Augeas"
+
I used Easytext Pro Vector untill I got Papyrus 4. I found it a very competant program at a bargin price albeit a little slow. It handels Degas,Neo,Gem bit image and Gem vector image pic's, and has the unique ability in DTP's to rotate text around a full 360 degree's at 1 degree interval's. I would reccomend it Especially as you have NVDI as that takes the sting out of the slowness somewhat. I'll even flog you my copy 2nd hand if you want. As new with all the manulas and the free extra Vector font. That's another thing BTW, 20 font's max. the program moans is you load more.

Leon L Robinson
Still running at 8MHz and proud

# 913. Re: Clock in menu bar - program needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <17609464_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 130033

In article <32d95efa857f3@sn.no>
hallvart@sn.no (Hallvard Tangeraas) wrote:-

>On Sun 12-01-97 11:08, Gary Priest (Gary@the-gap.demon.co.uk) wrote:
>
>>I need a program that will constantly display the current time in the
>>menu bar.
>>It needs to be compatible with a Falcon running MagiC5.
>>Does anyone know of a program that will do this for me?
>
>
>I haven't tried it on a Falcon or Magic, but I have this program called
>"LEDpanel" which I use myself. It can also show if the <CAPS-LOCK> key has
>been pressed down and a whole lot of other things if you want it to.
>You can put it in the AUTO folder.

Thanks. I've jsut downloaded it. Unfortunately? I've just got my Falcon back
with a Nemesis board, so I am now using 640x480xtruecolour all the time.
LEDpanel is no good in truecolour (re. the docs).

Anyone got any other program suggestions? :)

Gary

--

---

Gary Priest gary@the-gap.demon.co.uk Southampton,England
http://www.the-gap.demon.co.uk/ The Home of CoSTa for Ataris
---

## 914. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5bh7lr$2cu2064_002@news.ti.com>
Source record: 130034

In article <5bflnv$69r@ash.ridgecrest.ca.us>, Michael Grove
<"*mgrove"@owens.ridgecrest.ca.us*/spam address> wrote:

>There was a video on MTV my son spotted a few
>weeks ago that gave credits to Atari and Sun

On subject of MTV, if you glue your eyes there long enough you will sure to
spot an Atari. I have spotted them several occasions, mostly in the background
of an interview or band discussion. :-)

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

## 915. Iomega Jaz on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: robert@informix.com
Message-ID: <5bhbbn$9h4@news.informix.com>
Source record: 130035

Hi,

I was interested in purchasing an Iomega Jaz drive for my Windows box, but I might get an external version if I could also use it with my Falcon. I know the Falcon came with SCSI ports, so I should be able to connect it, but it doesn't look like Iomega has any drivers for Atari. Is there a solution to this problem...i.e. does someone provide 3rd party drivers, or do there exist shareware/freeware drivers, etc?

Also, if this turns out to be doable, will the connection work at full speed (i.e. will I be able to use it to do hard disk digital recording?)

Thanks,
Robert C.
--
---
Disclaimer: My company has not yet seen fit to elect me as spokesperson. Hmmpf.

## 916. Messed up GEM text-display

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <26517_hsideras@mettav.demon.co.uk>
Source record: 130036

*Hi Hallvard*, on 14 Jan 97 you wrote: ...respect, brethren

h>
h> Has anyone here experienced the text window of an editor being messed
h> up sometimes? This sometimes happens to me, especially after running a
h> lot of graphical programs (viewers, icon editors, painting programs
h> etc.).

I've had this before. It has always followed a crash of some type. Whenever
you see bombs, even if it appears you are able to continue, you should always
save everything you can and reboot. You'll only run the risk of it getting
worse if you don't.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 917. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <26519_hsideras@mettav.demon.co.uk>
Source record: 130037

*Hi Gaven*, on 13 Jan 97 you wrote: ...respect, brethren

g>
g> Oh, and the TT has a better keyboard than the Mega STE, with different
g> function keys, and mouse/joystick ports at opposite ends of the
g> keyboard rahter than tucked underneath at the back where it is
g> difficult to plug in correctly without having the cord go at nearly a
g> 90-degree angle at the plug end.

You're thinking of the MegaST, I think. Yours sounds exactly the same as my MSTe.

Do you have the phone-jack type of connections at both ends of the keyboard lead? I think that's the only difference. Mine only has one at the computer end B^{<

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 918. FS(UK): *EVERYTHING* Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <26518_hsideras@mettav.demon.co.uk>
Source record: 130038

*Hi Paul*, on 12 Jan 97 you wrote: ...respect, brethren

P>
P> Diamond Edge 2.04-The ultimate Hard Disk utility

Sorry Paul, I'm not offering for it...

Does anyone now if there's a patch program to update from v2.03 anywhere?
There always used to be a patch for minor updates...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 919. Re: Clock in menu bar - program needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: kenkast@delphi.com
Message-ID: <5bhht5$8k9@news2.delphi.com>
Source record: 130039

>On Sun 12-01-97 11:08, Gary Priest (Gary@the-gap.demon.co.uk) wrote:
>
>>I need a program that will constantly display the current time in the
>>menu bar.
>>It needs to be compatible with a Falcon running MagiC5.
>>Does anyone know of a program that will do this for me?
>
>
>I haven't tried it on a Falcon or Magic, but I have this program called
>"LEDpanel" which I use myself. It can also show if the <CAPS-LOCK> key has
>been pressed down and a whole lot of other things if you want it to.
>You can put it in the AUTO folder.
>
>
>Download it from:
>
> ftp://ftp.sn.no/user/hallvart/atari/ledpa242.zip (18 Kbytes)
>
>
>Hallvard
>
>--
> -ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
> -Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
> -Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
> -Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>
>
>.

## 920. Clock in menu bar - program needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: hsideras@mettav.demon.co.uk
Message-ID: <26520_hsideras@mettav.demon.co.uk>
Source record: 130040

*Hi Gary*, on 14 Jan 97 you wrote: ...respect, brethren

G>
G> I need a program that will constantly display the current time in the
G> menu bar.

For this I always recommend Menuinfo.

==========
C The current version MenuInfo

The current version of MenuInfo is always available in the "Öffentlicher Programmteil" of the Maus MK2 (+49 2371 944925).

A few days or weeks later the current version is available via FTP (members.aol.com/DirkHage/atari/). You can find a link to the current version on my World Wide Web site. Just take a look at:

http://members.aol.com/DirkHage/www/eng/menuinfo.htm

The archive is named always "MINF???.LZH", "???" is replaced by the number of version.
==========

Current version, last time I looked, was 2.49

G> It needs to be compatible with a Falcon running MagiC5.

Runs as ACC, PRG and APP from Auto\Apps

G> Does anyone know of a program that will do this for me?

It shows more than just the time - very good for programmer types like your good self...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 921. Clock in menu bar - program needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <715_RCain@nest.demon.co.uk>
Source record: 130041

Hi Gary@the-gap.demon.co.uk, on 14 Jan 97 you wrote:

G> I need a program that will constantly display the current time in
G> the menu bar.
G> It needs to be compatible with a Falcon running MagiC5.
G> Does anyone know of a program that will do this for me?

Well, I'm using Ledpanel on my STM/MagiC v2. It gives you "drive lights" to indicated partition accesses as well.

I know people who run it on a Falc. so you should be OK.

Roger
rcain@nest.demon.co.uk

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 922. desk accessory

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <716_RCain@nest.demon.co.uk>
Source record: 130042

Hi 100316.1215@CompuServe.COM, on 14 Jan 97 you wrote:

1> Can anyone tell me what desk accessories are?

They are utilities which are loaded at boot time and remain resident until the next re-set. On a normal ST you can have up to 6 of them and they are accessed by the leftmost desktop menu. The acc programs will have the file-extender .ACC.

1> something to do with a boot disc? If so, how do I make a boot
1> disc?

Just put the *.ACCs you want in the root directory of the floppy you have loaded when you boot up.

Roger
rcain@nest.demon.co.uk

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 923. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc02b7$e7fb2d40$08f7aecc@127.0.0.1>
Source record: 130043
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

> On Tuesday, July 30, 1996, Atari Corporation [died]

So if July 30,1996 is when Atari officialy died when was it 'born'??

Will Fisher

## 924. Oasis v2.1

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: denr@denr.demon.co.uk
Message-ID: <970115Z072758.299denr@denr.demon.co.uk>
Source record: 130044

I am new to Internet etc

I have an Atari 1040STFM with 4mb Ram and 350 mb Hard Disk

Should I be able to run Oasis on it without hanging on exit etc.

Should file TOOLS.CFG come with download, or does Oasis create it, or do
I create it!

Where OH! where may I download Oasis v2.1 from?

ftp.demon.co.uk hasn't got it and ftp.cnam.fr has only a partial TOS file.

I haven't yet mastered the WEB!

This 53yr old would be dog paddler would appreciate any help, advice etc going.
--
Denniss Riches
denr@denr.demon.co.uk

# 925. FS: ST Hardware and Software

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Jeffrey Young <j-young@msys.net>
Message-ID: <01bc0286$a35a2b40$66d082cd@j-young>
Source record: 130045

Hi, I have the following items for sale.

- All items are sold as-is, but tested and work.
- All software is of course on original disks.
- I will consider any offers.
- Shipping has to be paid by the purchaser.
- Buyer takes responsiblity for installation of any items.
-
**********
* HARDWARE *
**********
$60 Marpet Xtra-RAM - Includes *4 MEGS OF RAM*, disk and manual.
$40 Adspeed ST - 16 Mhz accelerator. Includes disk and manual. (Not
Ste)
$40 SM124 monitor - Monochrome.
$40 SC1224 monitor - Color.
$30 Chinon 2x CDROM - External. Kodak PhotoCD capable. Includes SCSI
terminator.
$20 Intel Fax modem - 14.4 external fax/data modem.
$20 AT-Key - Hook up any PC keyboard to your Atari.
$20 Overscan board - This is a hardware board that will remove the black
border
around your screen and give you more screen pixels.
Includes disk and manual. (Not STe)
$20 The Link - Daisy chain and use SCSCI devices. Includes disk.
$10 Clock Cartridge - Includes disk
$10 ST Main Board - No CPU. Parts only. Some good chips here like sound
chip,
glue, shifter, TOS 1.4.
$5 Mouse - Golden Image microswitch mouse.
$5 ST Power Supply - External 'brick' type
$5 3.5 Power Supply- External 'brick' type

**********
* SOFTWARE *
**********
$20 NeoDesk 4 - Includes manual
$20 AtariWorks - Includes manual and SpeedoGDOS.
$20 HD Driver 6.4 - Still has unused registration card. Includes manual.
$10 GFA Basic 3.6 - Includes manual
$10 ExtenDOS Pro 2.1- Use to connect a CD-Rom drive. Includes manual.
Upgrades
available free on the internet although I will
include a
disk with this that is already upgraded to version

2.4.
$5 UVK 6.4 - Virus protection, includes manual.

*********
* Games *
*********
w/box and manual
$10 Chaos Engine - By Bitmap Brothers
$10 Magic Pockets - By Bitmap Brothers
$5 Torvak - By CORE
$5 Doodlebug - By CORE
$2 Wanted (Gunsmoke)

disk(s) only
$10 GODS - By Bitmap Brothers
$5 Wolfchild - By CORE
$2 Alien Syndrome
$2 Captive
$2 Leander
$2 Gauntlet II
$2 Star Wars
$2 Rick Dangerous
$2 Battleship
$2 Strider
$2 Dynasty Wars
$2 Tiger Road
$2 Black Tiger
$2 Last Dual
$2 Night Shift
$2 St Dragon
$2 SWIV
$2 Turrican II

Email j-young@msys.net if interested.

## 926. Nos and PPP

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: denr@denr.demon.co.uk
Message-ID: <970115Z072120.669denr@denr.demon.co.uk>
Source record: 130046
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

I am a 53yr old still winding my way through the Internet.

My hardware is Atari 1040STFM with 4mb Ram + 350mb Hard Disk using TOS v1.02

Should I be able to run NOS v4.2 using PPP if so how?

Is there a later version of NOS available that I can use on my machine?

Any help or advice would be appreciated
--
Denniss Riches
denr@denr.demon.co.uk

# 927. Re: Iomega Jaz on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32DC9499.48@bruker.de>
Source record: 130047

Robert Coleman wrote:

>
> I was interested in purchasing an Iomega Jaz drive for my Windows
> box, but I might get an external version if I could also use it with my
> Falcon. I know the Falcon came with SCSI ports, so I should be able to
> connect it, but it doesn't look like Iomega has any drivers for Atari.

This is because you don't need any particular driver. Any driver that
supports removable drives will do, i. e. even AHDI will work. If you
want to use special features of your ZIP, namely the read/write
protection with password, you need HDRIVER.
(acp5.chemie.uni-kl.de/pub/atari/hddriver61_demo.zip)

> Also, if this turns out to be doable, will the connection work at
> full speed (i.e. will I be able to use it to do hard disk digital recording?)

No, the ZIP is too slow for this.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

## 928. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc02b7$845401e0$08f7aecc@127.0.0.1>
Source record: 130048
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

> Did you hear anyone say "Goodbye"?

Wow... that was cool.

It really is too bad that Atari did just 'die' quietly. There are so many
loyal Atari ppl out here that we deserve a miniute to say goodbye...

{1 miniute of silence}

Bye.

Will

# 929. Re: Iomega Jaz on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bi0jp$orv@scanner.worldgate.com>
Source record: 130049

robert@informix.com (Robert Coleman) wrote:
>
> Hi,
>
> I was interested in purchasing an Iomega Jaz drive for my Windows
>box, but I might get an external version if I could also use it with my
>Falcon. I know the Falcon came with SCSI ports, so I should be able to
>connect it, but it doesn't look like Iomega has any drivers for Atari. Is
>there a solution to this problem...i.e. does someone provide 3rd party
>drivers, or do there exist shareware/freeware drivers, etc?

You do not need any special drivers, plug and play. If you want to get
the most out of the Jazz, I would recommend HD Driver. It has support
for all the extra features of jazz such as Write protect and password
protect as well HD Driver is able to partition the cartridge with DOS
compatibility by using the enclosed BOGDOS utility thereby allowing
for easy sharing of data between the machines.

> Also, if this turns out to be doable, will the connection work at
>full speed (i.e. will I be able to use it to do hard disk digital recording?)

By all means, HD recording is very doable on a falcon to a Jazz drive.

The Jazz is a very capable drive for this purpose.

All the best,
Chris @ Computer Direct

http://compdirect.com

## 930. HELP...

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc02be$36cbd0e0$08f7aecc@127.0.0.1>
Source record: 130050

```
Hi, could someone PLEASE possibly send me a copy of the TOS.IMG file for
TOS v1.4 as I would love to try the Gemulator or STonX ST emulators. I
would use the TOSDump program supplied by STonX if I happened to still have
my AtariSTe... =(

Please help out, I would love to play AmberStar again! =) =)

Please reply via e-mail or to comp.sys.atari.8bit as that is where I
usually am (i will check this NG as well tho!)
```

TIA!
--
William J. Fisher

_____
BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

COMMERCIAL/BULK EMAIL WON'T BE TOLERATED
(all such mailings will be reported)

# 931. Re: Gemulator 96 and TOS ROM Images

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc02bd$9d5996e0$08f7aecc@127.0.0.1>
Source record: 130051
Cross-posted to: comp.sys.atari.st,comp.emulators.misc

> You can run Gemulator 96 with a TOS image file. You can use the
> TOSdump program which you can find on the Unofficial STonX Page.
> Gemulator does not have an option to load a TOS image file from
> disk, so you will have to rename it magic_pc.os. When you then
> search for MagiC, Gemulator will think that it is using Magic when
> infact it is using TOS.
>
> Despite the speed of MagiC on my Falcon I find that a TOS 2.06
> image runs faster on the Gemualtor than MagiC.

Is there anyway that someone could possibly send me a copy of a TOS.IMG file (version 1.4) so I can try Gemulator as well (the new version DOES support a TOS.IMG file on your HDD)... I sold my STe a while back because I think I was the last one to own one in my town! =(

TIA,
Will Fisher

# 932. Re: NEWSIE & PPPkit

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Joyeux Pierre-Yves <Pierre-Yves.Joyeux@wanadoo.fr>
Message-ID: <32DD2258.6D37@wanadoo.fr>
Source record: 130052

Johan Middendorp wrote:
> 
> {translation}
> 
> Hi,
> 
> Anybody out there who made NEWSIE work with the PPPkit for email and
> news on Internet. How?
> 
> >Bonjour,
> >
> >Quelqu'un a-t-il fait fonctionner le logiciel NEWSIE avec le PPPkit
> >pour EMAIL et NEWS sous Internet et si oui comment ?
> >
> >(Cf article ST MAG Janvier 1997 sur les EMAIL de Hervï¿½ Piedvache
> >
> >Merci.
> >
> >Pierre-Yves.
> >
> >Pierre-Yves.Joyeux@wanadoo.fr
> >.
> 
> **********************************************************************
> * allmidd@xs4all.nl: the address of Johan Middendorp & Marianne Braun *
> * johmid@dds.nl *
> * j.middendorp@nia-tno.nl *
> *====================================================================*
> * "Logic takes you from A to B but imagination takes *
> * you anywhere" Albert Einstein *
> **********************************************************************

Thank you for the translation.

Pierre-Yves.

## 933. WANTED ATF II

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: MAX <maf3@coventry.ac.uk>
Message-ID: <Pine.OSF.3.91.970115104957.30524A-100000@leofric>
Source record: 130053

Hi I need to get hold of an old game called ATF or ATF II has anyone got a copy!

All I can remember about the game is trying to win a world war with just one plane. It involved bombing factories and stuff.

Thanks

Max

## 934. Re: PNG?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: M&#65533;rten Lindstr&#65533;m <marten.lindstrom@swipnet.se>
Message-ID: <01bc0282$ab0707e0$LocalHost@pcn>
Source record: 130054

K. Brooks <newhoriz@huey.cadvision.com> wrote in article
<32DB1200.12EF@huey.cadvision.com>...
> Mike Hopkins wrote:
> >
> > >Consider PNG instead
> >
> > I never heard of this. What does it stand for?
>
> It was brought out as as a new format called 'PING' to ostensibly avoid
> copyright problems with the GIF format. Thus far it hasn't shown a lot
> of popularity although a load module is available for GemView.

PNG - Portable Network Graphics (pronounced "PING") - has certainly had a slow start. But in October last year it was at last officially adopted by the W3C (World Wide Web Consortium) as a recommended replacement for GIF. Should one or both of the Web browser giants (Netscape and Microsoft) now finally start supporting it, I think we will see a very rapid growth in its use.

PNG uses the the ZIP deflation compression as opposed to the LZW compression of GIF. Despite that LZW is less effective, it is patented by the company Unisys that has the impudence to demand royalty for it. ZIP deflation, on the other hand, is royalty free.

In addition to the royalty issue, the PNG format has the following main advantages over GIF:

+ Sligthly more compact (10%-30%) due to the superiority of ZIP deflation over the precious LZW of Unisys.

+ Supports TRUE COLOUR images (GIF supports a maximum of 256 colours.)

+ Information on "Gamma Correction" included in the file format (Allowing software to correct the brightness of pictures produced with different hardware.)

+ Two-dimensional interlacing scheme (compared to the one-dimensional of GIF). The point of interlacing is with slow electronic transmission, when an interlaced image allows the browsing software to quickly render a low-resolution first impression of the image.

+ Allows variable transparency ("alpha channel"). (Compared to the simple on-off transparency of GIF's single transparent colour.)

The only thing that GIF has, that PNG has not, is support for multi-image (animated) files. This was a deliberate decision to keep the format simple. The PNG people are however currently working on a multi-image

format - MNG - that will be based on PNG and most likely blow the socks off animated GIFs in every way.

Note: PNG (and MNG) is a LOSSLESS format (like GIF but unlike JPEG and MPEG) which is an advantage with images that needs to be edited and re-edited. Each time a JPEG image is edited (and even just cropping it counts as editing), saved and re-loaded it will lose something of its quality. On the other hand it also means that PNG in most cases is not nearly as effectively compressed as JPEG. (The exception is images with few colours and sharp contrasts, where PNG may even beat JPEG.)

For more information about PNG turn to the PNG home page at:

http://quest.jpl.nasa.gov/PNG/png.html

```
. . _
/| /| (_) /
/ |/ | ___ . _ _/_ __ __
/ ' | / / |/ / /__\ / \
\_/ | \_/| | \_. \__. / /
```

Mrten Lindstrm, Sweden

## 935. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: a1960563@athena.rrz.Uni-Koeln.DE
Message-ID: <5bifgj$bi1@news.rrz.uni-koeln.de>
Source record: 130055

Hello Mike,

Mike Scholman (mikescholman@geocities.com) wrote:
: I've been looking for a while for a good PD/shareware terminal program that
: will do full VT100 or higher. I've tried a number of programs which do
: ANSI, rather that a true VT100, and display wierd codes, jumbling up the
: screen.

Try ConNect by Wolfgang Wander or Rufus (cannot remember the name of the
author). ConNect is quite complexe and perhaps a little too complicated
for a beginner. Rufus is more comfortable to set up, but has got less
features.

Bye,

Kerstin

## 936. Re: STiK/CAB error message new to me

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5bigro$6ot@scanner.worldgate.com>
Source record: 130056

Odd, as I too started to get it last week. Odd bug, perhaps?

Leslie

D

Roy Goring (rgoring@zetnet.co.uk) wrote:

: On 14 Jan 1997 08:30:56, Doug Kendall wrote:
: >Last evening while running CAB 1.5 on a STiK connection, I received the
: >following error message repeatedly while connecting to the WebCrawler
: >(http://webcrawler.com) search engine: "STiK-KRfree()/Memory corruption
: >detected". The message appeared every time my modem made a connection to
: >WebCrawler's server, but could be cleared with no apparent effect on
: >transmission. When I moved on to other sites, I no longer got these
: >messages.
: >

: I also have started getting this :-(

: It started last week :-(

: I'm using a 14Mb Falcon Stik 1.12 CAB 1.5 & 2.0b

: Yours Roy

: **********************************************************************
: Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
: Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
: **********************************************************************

## 937. Keyboards (was: Atari used in skiing resort! (Switzerland))

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1107cd$16a.3be@HERMES>
Source record: 130057

Rich Tietjens (atari@teleport.com.REMOVE.TO.REPLY) wrote:
> gmiller@inca.co.nz (Gaven Miller) wrote:
> >
> >Oh, and the TT has a better keyboard than the Mega STE, with different
> >function keys, and mouse/joystick ports at opposite ends of the keyboard
> >rahter than tucked underneath at the back where it is difficult to plug
> >in correctly without having the cord go at nearly a 90-degree angle at
> >the plug end.

> Gaven, I dunno what you've seen, but except for the color, the TT keyboard
> and the Mega STe keyboard I have are identical. I routinely use my old Mega
> (non-STe) keyboard, though, because I like the feel better, and it fits in
> my pull-out keyboard drawer.

Apparently all the Mega STEs and C-Lab Falcons I've seen are mutants, as they all came with the old original Mega ST keyboard.

Until I made this inadvertent slip-up in my Usenet post to c.s.a.s, I was unaware of a "genuine" Mega-STE keyboard - I thought that Atari, in it's infinite strive for cost-cutting, had simply shipped the old Mega ST keyboard with the Mega STE.

I stand corrected.

BTW: Can someone point me to a retailer for a new (UK-spec) TT keyboard - the plug at the end of the keyboard cable that goes into the TT has broken due to my ham-fistedness in trying to make it click into place and stay there (the little "arm" piece that clicks into place and holds the plug in place snapped when I tried to widen the gap between it and the plug part by a few millimetres).

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

## 938. JingleFALCON

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <5bihq1$45q@newstoo.ericsson.se>
Source record: 130058

```
New demo-version of JingleFALCON out now.
The new version is 1.40.0
There is many small fixes and new is that the
helpfiles are now in HTML format.

JingleFALCON is a program for radiostations to playback
jingles and trailers from a ATARI/C-LAB FALCON

You can get it from my homepage:
http://www.tripnet.se/home/erikhall/index.html

-------------------------------------------------------------------------------
Mail : Erik.Hall@epk.ericsson.se ||| ATARI Falcon030
or erikhall@tripnet.se /|\ ---------------
URL : http://www.tripnet.se/home/erikhall/index.html / | \
-------------------------------------------------------------------------------
```

# 939. Re: STiK/CAB error message new to me

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5bhmjq$42r@einstein.ebicom.net>
Source record: 130059

Doug Kendall (dkendall@facstaff.wisc.edu) wrote:
: Last evening while running CAB 1.5 on a STiK connection, I received the
: following error message repeatedly while connecting to the WebCrawler
: (http://webcrawler.com) search engine: "STiK-KRfree()/Memory corruption
: detected". The message appeared every time my modem made a connection to
: WebCrawler's server, but could be cleared with no apparent effect on
: transmission. When I moved on to other sites, I no longer got these
: messages.
:

I've also encountered this on a Falcon 030 (030 compiled 1.5 and Stik
1.2). I'm experimenting with increaseing STik's memeory size in the
config file. If it seems to work I'll post here what I did.

Brian

# 940. Re: Iomega Jaz on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5bhovq$42r@einstein.ebicom.net>
Source record: 130060

Robert Coleman (robert@informix.com) wrote:
:
: Hi,
:
: I was interested in purchasing an Iomega Jaz drive for my Windows
: box, but I might get an external version if I could also use it with my
: Falcon. I know the Falcon came with SCSI ports, so I should be able to
: connect it, but it doesn't look like Iomega has any drivers for Atari. Is
: there a solution to this problem...i.e. does someone provide 3rd party
: drivers, or do there exist shareware/freeware drivers, etc?

HD-Driver works...and is acclaimed by many as the best/fastest driver
around. I use it with my Falcon, and Hard Drive recording (no jaz drive).
One advantage to using this driver is that it should allow you to use
DOS formatted hard-disks with your Falcon...hence you could easily read
and write files back and fro between the Falcon and PC. I've not
tried this myself...but have heard of people doing it successfuly.

ICD Pro should work...not sure on this one...but it should...so if you've
already got it...give it a try :) Really...any driver that supports
removeable media should work.

I've heard rumor that HiSoft has something designed especially for Zip/Jaz
drives (Is this called Squirrle Toos?). This package is supposed to
support special zip/jaz functions like password protected disks.
I don't know if this is true drivers from the ground up...if it's just
some great tools to complement your existing driver...or if it even really
exists yet...just something I recall reading someplace.

: Also, if this turns out to be doable, will the connection work at
: full speed (i.e. will I be able to use it to do hard disk digital recording?)

Oh yeah...provided the Drive is fast enough...
I've heard it is...and am thinking of buying a Jaz myself.
You might seek someone who has tried it...I too would like to know
how well the Jaz performs with CAB.

I'm not sure what kind of port the Jaz drive has on it...I'm assumeing
50 pin centronics. If this is true...all you need to hook it to the
Falcon is a cable with a SCSI II plug on one end, and Centronics on the
other...or if you've already installed an external SCSI device, what
ever cable daisy chains the two (most likely 50 cen to 50 cen).

Brian

## 941. Zip drive on Atari ??

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Simon Whiteley <s.whiteley@bedford.ac.uk>
Message-ID: <32DCCD9E.7639@bedford.ac.uk>
Source record: 130061
Body handling: HTML body converted to readable text

I just got a Zip drive for Christmas and would like to use it with my
Falcon (it's an external SCSI model). Sorry to sound so thick here,
but what leads do I need to get in order to use it ?? I'd like to
connect my existing HD thru the Zip as well.

Please send your replies to my email address at
felice@rushden.demon.co.uk - as this one above isn't my own private one.

Speak to some dude soon, eh ??

Richard (Maggie Team/AC/WAG)

--

A l
t a V i s t a
Search the
WebUsenetand Display the Results in Standard Formin
Compact Formin Detailed Form

Go to Alta
Vista

Y a h o
o

Go to Yahoo

I n f o S e e
k

Go to InfoSeek

L y c o s

Go to Lycos

W e b C r a w l e r

AND
words together
Number of results to return: 1025100500

Go to WebCrawler

## 942. Maggie 22 available from 18/1/96

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Simon Whiteley <s.whiteley@bedford.ac.uk>
Message-ID: <32DCCE52.6B70@bedford.ac.uk>
Source record: 130062
Body handling: HTML body converted to readable text

Just to let you all know, issue 22 of Maggie will be available from
18/1/96. It will be released at the WAG meeting this coming Saturday.

Check out http://www.users.zetnet.co.uk/rgoring/wag for details of how
to get there and we'll see you there, no doubt !! :-)

Richard (Maggie Team/AC/WAG)

--

A l
t a V i s t a
Search the
WebUsenetand Display the Results in Standard Formin
Compact Formin Detailed Form

Go to Alta
Vista

Y a h o
o

Go to Yahoo

I n f o S e e
k

Go to InfoSeek

L y c o s

Go to Lycos

W e b C r a w l e r

AND
words together
Number of results to return: 1025100500

Go to WebCrawler

## 943. WTB: Omniswitch

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: rbender@peganet.com
Message-ID: <5bi63f$4l1@andromeda.peganet.net>
Source record: 130063

Does anyone have one of these critters for sale ?

rbender@peganet.com

# 944. Re: Keyboards (was: Atari used in skiing resort! (Switzerland))

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Dennis Armstrong <Dennis.Armstrong@jet.uk>
Message-ID: <32DCDF64.15FB7483@jet.uk>
Source record: 130064

Gaven Miller wrote:
>
>
[cut megaste info]

> BTW: Can someone point me to a retailer for a new (UK-spec) TT keyboard -
> the plug at the end of the keyboard cable that goes into the TT has broken
> due to my ham-fistedness in trying to make it click into place and stay
> there (the little "arm" piece that clicks into place and holds the plug in
> place snapped when I tried to widen the gap between it and the plug part
> by a few millimetres).

You could try a repair, Maplin have them FCC68 modular plugs Part JW41U.
I have been amazed at the parts that Maplin stock that are used in the
TT. The small clock battery is stocked by them as well as the unusual
connectors (14pin and 13pin).

So give it a go for 49p !!!!

Maplin tel 01702554161

PS Broken Atari bits gratefully accepted 8-)

--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK tel +44 1235 464871
| work mailto:Dennis.Armstrong@jet.uk
| home mailto:Dennis.Armstrong@corewise.demon.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

# 945. Re: STiK/CAB error message new to me

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Doug Kendall <dkendall@facstaff.wisc.edu>
Message-ID: <32DD05CA.D95@facstaff.wisc.edu>
Source record: 130065

Roy (et.al.),

Have you gotten the "STiK-KRfree()/Memory corruption detected" message only when using WebCrawler in CAB, as I have? Or do you experience it elsewhere, too?

If it's only in WebCrawler, then maybe we need to move the discussion to the "problem web pages for CAB" thread. Maybe they've recently rewritten their site in some odd way?

Cheers,

Doug Kendall
dkendall@facstaff.wisc.edu

Roy Goring wrote:
> I also have started getting this :-(
>
> It started last week :-(
>
> I'm using a 14Mb Falcon Stik 1.12 CAB 1.5 & 2.0b
>
> Yours Roy

## 946. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvsp43j7rq.fsf@emw.ericsson.se>
Source record: 130066

lais@cs.man.ac.uk (S94) writes:

> >Were they STs as we see them, or did you happen to see the business card
> >machines having STs inside of them?
>
> There was an article in ST Format 26 which featured it. The ST is hidden inside,
> and I've seen one of these card machines opened up (at my local post office, for
> servicing no doubt) and it has an ST in its full glory, complete in its casing!
> You can still tell its an ST by looking closely at the edge of the machine's
> glass "screen". There is the tell-tale sign of Atari grey in the edges...
> i.e. a complete unadulterated Atari SM-series monitor inside!
>
> For anyone who doesn't know, these machines are blue and look a similar shape to
> fruit machines. The first thing to look for is the familiar ST-high resolution
> display. You can work it out quite easily.

There is (was) one of those at the Central train station in Gothenburg if someone is interrested and I have seen them on other places as well. They are rather cool I must say.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 947. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: RCain@nest.demon.co.uk
Message-ID: <720_RCain@nest.demon.co.uk>
Source record: 130067

Hi lais@cs.man.ac.uk, on 14 Jan 97 you wrote:

l> Anyone else spotted STs/TTs in strange places? Come to think of it...

Well, not so strange, but I've seen one in a Manchester insurance broker's.

Roger
rcain@nest.demon.co.uk

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 948. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-15 00:00:00 UTC
From: JEDI
Message-ID: <5birvo$meh@lana.zippo.com>
Source record: 130068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-1401971245380001@metricom46.ucsc.edu>, bwanga@cats.ucsc.edu says...
>
>In article <5bfpdf$69r@ash.ridgecrest.ca.us>, Michael Grove
><"*mgrove"@owens.ridgecrest.ca.us*/spam address> wrote:
>
>>Timothy A. Seufert wrote:
[deletia]
>No, it's because the MacOS has one of the crappiest VM implementations in
>the known universe.
>
>Still, if you are careful to keep the memory consumption of all your
>programs beneath the size of total physical RAM in your machine, you
>should not ever see a bad VM hit.

Until recently, this all depended upon how much money you had to
throw at the task. Win3/Sys7 both date back to the $50/M days.

>
>>> > ROM was faster than floppy in 1986.
>>> > ROM is faster than HD now.
>>>
>>> So what's your point? That we should stay mired in the backwaters of
>>> computing just to be absolutely guaranteed that a disk swap operation will
>>> never happen?

Until relatively recently, I didn't have the $1600 it would have
taken to get a modern OS to the same level of comfort with respect
to physical memory as I would have on a 4M ST.

>>
>>How can you consider ROM based operating systems to be " mired in the
>>backwaters
>>of computing"?
>
>Take the phrase to mean "stuck with an OS that doesn't support VM". As
>far as I'm concerned, an OS without VM and memory protection is fairly
>backwards (which is one of the two big problems with the current MacOS).

Virtual memory has been given much more hype than it deserves.
While sitting on the other side of the fence it seemed like a
good and rather nifty idea. However, after actually using
micro systems that were dependent upon virtual memory, I found
it to be more of a curse, actually. It encourages and allows
developers to work outside the common hardware constraints. The
end result is performance that can deteriorate past the point of

a 8Mhz MC68000.

Fortunately, memory prices have dropped to the point where buying adequate hardware (memory) for the software is a practical option.

VM as a memory management tool has some merit. VM as a replacement for adequate physical memory is more backwards than any TOS or GEOS. It's cripples the 'modern' machines that have, until relatively recently, been dependent upon it [VM].

I wouldn't be surprised if core memory were faster...

>Every personal computer CPU from the 68030 and 386 onward has had the
>hardware to support it.

The entire computer doesn't have to be on the cpu's die you know...

## 949. drive belt- Help!

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: caul@concentric.net
Message-ID: <caul-1501972117010001@news.concentric.net>
Source record: 129869

I have a SF354 single sided drive and I need a new belt for it. Is there anywhere I can get one or is there a belt from something else (audio equipment,etc.) that I can use to replace it?

Thanks!

## 950. Re: ST Megademos/Games

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: daniel.hagg@marine.combitech.se
Message-ID: <5bllte$6ks@cndns.combitech.se>
Source record: 129870

In article <01bc0266$cc90e960$0720a5ce@Primenet.Primenet.com>, svenhard@primenet.com ("Satcom2") writes:
> What was the last big demo made on the ST,anyone
> know?

The last really good one I saw was "Froggies over the fence".

/
/ Daniel

# 951. Re: Defragment HD? Virus Software for HD?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970116191018.20216A-100000@mariner.cris.com>
Source record: 129871
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

On Wed, 15 Jan 1997, Mykle wrote:

>Is there defragmenting software and virus software for Atari hard
>drives?

I'd recommend Diamond Edge for defragging and a lot more and UVK in
whatever version is current for virus protection!

>
>Thanks in advance
>
>Mykle
>
>

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 952. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bmfca$pft@ornews.intel.com>
Source record: 129872
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-1601971248530001@metricom37.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:
>>Atari programmers on the other hand, do it for the love of the machine
>>and enjoy the satisfaction of achieving great things from small code.
>
>That's a bigoted attitude to take. You really think all non-Atari
>programmers are corporate automatons? I can assure you that if you look,
>there are plenty of lean&mean programs for any platform, written by people
>who do enjoy the satisfaction of code bumming.

The ones that are making a living at it are drones, with very few
exceptions.

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# 953. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1601971623530001@metricom37.ucsc.edu>
Source record: 129873
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bmabh$h7f@lira.i-way.co.uk>, c_graham@patrol.i-way.co.uk wrote:

>I heard that Apple have bought the NeXT OS for $400million. Steve Jobs
>must be rolling around in fits.....

No, he's enjoying being the returning hero. It was a friendly takeover,
and Jobs was still CEO/owner/whatever at NeXT.

--
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+

# 954. Re: Defragment HD? Virus Software for HD?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bmisj$rol@ornews.intel.com>
Source record: 129874
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

In article <32DD87B0.2B64@con2.com>, Mykle <mykle@con2.com> wrote:
>
>Is there defragmenting software and virus software for Atari hard
>drives?

Defrag: best available is Diamond Edge (it also has the facilities to back up your SCSI partition tables and scan the drives for errors, with automatic correction). Contact Oregon Research for the latest version.

UVK (Richard Karsmaker, I believe) is the best virus detection/removal system for the ST. A freeware virus killer is called "Virus Killer" (creative, eh?) and will detect and remove most floppy boot sector viruses.

I don't have immediate contact information for either of these folx, but OR is available through Long Distance information - they're in Tigard, Oregon, area code 503.

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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 955. Re: Problems downloading ".TOS" files via WWW (Lynx)

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970116175908.18926A-100000@acs2.byu.edu>
Source record: 129875

>From the Holy Book of <32ddad1e32f778a@sn.no>
> as spake by hallvart@sn.no (Hallvard Tangeraas) :

>>I just downloaded a couple of .TOS files from a web page, using Lynx,
>>and when I tried to run/de-compress them nothing happened,

>On your end, try using the D)ownload command instead of just selecting
>the link; it'll still be flagged as text/plain, but it should come
>through intact.

Besides doing this, I HAVE to save the file with a *.ZIP
extension so the server sends it to me in binary mode. After that, in my
computer, I can rename the file and proceed with the decompressing.

You can ask to standarize, once for all, to ZIP; is the best.

Regards -Phill.

( ( ( ( ( ( -F. ) ) ) ) ) )
UTAH * USA * 1997

## 956. Re: Programming ideas

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bmjit$rol@ornews.intel.com>
Source record: 129876

In article <26654_please@no.spam.mail.here>,
please@no.spam.mail.here (please@no.spam.mail.here) wrote:

>Send email replies to :Derryck Croker@mettav.demon.co.uk (Derryck Croker)

That's not a valid email address, either, Derryck.

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# 957. For Sale! Atari SC-1435

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: James Rosand <jrosand@olympus.net>
Message-ID: <32DEA2F0.6A7D@olympus.net>
Source record: 129877

I've got a brand new Atari SC-1435 Color monitor. Original box and manuals. Can't have more than 50 hours on it. I've gone the PC route and no longer need the monitor. Perfect condition. $100

I always used my monochrome monitor anyway.

Buyer pays shipping and we can handle the deal via UPS COD. I live in the Seattle area.

If interested send me E-mail at: jrosand@olympus.net

Don't post response to this newsgroup.

Thank you.
James Rosand

## 958. Test

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: denr@denr.demon.co.uk
Message-ID: <970116Z172626.287denr@denr.demon.co.uk>
Source record: 129878

```
Testing due to context error while in NOS
--
Denniss Riches
denr@denr.demon.co.uk
```

# 959. Re: Nos and PPP

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: mike@bbsgate.interware.it
Message-ID: <2033_mike@bbsgate.interware.it>
Source record: 129879

In uno strano messaggio del 15 Jan 97 denr@denr.demon.co.uk (2:333/608.1)
scrisse al povero All :
d> Should I be able to run NOS v4.2 using PPP if so how?
d> Is there a later version of NOS available that I can use on my machine?
d> Any help or advice would be appreciated

Last version is 0.45 at ftp.interware.it/users/mike/pub

You can join the NOS mailing list emailing to net2net@bbsgate.interware.it
with a subject of "SUBSCRIBE NOS".

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

# 960. Re: How Fast is your Falcon SCSI?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970116170545.11642B-100000@usr03.primenet.com>
Source record: 129880
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hmm from what I saw RATEHD is not teh prog to test the speed your
drives.. Here it is totally inaccurate..
For a JAZ it says 850kb/sec!!!!
When my old scsi1 340 meg do 1000kb/sec in ratehd..
And the JAZ can do up ( min 3.4 meg/sec- max 6.5meg/sec)
If I use Howfast the results are totally different..
I get the JAZ faster than my old scsi 340..:)
I have for the JAZ and howfast.prg 1.5 meg/sec .
And the old scsi 340 it says 0.6 meg/sec , which is closer to the
reality.
From what I understood, teh scsi port of the falcon has a max of
2meg/sec.
So if you have 4meg/sec you won't see any difference..
On the IDE however it can go up, way up...
But for Cubase audio, if your scsi drive can do 1.8meg/sec then the
whole 16 tracks are available no problemo. (should).
But an IDE at 3 meg/sec won't do it. :p
Caubase audio uses special scsi command that would suffice for your
scsi drive.. At 1.8 meg /sec. you have plenty..
Bye..

On 16 Jan 1997, John Perez wrote:

>Greetings,
>
> As I am experiencing disappointment with the performance of my new
>A/V SCSI drive, I was wondering what kinds of data transfer rates others
>of you are getting as indicated by ICD RATEHD.
>
>My drives perform as follows:
>
> Quantum 540meg SCSI drive 1700k/sec
> Seagate 1.2gig IDE drive 1900k/sec
> Seagate 4gig SCSI Wide drive 1400k/sec (Eeek!)
>
>Specs say the Seagate 4gig will do 20meg/sec, I estimated 5-10meg/sec in
>that I'm not connected to the Wide data lines. 1.4meg/sec I just can't
>understand.
>
>Any ideas regarding the maximum data transfer rate that the Falcon SCSI-II
>port can handle?
>
>------------------------------------------------------------------------
> Aloha,

> John Perez - jperez@hawaii.edu
> Computer Specialist - Office of Information Systems
> University of Hawaii - School of Nursing
>---------------------------------------------------------------------------
>
>
>

---

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

---

# 961. Re: Messed up GEM text-display

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Mark Slagell <sluggo@ames.net>
Message-ID: <32DEF2D4.7EB1@ames.net>
Source record: 129881

Hallvard Tangeraas wrote:
>
> Has anyone here experienced the text window of an editor being messed up
> sometimes?
> This sometimes happens to me, especially after running a lot of graphical
> programs (viewers, icon editors, painting programs etc.).
>
> What happens is this:
>
> I start up one of my ASCII editors (mostly "Everest 3.5e", though the
> problems seems to happen with just about any editor when it occurs),
> if I start to write a new file my text starts *above* the first line- that
> is, the top half of the text vanishes above the GEM window and naturally
> gets cut in half!
> The text often gets messed up as well, like bits of text being broken (like
> a corrupted graphic file looks like).
>
> What happens if I load a text file is that I also see gray lines in between
> the text- the same colour as on the GEM desktop (hires mode). It's in
> between the text at certain places- it almost seems like it's generated
> where there are paragraph endings and/or tabs.
>
> Anyway, the whole thing is pretty irritating, and the only solution is to
> reboot the machine, so obviously something in GEM becomes messed up now and
> then.
>
> My system: STe/4Mb RAM/TOS 2.06/mono-hires display
>
Yes, I get that too, using Everest on TOS 2.06, though in color. I
haven't determined exactly what the culprit is but I think it is a VDI
thing. I've duplicated it by writing a program that does nothing but
open a virtual workstation then exit without closing it. If Everest
runs after that, I get the symptom you describe. Actually if I had to
guess I'd say Everest is failing to specify a vst_alignment() setting,
and instead assuming it will be a certain way when the workstation is
opened. It's on a list of a few things I'd like to bring to the
attention of Everest's author, but I haven't been able to reach him.

-- Mark

# 962. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32DE848A.41C67EA6@doc.ic.ac.uk>
Source record: 129882

The year 2000 problem. Yes, some ST computers will have problems, but not because of the software; Mega STs (and Mega STEs and TTs) all have built-in real time clocks. I don't know about the Mega STE and TT, but the Mega ST's realtime clock only has two digits for the year.

I can't remember what happened the last time that I set my system date to something silly, but the problem is there. Even if it wasn't, a similar (but far far worse) problem will descend on STs and PCs alike in around 2200 (I don't recall exactly which year, but it's around then), when the DOS/GEMDOS part of the OS suddenly finds that it doesn't know what year it is any more (it should wrap around to 1980). Perhaps people should be concentrating on fixing the entire business of dates and times and not just the Y2K problem.

As for other computers, I'm fairly certain that many will have problems - despite reassurances from manufacturers - as applications software doesn't always do quite the right thing... I already know of various programs that think that the year 2000 is a leap year (blatantly untrue), and I believe that the RTC chip in the Mega STs also believes this. Oh well. That's life, I guess.

---
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

# 963. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1601972005410001@metricom37.ucsc.edu>
Source record: 129883
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bmk3d$f6m@scanner.worldgate.com>, Chris Krowchuk
<chris@compdirect.com> wrote:

>bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:
>
>>That's a bigoted attitude to take. You really think all non-Atari
>>programmers are corporate automatons? I can assure you that if you look,
>>there are plenty of lean&mean programs for any platform, written by people
>>who do enjoy the satisfaction of code bumming.
>
>Bigotted? How so. My comment was made in reference to the "Corporate"
>programming companies, not individual code hackers. Without naming any
>specific "Corporations", I think you should be able to figure out to
>whom I reference this point to.

Perhaps I read too much into your comment, then.

Nonetheless, there are still plenty of *corporations* that have dedicated
programmers. I dislike some of Adobe's business practices as much as
anyone, but they have long used highly skilled programmers to write tight
assembly code for Photoshop filters.

>>Assembly is hardly a "corporate no-no". There are tons of commercial
>>programs which use it.
>
>Corporations are more concerned about getting their product onto the street
>on time and on budget, no time for optimizing.

See above. There are a large number of programs for which performance is
an important enough problem that optimizing does take place.

>The fact that simple apps come on multiple disks or CD's is a testament to
>this when compared to relatively similar apps written in tighter code.

Actually, with the proliferation of CDs, it's often cheaper to burn a
single CD than it is to dupe a single floppy. And as long as you've got
that much space, you might as well use it for something... like online
documentation, which is much more common on the Mac and PC.

To give you an example of a really well done Macintosh application,
consider Word Perfect 3.5 for Mac. It is a very nice, easy to use, full
featured word processor. It is hellaciously fast. And the core word
processor itself takes up just 5.6 MB on my disk (the app itself, and the
files necessary for spell and grammar checking). The remainder of the
files (file format conversion filters and various forms of online
documentation) occupy another 7 MB.

>>Writing programs entirely in assembly is out, though. There's no purpose
>
>It is "out" in the Mac and Win world because it takes too long, it is easier
>to use higher level languages.

It takes too long no matter what platform you're on.

> In the Atari world, it is "in" because a highly
>optimised app (or OS in the case of MagiC) can be run with decent speed on 9
>year old equipment.

Exactly. And even so, with the use of the 90/10 model I detailed, you
could get programs that ran just as fast, but were far easier to write and
maintain.

For example, GEM user interface code is very easy to deal with in C. Not
so in assembly. And you'll never notice the speed difference, because the
code is not CPU intensive, with the exception of GEM drawing routines.
The drawing routines of any OS are a great candidate for assembly.

--
+-------------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-------------------------------------------------------------+

## 964. Re: 4Mb Now game won't run??

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc0363$0e116d40$LocalHost@default>
Source record: 129884

> Hi all,
>
> I upgraded my 1Mb 1040 STf to 4Mb and all works OK except the one game
I'd keep
> my ST for al time for !! :.-(
>

Was the TOS version upgraded as well?

## 965. _Never_, _never_ leave an ASCI-drive connected... (why?)

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc0362$2708d5a0$LocalHost@default>
Source record: 129885

```
>
> _Never_, _never_ leave an ACSI-drive connected to the port with power
> off! Pull the cable out! It causes errors.
>

Why? Does this include any kind of hard drive?
```

## 966. Re: Find File program?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32DEAD18.6C16@huey.cadvision.com>
Source record: 129886
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

Mykle wrote:
>
> Hi,
>
> Is there a "find file" program similar to that on a Mac for the ST which
> will search mounted volumes for the selected file, show you the path to
> the file and/or allow you to run (access) the file from there.
> Navigating and searching multiple mounted volumes get tedious.

What desktop are yo using? If MagiC/Ease you can do this from the
desktop by selecting the drive icons you want searched, go under the
File menu and select the 'Find' option, type in the file mask you want
and let it go to it! You will be shown windows for all occurrences of
the mask.

If OTOH you're using the standard old TOS desktop, get the shareware
file selector 'Selectric' and use its very nice FIND function to search
for the file mask you specify.

Keith

# 967. Last of the ST stuff I have for sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Ron Pothier <falken@tstonramp.com>
Message-ID: <32DEBB96.1E04@tstonramp.com>
Source record: 129887

```
ST Stuff For Sale
-----------------

1040STf, 4 megs Ram, tos 1.4 with manual and dustcover
(upgraded at a cost of $300 JUST LAST YEAR)
2 dozen disks of misc. software and some
boxed games included with the 1040 $125

SC1224 color monitor $75

SM134 Monochrome monitor $50

525 meg Toadstor hard disk with ICD Link 1 $275 (I pay Shipping)

Monitor Master $15

ALL prices are PLUS shipping except HD. ALL hardware guaranteed to be
in good to excellent working condition. ALL cables included.
The monitors cost $25-$35 to pack and ship. Double boxed!
Prices not etched in stone. NO "reasonable" offer refused.
Terms are money order up front or half down and the rest COD.

SERIOUS INQUIRIES ONLY PLEASE!!

Make an offer if you see anything you might want. Send e-mail to
falken@tstonramp.com

Thanks
```

## 968. Re: Help! How to take snapshot of MagicMac Screen....

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32DEE32B.B33@owens.ridgecrest.ca.us>
Source record: 129888

ERCORP wrote:
>
> I want to take a snapshot of my MagicMac screen on my PM8100AV. How can I
> take a snapshot of the Atari Magic Screen.
>
> Tom

Buy ImageCopy 4CD. About $40.00.

Mike

# 969. Re: STiK/CAB error message new to me

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <35332703_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 129889

In article <32DBB4C0.4C4C@facstaff.wisc.edu>
Doug Kendall <dkendall@facstaff.wisc.edu> wrote:-

>Last evening while running CAB 1.5 on a STiK connection, I received the
>following error message repeatedly while connecting to the WebCrawler
>(http://webcrawler.com) search engine: "STiK-KRfree()/Memory corruption
>
>Anyone have suggestions as to what happened and whether I should be
>concerned?

There is no need to be concerned about it. It is a known 'feature' and is
mentioned in the STiK docs (readme.1st) :) Can't say I've ever had it myself
though!

Cheers, Gary

--

---

Gary Priest gary@the-gap.demon.co.uk Southampton,England
http://www.the-gap.demon.co.uk/

# 970. Re: How Fast is your Falcon SCSI?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5bl40j$17fb@rs18.hrz.th-darmstadt.de>
Source record: 129890
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <32DDDDAF.74A6@bruker.de>,
Uwe Seimet <us@bruker.de> writes:
> About 1.7 to 1.8 MByte/s. If your SCSI drive is faster you won't profit
> from this with the Falcon.
As far as I know, it's not the limit of the SCSI bus itself, but of the DMA
chip Atari has built into the Falcon. Is that correct?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

# 971. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970116201008.20216B-100000@mariner.cris.com>
Source record: 129891

On 14 Jan 1997, Mike Scholman wrote:

>I've been looking for a while for a good PD/shareware terminal program that
>will do full VT100 or higher. I've tried a number of programs which do
>ANSI, rather that a true VT100, and display wierd codes, jumbling up the
>screen. I've fornd two programs which seem to work, each with it's own
>problems:
>
>Teddy Term - great program, but it uses CTRL-key combinations for keyboard
>shortcuts. The freenet shell account uses PINE for email, which also needs
>the CTRL-key combinations.

Just press both shift keys together and the Teddyterm control keys are
turned off and pines control keys work just fine! That's the setup I'm
using right now!

>
>MINIterm - also a pretty good program, but no auto-redial or integrated
>Zmodem
>
>Programs which did not work because of incomplete VT emulation:
>VanTerm 3.8
>OpusTerm
>
>
>

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 972. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bmikk$rol@ornews.intel.com>
Source record: 129892
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <32DB967E.28A2@cyberstrider.org>,
Denesh Bhabuta <denesh@cyberstrider.org> wrote:
>
>PETER SINCLAIR-DAY wrote:
>> >>TOS is not modern in anyway.
>> > Of course it is. When was the last time you used it?
>> 9 years ago..
>
>Bwagh haa haa haa. Peter, you really are a dork. You are comparing TOS

You;re far more charitable than he deserves.

>1.0 from 9 years ago to the likes of TOS 4.04, MagiC 5 and Geneva which
>are operating systems used on Ataris today. Why, going on that i can say
>that MACOS doesn't have any colour at all and still uses small 12 inch

I beleive they're 9-inch, actually. And that a Mac emulator running on a ST
has 20% more speed and 15% more screen area than a "real" Macintosh.

>screens... why, I might even go as far as saying that PCs use something
>called MS-DOS 3.xx and no window environment.. hey... I can even say
>that Unix doesn't have a woindowed environment!

You expected some connection with reality from the High Priest of Wishful
Thinking?

>GET REAL Peter!!!

He will - when Newt Gingrich blows Bill Clinton on a live telecast.

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## 973. Re: Find File program?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bmivk$rol@ornews.intel.com>
Source record: 129893
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

(posted and maileD)

In article <32DD890B.6CB@con2.com>, Mykle <mykle@con2.com> wrote:
>
>Is there a "find file" program similar to that on a Mac for the ST which
>will search mounted volumes for the selected file, show you the path to
>the file and/or allow you to run (access) the file from there.
>Navigating and searching multiple mounted volumes get tedious.

There are a couple. I usually use the "find" function built into Little
Green Selector (it's always readily available), but a WHEREIS program exists
(probably several of them, actually).

----------http://www.teleport.com/~atari----------
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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

## 974. Re: GEsoft addresses?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Miika Tervo <miitervo@jypoly.fi>
Message-ID: <32DDD709.1C55@jypoly.fi>
Source record: 129894

Jim DeClercq wrote:
>
> Does anyone in this group know the last or current addresses, e-mail and
> snail mail, for GEsoft? If anyone does, please post or e-mail.

There is _no_ GESoft anymore :-( I've tried to contact them myself too,
due to some Mighty Sonic problems....

Take Care, Miika

E-Mail: miitervo@jypoly.fi

## 975. Test

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: denr@denr.demon.co.uk
Message-ID: <970116Z080434.882denr@denr.demon.co.uk>
Source record: 129895
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

```
Testing Testing
--
Denniss Riches
denr@denr.demon.co.uk
```

## 976. Re: Iomega Jaz on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32DDDD2F.393D@bruker.de>
Source record: 129896

Brian Roland wrote:

> I've heard rumor that HiSoft has something designed especially for Zip/Jaz
> drives (Is this called Squirrle Toos?). This package is supposed to
> support special zip/jaz functions like password protected disks.
> I don't know if this is true drivers from the ground up...if it's just
> some great tools to complement your existing driver...

Note that HDDRIVER doesn't need any add-on tool for this. Since HDDRIVER
5 is has been possible to configure ZIP and JAZ password based
read/write protection with the tools that come with HDDRIVER.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 977. Re: How Fast is your Falcon SCSI?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32DDDDAF.74A6@bruker.de>
Source record: 129897
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

John Perez wrote:

> Any ideas regarding the maximum data transfer rate that the Falcon SCSI-II port can handle?

About 1.7 to 1.8 MByte/s. If your SCSI drive is faster you won't profit
from this with the Falcon.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 978. Re: Notator for TT 030?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32DEE3B3.2D9F@owens.ridgecrest.ca.us>
Source record: 129898

Dr. Simon G.K. Williams wrote:
>

Talk about from out of the blue.
I though you gave us up? :)

Mike

# 979. Re: HELP!! Link Virus?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199701160004.a33406@do2.maus.de>
Source record: 129899

RK>CD that is known to *work*, wouldn't they? CARPDIEM.PRG does not work,
RK>except for infecting your system.

O.K. I found the virus on the CD and gave my two virus-scanners a try. But what happens? Poison 2.32 doesn't recognize it and Virendetector 3.1m tells me that the program must be packed with cruncher.ttp but that is not true because cruncher.ttp is unable to depack the file. Where the hell can I find a tool to depack this carpe diem thing to put it to my collection of viruses? Stop, not what you think. I am collecting viruses on the ATARI to see whether my anti-virus-programs are worth the money or not :-)

Tschuess
Frank

P.S.: Anybody want to swap viruses?

## 980. Re: Wanted: Editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bkg3k$oar@scanner.worldgate.com>
Source record: 129900

atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) wrote:

>The only criticism I could make of Edith, apart from the semi-GEM interface,
>is that it's just too slow on my TT. With a DirecTT60, it would be
>terrific.

Leslie can certainly attest to the speed on a DirecT60...

All the best,
Chris @ Computer Direct

## 981. Re: Iomega Jaz on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bkg04$oar@scanner.worldgate.com>
Source record: 129901

Chris Krowchuk <chris@compdirect.com> wrote:
>Uwe Seimet <us@bruker.de> wrote:
>
>>No, the ZIP is too slow for this.
>
>Actually Uwe, we have had great succes using Jazz with CAF and other
>D2D software. It is not the fastest and of course there are some limits
>to the drive, but overall it is fine for most situations.

I forgot to add to this post!

We have actually recorded and played back 6 tracks on ZIP. Not a
recommended drive, but it actually shows how fast this little
GEM of a drive is!

All the best,
Chris @ Computer Direct

# 982. Re: FS(UK): *EVERYTHING* Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <853458958_OASIS_@pwomar.demon.co.uk>
Source record: 129902

In article <26518_hsideras@mettav.demon.co.uk>
hsideras@mettav.demon.co.uk (Harry Sideras) said:-

>*Hi Paul*, on 12 Jan 97 you wrote: ...respect, brethren
>
> P>
> P> Diamond Edge 2.04-The ultimate Hard Disk utility
>
>Sorry Paul, I'm not offering for it...
>
>Does anyone now if there's a patch program to update from v2.03 anywhere?
>There always used to be a patch for minor updates...

I think I saw the patch on ftp.cnam.fr something like
pub/Atari/Disk/depat204.zip I'm sure that isn't the exact name but
it's not too hard to find, I looked just the other day.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

# 983. Re: Atari PPP!!! easy! 25 min to install. (hopeful

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HAQJBAWAUp@tos.ak.planet.gen.nz>
Source record: 129903

In <Pine.BSI.3.95.970112051206.10702A-100000@usr08.primenet.com> Katherine L Ellis wrote :

>Hi I am writting a doc for newbies: How to have PPP with atari
>computer . Doc written the simplest way., Step by step, what to get,
>what to change where to place.
>If the documentation is well written you'll be able to set up a full
>mint/mintnet/unix server with PPP protocol in 25 min maximum.
>I am currently working on the documentation. I will need about 3
>people to test the instructions of the documentation, then talk about
>the possible changes if any confusion.
>PPP is easy to set up with an atari, It is possible. I have it on my
>megaste and my falcon.
>The possible betatesters would need at least 1 free partition at least
>40 meg and 4 meg of RAM. Less might be possible but that will be very
>hard.
>So if you are willing to try that with me, you are welcome..

There is, in fact, already an easy to set up MiNTNet PPP package. It's
called PPP-Kit. It seems to me that there would not be much point in making
another when this perfectly good one exists already.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

## 984. Re: DAT on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32DE8727.50A0@intuit.com>
Source record: 129904

Petter Toneff wrote:
>
> I have been given an Archive Maynard 2000 DAT player - an internal
> SCSI device and I'd like to use it for backup purposes on my Falcon.
>
> Does anyone know if some software exists for controlling the thing?
> I know there's a program from Soundpool called DataDat, but I'm not
> sure if this will do the job.

Diamond Back from Oregon Research works with my Wangdat Data Dat.

> I'd also like to know if it's possible to use it for playing and
> recording audio stuff. There are some (very small) connector plugs on
> it, but none that looks like audioconnections.

I'm not familiar with the model you have, but there is only one
SCSI data dat that will work with audio DAT tapes, and I think
it's on an SGI machine. The two formats are different (although
the tapes are mostly the same, except for the longer lengths
offered for Data Dats.

-Mark

>
> - Petter -

## 985. Need Fix for RDD320 on Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <5bm9ur$522@netnews.mis.net>
Source record: 129905

The Falcon version locks up on my Bird. I hear there was a fix for this.
If someone knows a fix, then e-mail or reply please.
Thanks,

Falcon 030 14megs TOS 4.04 Geneva NeoDesk

phantomm@harold.eastky.com

Net-Tamer V 1.08XB - Test Drive

## 986. Modems on ST-Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <5bm9uv$522@netnews.mis.net>
Source record: 129906

What are some of the fastest and reliable modems that will work on the ST-Falcon?
And for normal data uploading and downloading, will a modem that has DSVD capability have any negative effects when used on ST-Falcon computers?

phantomm@harold.eastky.com

Net-Tamer V 1.08XB - Test Drive

# 987. Re: SLM804 / Power MOD

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: DCroker@mettav.demon.co.uk
Message-ID: <26570_DCroker@mettav.demon.co.uk>
Source record: 129919

julian@connexus.apana.org.au wrote:

j> In comp.sys.atari.st Richard Claunch <RClaunch@Pacbell.Net> wrote:

j> : Would someone EMAIL me the a detailed MOD that allows the Atari
j> SLM804 : laser printer to remain turned off and still hooked to the DMA

j> Please include me as well.....thanks:-)

For you and anyone else, the mods to the SLMC804 controller PCB to allow the 804/605 to remain switched off yet allow the continued usage of the DMA are simple.

Open up the case and cut 7 connections between the 37-pin D connector and the PCB, pins 16-19 (top row, with outside of connector facing you these are on the right) and pins 35-37 (bottom row, under the connections already cut). These cuts isolate the +5V feed that is normally provided by the laser controller (the manual has a diagram of the connector).

Two wires need to be soldered to the large capacitor behind the D connector, and are connected to the new source of 5V, which could be provided by a standard "wall wart" (regulated supply recommended) and matching power connector, or by the ST itself, power requirement is low. Do take care to connect the feed to the cap. the right way round, negative is often marked by an arrow.

Mods are made at your own risk of course.

Regards, Derryck

--

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 988. Re: Alone in P.E.I.

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <53635280_000007_OASIS_NEWS@000007-hookup.net>
Source record: 129920

In article <5b8i3k$mqu@hermes.achilles.net>
fried@achilles.net (Mark Friedman) wrote:-

> Are there any Atari users in Prince Edward Island? I know someone there
>who is trying to get on the internet, but is having trouble because the
>local f***ing internet provider doesn't provide a shell account. I was
>advised that he should use a program for PPP access. I'm not sure what
>that is and I don't know of an Atari program that does that.
> So, if there is anyone in PEI that uses an Atari/shell account,
>please write to me and I will get in touch with this friend of mine.
> Thanks, Mark
>.
He can use a number of programs to accomplish this.Here is a partial
list !
1) Oasis
2) Gluestick/Cab/Newsie/
3) Mintnet/Mint
4)PPP114Kit ( A combination of # 3 that is pre-configured and that you
don't need a Minix Partition .
What I would advise him to do is call his ISP to enquire if they also
have a SLIP protocol . If they do then the answer is to get either
Oasis or Stick/Cab because they are easier to install .*

--

---
**********
* martinr@hookup.net Falcon 030 85/IDE 1.6/GIG SCSI Powerup 2 *
* Ottawa , Ontario Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
**********
---

# 989. WAG Meeting

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5bkmsn$ap6@irk.zetnet.co.uk>
Source record: 129921

Hi All,

Ther is a meeting of Wessex Atari Group, UK, on Saturday 18/01/97 at
Whitchurch Fire Station, Whitchuch, Hampshire, 14:00-18:00

All Welcome :-)

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

## 990. Nemesis Falcon Accelerator

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: ied2@recursiv.demon.co.uk
Message-ID: <853406584snz@recursiv.demon.co.uk>
Source record: 129922

Just thought you may like to know that although the Nemesis board isn't available for you to install yourself yet, this is only because the instructions are not yet printed. The hardware is ready and if you don't mind having the manual forwarded at a later date, you can send your Falcon off to get the board fitted by professionals *now*.

There are three fitting centres in the UK:

1. Titan Design themselves, near Birmingham
2. TUS in Macclesfield
3. Black Scorpion in Scotland

If you're interested, email Titan Designs on: 100345.2350@compuserve.com, ring them on 0121-6936669, or fax them on 0121-4141630.

I've had mine fitted with the board for a few days now, here's a few benchmarks for you to peruse:

GemBench 4.03
---

Falcon 030/TOS 4.04/AES v3.40/GEMDOS v0.48/MiNT not present/
Blitter Enabled/NVDI 4.11 present/Video Mode: 640*480*16/
LineF FPU installed/Run and Malloc from STRAM

Feature tested: Without Nemesis: With Nemesis: Improvement:
---
GEM Dialog Box: 229% 316% +087%
VDI Text: 666% 827% +161%
VDI Text Effects: 587% 764% +177%
VDI Small Text: 362% 544% +182%
VDI Graphics: 256% 360% +104%
GEM Window: 141% 177% +036%
Integer Division: 100% 151% +051%
Float Math: 102% 194% +092%
RAM Access: 103% 165% +062%
ROM Access: 092% 141% +049%
Blitting: 105% 113% +008%
VDI Scroll: 151% 160% +009%
Justified Text: 147% 178% +031%
VDI Enquire: 202% 330% +128%
New Dialogs: 169% 246% +077%

NemBench v2.1 - precision CPU/FPU profiler.
---

```
Integer multiply (16bit) -> 0.922 Mips (~150%)
Integer divide (16bit) -> 0.545 Mips (~150%)
Linear (stalled) integer -> 11.976 Mips (~150%)
Interleaved (piped) integer -> 11.976 Mips (~150%)

Float multiply (64bit) -> 0.811 MegaFlops (~306%)
Float divide (64bit) -> 0.523 MegaFlops (~302%)
Linear (stalled) float -> 1.407 MegaFlops (~264%)
Interleaved (piped) float -> 1.402 MegaFlops (~263%)

16bit read (100% hit) -> 11.827 MByte/sec (~150%)
16bit write (100% hit) -> 9.208 MByte/sec (~153%)
32bit read (100% hit) -> 23.640 MByte/sec (~150%)
32bit write (100% hit) -> 10.204 MByte/sec (~153%)

Linear 32bit read (ST-Ram) -> 8.110 MByte/sec (~152%)
Linear 32bit write (ST-Ram) -> 9.855 MByte/sec (~152%)
Linear 32bit copy (ST-Ram) -> 4.934 MByte/sec (~152%)

DSPBench v1.0 - precision DSP profiler.
---------------------------------------

DSP ( X:Int Y:Int P:Int ) -> 24.003 Mips (~150%)
DSP ( X:Ext Y:Ext P:Int ) -> 11.999 Mips (~150%)
DSP ( X:Ext Y:Ext P:Ext ) -> 8.000 Mips (~150%)

-Ivan

Ivan Dimbleby/Recursive Software _\\|//_ <ied2@recursiv.demon.co.uk>
/-----------------------------oOO--(_)---OOo---------------------------------\
| Pro: Falcon030, Motorola, Nethack, Unix, Sci-Fi, Countryside, Dogs |
| Con: Intel, Micro$oft, Censorship, The Conservative Party, Cities |
\------------------------------------------------------------------------------/
Permission is *NOT* given to distribute *ANY* of this file on Micro$oft Network
```

# 991. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HAQLFCAYUP@cabal.shnet.org>
Source record: 129923

In <01bc01dd$b70b42e0$0b66afce@sprynet.com> "Bradley A. Burns" wrote:
>* What's an Extra 2 Bytes, Anyways?*
> In the early days, when signs of the first micro-computers were hitting
>the streets, the mentality was that RAM was precious. (Actually, ALL
>computer hardware was considered precious!) Why? Well, at that time,
>mainfrrames still ruled the land and minis were also extremely popular. Not
>all companies wanted to spend the hundreds of thousands or even a million
>dollars or more to buy these huge systems so they leased them from
>companies like IBM and DEC. Well, IBM and DEC would charge these companies
>extreme amounts of money per month, particularly the RAM! We're talking
>something like $1200.00 a month per meg of RAM. Since this was the case,
>companies wanted their programmers to exclude everything and anything that
>wasn't absolutely necessary, thus saving valuable memory. As time went on
>and systems became standardized in a lot of ways, like PC's for instance,
>so did software. I could go on, but I think you get the picture.
>
>* Is a 99 to 00 Date Rollover Really That Aweful? *
>YES! I'll just sum up ONE example for you... Pretend that Ma Bell had never
>updated their software to include those extra 2 date digits into their
>accounting software. Now, on your next phone bill, you're expecting the
>usual charges plus a few long distance charges, etc., but instead your bill
>is about $23,000, not the expected $48 or so. How could this happen? Since
>that billing date will be, say, December 19th, 1999, but Ma Bell's system
>holds the date as 12/19/99 and the accounting software only processes that
>billing period on first of the following month... 01/01/00. The software
>will see that you haven't paid for all the months starting from 01/01/00
>all the way up to 12/19/99. We're talking 1200 months! Get it?

Yep. Did _you_ get the fact that Ataris are not involved in this
problem, for their clock will have this problem in the year 2102
(IIRC) and not in the year 2000?

Thorsten

--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

## 992. Re: How Fast is your Falcon SCSI?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HAQLFCBDUP@cabal.shnet.org>
Source record: 129924
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <5bk3rd$6k2@news.Hawaii.Edu> John Perez wrote:
>Any ideas regarding the maximum data transfer rate that the Falcon SCSI-II
>port can handle?

~2 megs due to the compatibility with the (1990!) TT's SCSI port.

Thorsten
--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

# 993. Re: WILL ANY TYPE FLOPPY DRIVE WORK?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HAQLFCAVUP@cabal.shnet.org>
Source record: 129925
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In <5bfc6q$d03@ccnet3.ccnet.com> selah wrote:

>I HAVE A 1040MAND THE FLOPPY A DRIVE BUSTED

Looks more like a Timex 1000 or Sinclair ZX81. Ataris always had
lower case characters.

>CAN I USE A DRIVE FROM ANY PLATFORM?

Besides the plastic front, Atari disk drives are standard Shugart
bus ones (e.g. by Epson). If you find the same drive or one that is
compatible with the front of your defective original, you might even
avoid using a saw to replace yours.

F'up!

Thorsten

--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

# 994. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: DCroker@mettav.demon.co.uk
Message-ID: <26571_DCroker@mettav.demon.co.uk>
Source record: 129926

This message from atari@teleport.com to All came in on a wing and a prayer...

Hi Rich!

>> There was a thread on the question of the Atari clock and the year 2000
>> a few months ago. It died out without any conclusions AFAIR. I don't
>> understand how the clock is set up in the computer but is it not
>> possible to produce a new clock CPX to display a four digit year figure
>> even though the internal clock may only be capable of a two digit
>> rendering of the year ?
a>
a>
a> The system clock keeps all four digits internally (unlike the PC or
a> the Mac). TOS-based systems do not have a problem with the Year 2000
a> "bug."

Owners of the Frontier/Marpet "Forget-me-clock" will find that the clock
cartridge is also "millenium aware" but the utility for setting the time/date
of the cart is not.

Regards, Derryck

--

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 995. Kill Things (Digi Tallis)

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E43snw.78A@cee.hw.ac.uk>
Source record: 129927

Does onayone out there know how the game Kill Things (A doom clone) by Digi Talis is coming along. I have checked there web site but it has not been updated since November '96.

Is the game still being worked on? Or has it just been abandoned?

Has anyone seen a demo of it?

Cheers,

Brian T. Innes

## 996. Atari used in skiing

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: dreibel@zap.io.org
Message-ID: <5bl8fl$g4p@zap.io.org>
Source record: 129928

To: Mr.Maddog@mail.ptd.net
Subject: Re: Atari used in skiing resort! (Switzerland)
Newsgroups: comp.sys.atari.st

M > Other ST sightings...I seen two of them in the old TV show
M > Friday The 13th, and in the background of the first EPMD
M > ablum. They took the picture in their studio and had an ST
M > and some other computer.

I recently got ex-Queen drummer Roger Taylor's HAPPINESS? CD,
and inside the booklet is a picture of the inside of his home
studio. If you take a look right in the back, you'll make out what
looks like a MegaSTe or a TT (Queen being at one time very
enthusiastic about STs). You can definitely make out an SM124
monitor.

BTW, I recommend this CD highly - the best album Pink Floyd
never made :)

... "It is not I who am crazy, it is I who am MAD!" - Ren
___ Mountain Reader II - #00000007

## 997. Re: Atari Connections?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: frank@REMOVETOREPLY.tachyon.co.uk
Message-ID: <frank-ya02408000R1601971325060001@news.netkonect.co.uk>
Source record: 129929

In article <32DD7E1E.1FAE@cableinet.co.uk>, marcf@cableinet.co.uk,
i96mf@tay.ac.uk wrote:

> Am getting an ST at the weekend (without a monitor). Can someone advise
> me on the VDU connections for such a computer? Do they have TV tuners,
> VGA, phono, etc?

If it's an STFM - it has a phono-style socket output, which is a standard
TV signal from the inbuilt modulator, which you can use with any TV. It
also has a proprietary Atari monitor socket, which outputs to either an RGB
colour monitor or an Atari 640x400 monochrome monitor.

If it's an STe - same as above, essentially, except it'll also have a pair
of phono sockets which output the stereo sound signals, which you can
inject into any standard audio inputs.

ATB, Frank.

--
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

# 998. Re: Problems downloading ".TOS" files via WWW (Lynx)

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: dsb@news.cs.duke.edu
Message-ID: <5blgaj$s5l$1@hal.cs.duke.edu>
Source record: 129930

From the Holy Book of <32ddad1e32f778a@sn.no>
as spake by hallvart@sn.no (Hallvard Tangeraas) :

>I just downloaded a couple of .TOS files from a web page, using Lynx, and
>when I tried to run/de-compress them nothing happened, so apparently there
>has been some problems with the downloading...
>
>I seem to recall Lynx saying "text" while displaying the download format,
>which is ofcourse wrong for a binary file.

Yep. Most web servers are configured to attach a content type of
text/plain to a file if they can't figure out what type it really is.

>Is there anything I can do to set up Lynx to handle these files correctly,
>or does the person at the other end (the web page owner) have to change
>something (and what?- in case I contact that person with suggestions)?

On your end, try using the D)ownload command instead of just selecting
the link; it'll still be flagged as text/plain, but it should come
through intact.

On the author's end, if he's providing many .TOS files, he should
arrange for the server on his end to recognize these files as binary
files and flag them accordingly, probably with a content type of
application/octet-stream. Exactly how he would go about doing that
depends on what server is being run on his end and how it's configured.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1997 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

## 999. DAT on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5blmdd$q30@ratatosk.uio.no>
Source record: 129931

I have been given an Archive Maynard 2000 DAT player - an internal SCSI device and I'd like to use it for backup purposes on my Falcon.

Does anyone know if some software exists for controlling the thing? I know there's a program from Soundpool called DataDat, but I'm not sure if this will do the job.

I'd also like to know if it's possible to use it for playing and recording audio stuff. There are some (very small) connector plugs on it, but none that looks like audioconnections.

- Petter -

# 1000. Re: STiK/CAB error message new to me

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5blm0f$d6j@irk.zetnet.co.uk>
Source record: 129932

>>Last evening while running CAB 1.5 on a STiK connection, I received the
>>following error message repeatedly while connecting to the WebCrawler
>>(http://webcrawler.com) search engine: "STiK-KRfree()/Memory corruption
>>
>>Anyone have suggestions as to what happened and whether I should be
>>concerned?
>
>There is no need to be concerned about it. It is a known 'feature' and is
>mentioned in the STiK docs (readme.1st) :) Can't say I've ever had it myself
>though!
>

Thanx Gary,

But how do you stop it?

If it happens on a page it does it on every 'connecting to host' which
means it could be 10-20 times for one page :-(

This means you can't leave the computer to downoad the page 'cos this stops
the loading :-(

It is a real pain, please tell me what to try to stop it :-)

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

# 1001. Virtual desktops for N.AES

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5blhs0$lgt@due.unit.no>
Source record: 129933

Hi!

If anybody wants to try a beta of my virtual desktops for N.AES, please
have a look at...

www.stud.ntnu.no/~josk/atari/

Jo Even Skarstein

# 1002. Re: NEWSIE & PPPkit

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970116132844.18572E-100000-100000@pallas.amp.uni-hannover.de>
Source record: 129934

On 14 Jan 1997, Johan Middendorp wrote:

> {translation}
>=20
> Anybody out there who made NEWSIE work with the PPPkit for email and=20
> news on Internet. How?
>=20
> >Bonjour,
> >
> >Quelqu'un a-t-il fait fonctionner le logiciel NEWSIE avec le PPPkit
> >pour EMAIL et NEWS sous Internet et si oui comment ?
> >
> >(Cf article ST MAG Janvier 1997 sur les EMAIL de Herv=E9 Piedvache
> >
> >Merci.
> >
> >Pierre-Yves.

No way, I'd say. I'd guess the PPPkit uses it's own proprietary=20
programming interface, while Newsie uses the STiK interface. If you can't=
=20
have plain, uncompressed slip from your ISP, you must go for MiNTnet and=20
use GlueSTiK, right now that's the only way to use Newsie on a PPP=20
connection.

Cheers Peter

---
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---

# 1003. Re: Notator for TT 030?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: "Dr. Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <E441z4.H7K@cf.ac.uk>
Source record: 129935

I know its possible to run it with the Log3 interface, as a copy of notator is supplied with logic. I'm not sure though if the standard version does, but the only problem I can forsee is the timing of the TT cartridge port for the dongle. Certainly cubase had this problem and a special dongle for the TT was required.

Simon

# 1004. Re: Best

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: dipching@ping.be
Message-ID: <853433870_OASIS_@ping.be>
Source record: 129936

In article <Pine.SV4.3.91.970114223847.12288A-100000@dmapub.dma.org>
Richard Wegner <richardw@dmapub.dma.org> said:-

>
>What is the e-mail address of Best Electronics, the place people talk
>about for Atari Software/Hardware. Also a snail mail address and a phone
>number (toll free if they have one if not a regular one will do) would
>also be appreciated. Thanks...Btw, if there is someone specific person I
>should send e-mail to, then that person too.
>
>------------------------------------------------------------------------
>Richard Wegner - Dayton Microcomputer Association - richardw@dma.org
>
>http://members.aol.com/PenneyGuy/richard1.html
>------------------------------------------------------------------------
>
Bestelec@concentric.net
Bradley Koda is Bestelectronics

--

```
------------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
------------------------------------------------------------------------------
```

# 1005. Re: WTB: Upgradable TT RAM baord

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: "Dr. Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <E4424w.AL1@cf.ac.uk>
Source record: 129937

For Sale (UK) : TT fastram upgrade with 16MB on board.

Catch computers (Systems Solutions) high
spec TT ram expansion board (takes upto eight simms) fitted with 16MB
fastram (four 4MB 30-pins). The fastest fastram
upgrade available for the TT afaik. Can take upto 128MB! Cost over ï¿½600
but will sell for ï¿½300 o.n.o. If interested,
Dr Simon Williams
email spesgw@cf.ac.uk

# 1006. Re: SLM Laser Printer questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970116123306.7445F-100000@moose.erie.net>
Source record: 129938

On Sat, 11 Jan 1997, Derryck Croker wrote:

> This message from erik@schunta.etc.tu-bs.de to All came in on a wing and a
> prayer...
>
> e> Oh, and if you do scrap or have scrapped an SLM804, sell me the
> e> interface please (I can get anotherone without an interface, but very
> e> cheaply)!
>
> Get the printer anyway, you never know when you might need spares!
>
> Can anyone help Erik with an interface?
>
> e> Email me if you want to sell me one. SLM804 drum/cartridge info
> e> should probably be posted here, shouldn't it?
>

I have an SLMC804 controller that I'll sell for $20 but shipping
to Germany may be a deterrent!

# 1007. Re: SLM804 / Power MOD

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Christer Bergstr&#65533;m <cri@teracom.se>
Message-ID: <32DE4EE6.2E18@teracom.se>
Source record: 129939

An easier way to get the SLM to be quiet but still switch-on is to open the lid. That&#65533;s make an interrupt in the interlocking chain for personal security.
Now, find one of the microswitches in this chain. Add your own manual switch in series with this interlocking chain and mount it on the front panel!

That&#65533;s it! For less than &#65533;2

/Christer

# 1008. CD Drives For The Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Ignotowski <mmcgow1@tiger.towson.edu>
Message-ID: <Pine.SGI.3.93.970116123144.13997C-100000@tiger.towson.edu>
Source record: 129940

Hi, I own an Atari Falcon 030. I've pretty much only found been using it for a terminal the past few years now as I've been working on the PC platform more and more.

I'm no longer up-to-date with what my Falcon can do and what's available for it anymore. I need some information from anyone who might be able to help me out.

I'm planning on buying a writable CD ROM drive with a SCSI-2 interface. Now this would directly connect to the Falcon...correct?

My intentions for the CD ROM drive is to make copies of my audio CDs. I DJ and I need to consolidate some of CDs by cutting out the songs I don't play. Is this possible on the Falcon? What software is out there that would allow me to do this? How much would the software run me?

Any help would be greatly appreciated. I'd prefer E-mail responses if possible. Thanks,

Mark

---
- mmcgow1@tiger.towson.edu - Mark - http://www-st.towson.edu/~mmcgow1 -
- What a nice night for an evening. -
- Whenever I think about the past, it just brings back memories. -
- 56% of all statistics are useless. -

## 1009. Q. email servers

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: aaron_b@harpo.oldham.gpsemi.com
Message-ID: <5blh89$fli@nnews.OLdham.GPsemi.Com>
Source record: 129941

Does anybody know how to download software from email servers eg.clausthal, hensa, gain a list of what is available and send for the wanted software I can't seem to get anything from them. I've given up downloading by the internet as it is so unreliable.

Thanks

Aaron

aaron.bousfield@gpsemi.com

---

Aaron Bousfield Characterization Eng { My opinions not }
GEC Plessey Semiconductors Tel: 0161 684 4034 { those of GEC }
Oldham, Lancashire Fax: 0161 442 6329
United Kingdom, OL9 7LA aaron_b@oldham.gpsemi.com (work)

---

## 1010. Atari Connections?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Marc Fotheringham <marcf@cableinet.co.uk>
Message-ID: <32DD7E1E.1FAE@cableinet.co.uk>
Source record: 129942

Hi,

Am getting an ST at the weekend (without a monitor). Can someone advise me on the VDU connections for such a computer? Do they have TV tuners, VGA, phono, etc?

Thanks,
--
You have received this grammatically-correct message from:
Marc Fotheringham, (i96mf@tay.ac.uk)
in Dundee, Scotland.

If you're offended by the truth, then you probably shouldn't visit the Homepage at http://www.virtual-pc.com/room101/index.html

# 1011. OASIS V2.10 & V2.05

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: denr@denr.demon.co.uk
Message-ID: <970116Z165056.520denr@denr.demon.co.uk>
Source record: 129943

I am new to Internet etc

I have an Atari 1040STFM with 4mb Ram, 350 mb Hard Disk and use TOS v1.02

I have been attempting to set up Oasis v2.05 but:

I can't open "group details"

System hangs on "quit"

From the news letters I have seen it appears that file "tools.cfg"
has to be correctly set up.

The only problem is that "tools.cfg" is included in the oasis2.txt
file list, but it wasn't downloaded.

Should file TOOLS.CFG come with download, or does Oasis create it, or do
I create it?!

Where, OH WHERE!, may I download Oasis v2.10 from?!

ftp.demon.co.uk hasn't got it and ftp.cnam.fr has only a partial
oasis210.tos file plus upd_210.tos.

I've downloaded the update file for Oasis v2.10 and naturally I'm
not getting very far because of my v2.05 problems.

I haven't yet mastered the WEB so I can't try there!

This 53yr old would be dog paddler would appreciate any help, advice etc.
going.

I have been advised to forget Oasis V2, but I am a glutton for punishment!

--
Denniss Riches
denr@denr.demon.co.uk

# 1012. NOS4.2 & PPP

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: denr@denr.demon.co.uk
Message-ID: <970116Z170336.018denr@denr.demon.co.uk>
Source record: 129944

I am new to Internet etc

I have an Atari 1040STFM with 4mb Ram, 350 mb Hard Disk and use TOS v1.02

I am running NOS v4.2 with SLIP quite successfully.

When I attempt run under PPP, I get logged into Demon Internet OK, but am
unable to make any connections.

I've listed my startup file below.

Any constructive advice or criticism would be much appreciated.

```
# startup file for KA9Q-NOS ST (DIS Version)

hostname denr.demon.co.uk

ip addr [194.222.58.113]

# Attach the SLIP driver to the serial port
# if port 0 slip dev buff mru baud
# --- ---- - ---- --- ---- --- ----
attach asy AUX: 0 ppp sl0 32767 576 19200

# how many hops before a packet is discarded (Time To Live)
ip ttl 64

# tcp parameters can be tuned.
tcp mss 536
tcp window 3200
tcp irtt 3000
tcp syn on

ppp sl0 lcp local mru 576
ppp sl0 lcp remote mru 576
ppp sl0 lcp local accm 0x000a0000
ppp sl0 lcp local pfc on
ppp sl0 lcp local acfc on
ppp sl0 ipcp local compress tcp 16 1
ppp sl0 lcp open active
ppp sl0 ipcp open active
ppp sl0 idle 600 exit

# Setup Simple Mail Transfer Protocol parameters
smtp timer 600
smtp wait 1
smtp trace 3
smtp maxclients 20
```

```
smtp beep on
smtp gateway [158.152.1.72]
smtp verbose on
smtp delay 600
smtp batch off

nntp groups demon.announce demon.ip.support.atari
nntp addserver news.demon.co.uk 3600
nntp dir \nos\spool\articles
nntp trace 3
nntp verbose on
nntp batch on 16
nntp safety off
nntp newgroups on

# function keys F1-10 59-68 (do not use 68)
# sh F1-f10 84-93
# ct f1-f10 94-103
# at f1-f10 104-113
# help 98

fkey 59 "[command]dial sl0 dial_ppp.txt\n"
fkey 60 "[command]trace s10 j:\nos\spool\trace.log\n"
fkey 61 "[command]ifconfig sl0 up\n"
fkey 62 "[command]smtp kick\n"
fkey 63 "[command]nntp kick\n"
fkey 64 "[command]finger denr@post.demon.co.uk\n"
fkey 65 "[command]finger status@gate.demon.co.uk\n"
fkey 66 "[command]exit\n"
fkey 67 "[command]ppp sl0 lcp close\n"

fkey 84 "[command]ftp ftp.demon.co.uk\n"
fkey 85 "[command]ftp ftp.cnam.fr\n"
fkey 86 "[command]ftp micros.hensa.ac.uk\n"
fkey 87 "[command]ftp homepages.demon.co.uk\n"
#fkey 88 "[command]cd d:/www130/cab/html/denr\n" (HAVEN'T GOT THAT FAR!!)
#fkey 89 "[command]cd d:/oasis \n" (HAVEN'T GOT THAT FAR!!)
fkey 90 "[command]ls -CFa\n"

echo refuse

# Start the servers

start smtp
#start ftp
#start echo
start discard
start finger
#start telnet
start ttylink

#domain addserver [158.152.1.58]
#domain addserver [158.152.1.222]
```

```
domain suffix demon.co.uk
domain cache clean off
domain cache size 100
domain cache wait 300
domain trace on

icmp echo on
icmp trace off

#route add default sl0
route add default sl0 158.152.1.222 1

log \nos\spool\nos.log

#time min 10
#time max 3900

#time server 158.152.1.65
#time server ntp.demon.co.uk
#time auto on
#=============================================

My dialler protocol is "ppp mru=1500 delay=0\r"

=============================================

--
Denniss Riches
denr@denr.demon.co.uk
```

# 1013. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970116135218.18572H-100000@pallas.amp.uni-hannover.de>
Source record: 129945
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Mon, 13 Jan 1997, Bruno Kozlowski wrote:

> [followups directed to only the tech group]
>
> In article <HAMQCAUUUp@tos.ak.planet.gen.nz>
> mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-
>
> >In <Pine.A32.3.91.970103104923.22602E-100000@pallas.amp.uni-hannover.de>
> > Peter Rottengatter wrote:
> >
> >>Please do not do such things, it will always cause trouble to use
> >>non-existant, non-reserved IP addresses. One day they will be used, and a
> >>real mess will happen.
> [snip]
> >There are IP addresses reserved for use outside of the internet. If you use
> >these, you will not have any problems [...]
>
> I believe addresses like 192.168.0.1, 192.168.0.2 and upper are just
> reserved for this purpose, but I don't know if it's a class C or B, that's
> if 256 or 65536 addresses are reserved... I use only these 2 for my Falcon
> and STe network, if you have a more than 256 computers network, verify the
> addresses in the relevant RFC!

It's a class C network, 256 addresses.

> Such addresses are reserved for local area networks, and if the LAN is
> connected to the Internet, and by error a paquet goes out with such an
> address, it will not do any harm as it will not be routed...

The latter is something only you believe !

Two things :

a) If I remember right then the wording of the original message was such
that the author would use a randomly chosen address, not necessarily one
of those "free" addresses.

b) To all those people advocating use of the "free" addresses 10.a.b.c or
192.68.0.x : Are you aware of the fact that datagrams with those
addresses not only must not be routed to the open Internet, but Hosts
with such addresses should not even be *connected* to the Internet ?
Have you ever read RFC1627, labeled "Network 10 considered harmful" ?

Cheers Peter

---
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---

# 1014. Re: PARCP

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970116123724.7445H-100000@moose.erie.net>
Source record: 129946

On Mon, 13 Jan 1997, Mike De.Petris wrote:

> In uno strano messaggio del 13 Jan 97 mcguired@moose.erie.net (2:333/608.1)
> scrisse al povero All :

> m> Is the printer port cable used with PARCP the same as the LapLink
> m> cable used to connect laptop PC's to desktop PC's? Is there any risk
> m> of hardware damage using this cable to connect two ST's together? I'd
> m> also appreciate comments from anyone who has experience running PARCP on
> m> it's reliability.
>
> NO DON'T DO IT ! You need a stright cable with only BUSY and STROBE lines
> crossed ! That cable was used with STtrans from Atari.
>

Okay. How is the LapLink cable different? Does anyone know where
I can find the pinoiuts for it?

# 1015. Re: CD Drives For The Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bltfg$r7r@scanner.worldgate.com>
Source record: 129947

Ignotowski <mmcgow1@tiger.towson.edu> wrote:
>
>
>Hi, I own an Atari Falcon 030. I've pretty much only found been using it
>for a terminal the past few years now as I've been working on the PC
>platform more and more.
>
>I'm no longer up-to-date with what my Falcon can do and what's available
>for it anymore. I need some information from anyone who might be able to
>help me out.
>
>I'm planning on buying a writable CD ROM drive with a SCSI-2 interface.
>Now this would directly connect to the Falcon...correct?
>
>My intentions for the CD ROM drive is to make copies of my audio CDs. I
>DJ and I need to consolidate some of CDs by cutting out the songs I don't
>play. Is this possible on the Falcon? What software is out there that
>would allow me to do this? How much would the software run me?
>
>Any help would be greatly appreciated. I'd prefer E-mail responses if
>possible. Thanks,

Hi Mark,

See http://compdirect.com/soundpool for info on CD Recorder Pro v2
software.

All the best,
Chris @ Computer Direct

# 1016. Re: 4Mb Now game won't run??

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-1601971622430001@47.85.0.99>
Source record: 129948

In article <01bc0363$0e116d40$LocalHost@default>, "Mike Hopkins"
<mhop@snip.net> wrote:

> > Hi all,
> >
> > I upgraded my 1Mb 1040 STf to 4Mb and all works OK except the one game
> I'd keep
> > my ST for al time for !! :.-(
> >
>
> Was the TOS version upgraded as well?

I've experienced this problem also.

If the game is not auto booting, you can use one of the the memory setting
programs, like MEMSET.PRG. This will allow you to temporarily set the ST's
max memory back to 1 meg.

If the game is autobooting, there might be problems, but you should be
still able to load up MEMSET, then insert the game disk before selecting
the 1 meg option & allowing the ST to restart.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

# 1017. Re: 4Mb Now game won't run??

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: daniel.hagg@marine.combitech.se
Message-ID: <5bllfg$6ks@cndns.combitech.se>
Source record: 129949

In article <01bc0363$0e116d40$LocalHost@default>, mhop@snip.net ("Mike Hopkins") writes:
> > Hi all,
> >
> > I upgraded my 1Mb 1040 STf to 4Mb and all works OK except the one game
> I'd keep
> > my ST for al time for !! :.-(
> >
>
> Was the TOS version upgraded as well?
>

Sounds like the old "drawing below the screen" bug.
You can't do that (dawing below the screen) on 4Mb ST because the
screen memory is located in the highest available memory. And if you
draw below the screen you will end up writing outside the memory. That
is OK if you have less than 4Mb memory. But if you have 4Mb memory
the atari will hang. Beware!

/
/ Daniel

# 1018. Re: Oasis 2.10 problems revisited

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <60321223_000007_OASIS_NEWS@000007-hookup.net>
Source record: 129950

```
>m.EU.net!ping.be!Martin.Byttebier
>From: Martin.Byttebier@ping.be (Martin Byttebier)
>Newsgroups: comp.sys.atari.st
>Subject: Re: Oasis 2.10 problems revisited
>Date: Mon, 13 Jan 97 18:37:28 GMT
>Organization: EUnet Belgium, Leuven, Belgium
>Lines: 41
>Message-ID: <853180648_OASIS_@ping.be>
>Reply-To: Martin.Byttebier@ping.be
>NNTP-Posting-Host: 193.74.5.47
>Organisation: BPS
>X-Newsreader: OASIS Daily Net (Atari) v1.35E
>Xref: nic.ott.hookup.net comp.sys.atari.st:75085
>
> In article <5797207_000007_OASIS_NEWS@000007-hookup.net>
> martinr@hookup.net (Rick Martin) said:-
>
>
>>>I've had to throw out ZControl, though; I don't know about Thing or
>>>Freedom. Try it without each additional application in turn.
>
>I just tried it with all my acc's and auto.prg's (exept xcontrol and a
>few prg's needed for my grpahic card) disabled. Still the same. More,
>Trying to log on from within Oasis I get the message "ice.prg missing"
>or something like that. The tools.cfg shows me that the path for
>ice.prg is right. So why the hell can't Oasis find Ice.prg
>
I would verify that ALL the paths are set-up to yours as I did the
same before it worked properly.
>>>
>>>I find Oasis 2.1 is now very stable, where previously it didn't like
>>>the presence of STiK.ACC (not-enabled).
>>>
>>>Remember the story of Bruce's spider?
>>>
>>As you can see I'm also using Oasis 2.10 on a Falcon TOS 4.04 ! Some
>>of us are able to figure out how to use it . The one piece of advice I
>>can give to everyone is edit the TOOLS.CFG file in your System folder
>>as this is pointing to different drives . Now if only I could figure
>>out how to receive my mail . I sure would be a happy PUPPY .
>
>Are you using ppp? I guess not. From the beginning of Oasis 2 if have
>the BAD: PPP PACKET warning. That's about all I can do with Oasis 2.1.
>Oh sure I can read the converted mail and usenet messages with Oasis
```

>2.1. But, haven't I paid some good money just for offline reading?
>No sire. I would like to use it.
>Yes, some of use have more brains than others. But why make the
>programmer it so difficult?
>
I have used All 3 PPP's and the Slip protocols without any problems.We
still do get the message bad packet after it connects but that's where
it stops.When you say version 2.1 do you mean 2.10 ? They are
completly different versions. I agree that the program needs to be
made a lot simpler to install . I would only put a spot for your logon
and password,mail,news and IP address and Protocol . The program
should do the rest .
>__
>
> ************************************
> * On the seventh day He created Atari *
> ***** Martin.Byttebier@ping.be ********
> ***************************
>
>

--

---
**********
* martinr@hookup.net Falcon 030 85/IDE 1.6/GIG SCSI Powerup 2 *
* Ottawa , Ontario Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
**********
---

# 1019. Re: MagiC 4 WON'T install! PLEASE help!

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32DE859E.167EB0E7@doc.ic.ac.uk>
Source record: 129951

> >I just paid $100 for MagiC 4 so I could do head-to-head comparisons with
> >Geneva and Neodesk which I already own. I'm running a 14 meg Falcon with
> >X-Boot 3 as a boot manager so I can set up various boot sequences and choose
> >among them. Now I find that the MagiC install program breaks if I try and load
> >it from floppy disk. It always breaks after calling for the second disk. I
> >get the dialogue box asking for the second disk. I put the second disk in and
> >click on the "OK" button or press return - but nothing happens! I'm stuck at
> >the dialogue box unless I reboot!

I had this problem with a MagiC 4 upgrade. Are you, perchance,
using an ST with TOS 1.02? I was... and my brothers STE (1.62)
installs MagiC 4 perfectly. Mine only works if I start *A*
version of MagiC first - perhaps you should try and either:

a) get hold of an old version of MagiC.
b) run MiNT/FreeMiNT on your computer and try from there.

I couldn't decide exactly what was going wrong, but it worked
eventually. Persist - it's a very good OS; I just upgraded to
MagiC 5 (which in some ways I regret - the floppy disk access
just isn't as fast as in previous versions - but it does have
multithreading, virtual file systems etc..., and supports
more MiNT system calls than before).

--------------------------------------------------------------
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

# 1020. Editor for Speedo fonts?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: dipching@ping.be
Message-ID: <853445422_OASIS_@ping.be>
Source record: 129952

Does anyone know about an editor for speedo fonts ?
Could anyone explain how it is possible to get two characters one
above the other? (Actually when you type the second one, it appears
just above the first one, I saw that in a tibetan true type font).

--

---
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---

# 1021. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: atari@teleport.com
Message-ID: <5bm0pt$2do$4@nadine.teleport.com>
Source record: 129953
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

>JEDI wrote:
>
>
>> CPU level compatibility was promised.
>
>No it was not. But it's available anyway. Every hear of "SoftWindows"?

Softwindows is NOT CPU-level compatabilty - it's a software emulator.

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
-------------------ftp://ftp.teleport.com/users/atari----------------------

# 1022. FS[US]: Mega STE, Color, Mono, Spectre, MIDI software, etc.

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Dan Mowczan <dano@ic.net>
Message-ID: <01bc0358$b9b54000$f311a098@alekhine.ic.net>
Source record: 129954

Mega STE, TOS 2.05, 1.44Mb Floppy, 80MB HD, great condition. Includes keyboard, mouse, power cable, manual. Whatever happens to be on my HD.

SF354 SS external drive, like new

SM124 monochrome, no high voltage (parts special)

SC1224 Color, works very nicely.

Spectre GCR 3.0, with ROMs, with all original software.

KCS Omega

Dr. T's Copyist DTP

Oktal Multi 1.1

Boxes full of games.

Make offer on all or any of above. Feel free to ask questions. I'm located in Warren, MI and would like to sell the heavy stuff locally, but will ship if no local interest is generated.

-Dan

# 1023. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: JEDI
Message-ID: <5blfhe$gtj@lana.zippo.com>
Source record: 129955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bjo1c$2gb@lyra.csx.cam.ac.uk>, Adrian says...
>
>In comp.sys.atari.st Chris Krowchuk <chris@compdirect.com> wrote:
>
> > >>>Timothy A. Seufert wrote:
>
> > >>No, it's because the MacOS has one of the crappiest VM implementations
> > >>in the known universe.
> > >>
> > >>Still, if you are careful to keep the memory consumption of all your
> > >>programs beneath the size of total physical RAM in your machine, you
> > >>should not ever see a bad VM hit.
>
> > Virtual memory is not the real issue here that slows down MacOS and
> > makes extremely powerful hardware seem slow.
>
> > Virtual memory on any platform is obviously not as fast as real RAM.
>
>Virtual memory should not slow down the machine. I am running a Linux box
>and although I used to have 16MB of memory, I required much more to compile
>my programs - about another 16MB in fact. Without VM this wouldn't be
>possible. When I compiled, my hard disk thrashed itself to pieces, but at
>least things worked (albeit quite slowly).

You just contradicted yourself here.

Although Linux is quite a bit more intellegent about it's VM,
you will still take a performance hit if you depend upon it too
much; Linux developers admit as much. On the less robust systems,
this situation is magnified.

# 1024. Messed up GEM text-display

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26657_please@no.spam.mail.here>
Source record: 129956

From an upturned yacht,somewhere in the Southern Ocean, hallvart@sn.no wrote:

h> Has anyone here experienced the text window of an editor being messed
h> up sometimes?
h> This sometimes happens to me, especially after running a lot of
h> graphical programs (viewers, icon editors, painting programs etc.).
h> What happens is this:
[snip]
I get similar problems if I run Everest after another program has
bombed out. The text is misaligned and often in reverse video. Maybe
you're running something that's not too careful as to where it treads?
1 mb STe, TOS 1.62.

/|\llTheBest ... */Liam/*

*If life is but a dream where are the bicycling Elephants?
--

Send email replies to :Liam Collins@mettav.demon.co.uk (Liam Collins)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 1025. Programming ideas

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26654_please@no.spam.mail.here>
Source record: 129957

Hi Tom!

td> to 'go to school' periodically. To make this more interesting, one of
td> our instructors teaches a class in 'Programmable Logic Controllers'
td> (PLCs). These are programmable logic black boxes (usually with
td> 68000s, btw!) used for motor control and the like. During this class
td> I found that someone had done DOS software to program these
td> controllers, via a RS232 port. It didn't look too complex; maybe

I assume that all you have to do is send the binary file out of the serial
port to the programmer from a terminal program??

td> 3) I use STeno as an accessory, and send text to STalker without
td> saving it to disk. I would sure like to have the same facility with
td> PageSTream - an accessory (it wouldn't have to be STeno) text editor
td> to which I could type in text, and send blocks directly to
td> PageSTream. After all, Cardfile can 'send' things to PageSTream; why
td> not a text editor?

This is possible, take a look at extakey.acc, you can send a string (albeit
only a short one) from it to an open window in Pagestream.

Normally tho' the Atari clipboard would be used for this sort of thing,
although it does involve writing to disk of course.

td> Anybody have any interest? If not, maybe I'll have to learn to
td> program and do them myself, said the little red hen :)

(g)

Speak to 'ya later!

--

Send email replies to :Derryck Croker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 1026. Problems downloading ".TOS" files via WWW (Lynx)

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ddad1e32f778a@sn.no>
Source record: 129958

I just downloaded a couple of .TOS files from a web page, using Lynx, and when I tried to run/de-compress them nothing happened, so apparently there has been some problems with the downloading...

I seem to recall Lynx saying "text" while displaying the download format, which is ofcourse wrong for a binary file.
Is there anything I can do to set up Lynx to handle these files correctly, or does the person at the other end (the web page owner) have to change something (and what?- in case I contact that person with suggestions)?

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1027. Re: 4Mb Now game won't run??

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970116205225.1550.qmail@mail.ptd.net>
Source record: 129959

> Hi all,
>
> I upgraded my 1Mb 1040 STf to 4Mb and all works OK except the one game
> I'd keep my ST for al time for !! :.-(

Very few games have a problem running on anything more than 1Mb on a ST, because they were programmed to run "exactly" om 1Mb machines instead of more than 512K. Cybernetix and Monkey Island are prime examples.

There is a thing called MAKE1MB.PRG that will fool your 4Mb ST into being 1Mb and I use this for running Cybernetix. Should be on most FTP sites, but if you need it I'll send it toyou through e-mail. Hope this helps...

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or automatic.

# 1028. Re: Writing to Atari disks from a PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Spotty Dog <wjb101@york.ac.uk>
Message-ID: <Pine.SGI.3.95L.970116205148.1215C-100000@tower.york.ac.uk>
Source record: 129960

> More technical info on your question about swapping floppies between PC and
> ST :
>
> I used to read and write PC FDs on my ST and vice versa and it appeared
> that the only important difference between a 3DD (720kB) TOS disk and a
> 3DD MS-DOS disk is that the first 3 bytes of the boot sector are EB 3C 90
> for MS-DOS and something else for TOS.
>
> TOS doesn't care about what the first 3 bytes are so you can read PC disks
> on a ST. But MS-DOS requires the first 3 bytes to be EB 3C 90.

Following on, but with a twist: Is there a piece of software that will allow me to write ST disk images (such as the MSA type) on a PC. ie. Is there a version of the MSA software for PC's? The reason being that I've acquired an ST at University, but all my old ST stuff is back home.

William.
--
http://www.york.ac.uk/~wjb101/

# 1029. Re: _Never_, _never_ leave an ASCI-drive co

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: faehnle.3@osu.edu
Message-ID: <5bm6en$l4q@charm.magnus.acs.ohio-state.edu>
Source record: 129961

```
>>
>> _Never_, _never_ leave an ACSI-drive connected to the port with power
>> off! Pull the cable out! It causes errors.
>>
>
```

Yes, I did this and I was unable to format any floppy disks. I went and ordered a new floppy drive, only to find out later that everything worked fine as long as I left the ASCI drive turned on. This is with a TT with internal SCSI. I don't know about any other errors, but this was enough to convince me to leave the ASCI on at all times.

Matt Faehnle

## 1030. Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: paulsmith@enterprise.net
Message-ID: <32de9560.1710739@news.enterprise.net>
Source record: 129962

Does Anyone know of a BBS program for the Atari??

# 1031. Re: GPDS scanner drivers?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26655_please@no.spam.mail.here>
Source record: 129963

This message from newhoriz@huey.cadvision.com to All came in on a wing and a prayer...

Hi Keith!

n> Derryck ... the GDPS shareware program(s) are out there but basically
n> only support SCSI scanners as I recall.

OK, thanks.

Regards, Derryck

--

Send email replies to :Derryck Croker@mettav.demon.co.uk (Derryck Croker)

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 1032. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1601971248530001@metricom37.ucsc.edu>
Source record: 129964
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bjds0$sdc@scanner.worldgate.com>, Chris Krowchuk
<chris@compdirect.com> wrote:

>The real issue here is that disk based OS' like Win and Mac spend so
>much time accessing the hard drive for simple procedures that we take
>for granted with smaller RAM or ROM based OS' like TOS and the other
>replacement OS' available to Atari users.
>
>An example I use often, open a folder that contains many files such as
>a CD ROM and watch MacOS on a PPC slowly draw the contents of that
>window.

Yep. Solely because of the Finder's methods for getting the icons for the
files. The benefit of that approach is that every file can have its own
icon, and you never have to (as a user) assign icons to file types.

>Atari programmers on the other hand, do it for the love of the machine
>and enjoy the satisfaction of achieving great things from small code.

That's a bigoted attitude to take. You really think all non-Atari
programmers are corporate automatons? I can assure you that if you look,
there are plenty of lean&mean programs for any platform, written by people
who do enjoy the satisfaction of code bumming.

>Many Atari programmers work in machine assembly code, a corporate no-no
>in the Mac and PC market.

Assembly is hardly a "corporate no-no". There are tons of commercial
programs which use it.

Writing programs entirely in assembly is out, though. There's no purpose
in it, no matter what the assembly fanatics tell you. There are classic
rules of thumb for writing good code; one of them is that your program
will spend 90% of its CPU time in 10% of the code. Speeding up that 10%
with assembly is very desirable. The rest of the program? If you rewrite
it entirely in assembly you will achieve *very* little benefit.

--
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+

## 1033. ** Blowup 030 & SC1224?? HELP! **

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: quantum@sunlink.net
Message-ID: <5blmt7$4vp@mars.sunlink.net>
Source record: 129965

Hi! I was wondering if I used the software (or hardware) version of Blowup030 what kind of resolution would I be able to get with an Atari SC1224 Color monitor (or SC1435 which I'm thinking of getting)? Any help on this subject will be greatly appreciated.

Thanks in advance,
George W. Garner

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"I can picture every move that a man could make, getting lost in her love is your first mistake..."
-- Gordon Lightfoot, "Sundown", 1974
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 1034. Re: STiK/CAB error message new to me

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970116133352.18572F@pallas.amp.uni-hannover.de>
Source record: 129966

On 15 Jan 1997, Brian Roland wrote:

> Doug Kendall (dkendall@facstaff.wisc.edu) wrote:
> : Last evening while running CAB 1.5 on a STiK connection, I received the
> : following error message repeatedly while connecting to the WebCrawler
> : (http://webcrawler.com) search engine: "STiK-KRfree()/Memory corruption
> : detected". The message appeared every time my modem made a connection to
> : WebCrawler's server, but could be cleared with no apparent effect on
> : transmission. When I moved on to other sites, I no longer got these
> : messages.
> :
>
> I've also encountered this on a Falcon 030 (030 compiled 1.5 and Stik
> 1.2). I'm experimenting with increaseing STik's memeory size in the
> config file. If it seems to work I'll post here what I did.

You should rather report this to Dan Ackerman, as it is obviously a bug
in CAB.OVL !!!

Cheers Peter

---
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---

# 1035. Re: 4Mb Now game won't run??

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <5bm9eh$pal@darla.visi.com>
Source record: 129967

> "Mike Hopkins" <mhop@snip.net> writes:
> > Hi all,
> >
> > I upgraded my 1Mb 1040 STf to 4Mb and all works OK except the one game
> I'd keep
> > my ST for al time for !! :.-(
> >
>
> Was the TOS version upgraded as well?
>
>
>>>>
To the original poster: I've run into this problem a very long time ago
and my son figured it out. Create a large RAMDisk, about 3 Megs and then
Load the game. I wish I culd remember what game it was but I'm not a
game player and my son no longer lives with me.

Rich Mier

# 1036. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <5bmabh$h7f@lira.i-way.co.uk>
Source record: 129968
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) mumbled indistinctly:

>In article <5b662b$44@lyra.csx.cam.ac.uk>, Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
writes:

>> You *do* know that Apple have announced that they are not going to adopt
>> BeOS which is apparently very well thought out and fast (as any new OS
>> should be). Instead they are going to use NeXT which is based on Unix. At
>> least you might get a stable OS now. Linux is cool - quick, stable and well
>> supported.

I heard that Apple have bought the NeXT OS for $400million. Steve Jobs
must be rolling around in fits.....

Craig.

# 1037. Re: Anyone still playing?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: Murray Piper <mpiper@ozemail.com.au>
Message-ID: <32DCFA60.4E0F@ozemail.com.au>
Source record: 130015

glen varley wrote:
>
> Does anyone still play st games? If so,what do you play?

Hi Glen,

Well, the old STe has been put out to pasture until I can afford to have it repaired - when it died in January last year I was forced to migrate to (okay, okay) PC to keep up with advances in Steinberg's Cubase Score MIDI and Audio Recording software.

At the time of it's death, R-Type and Afterburner were the favourite Atari games for both myself and my girlfriend's brother. Many happy hours have been spend on wet weekend afternoons, munching on cornchips and salsa, and blasting one another to bits in Afterburner to calls of "Cruise, Cruise!" (as in Tom Cruise in the movie Top Gun)!

I also have a fondness for a quirky German-language shareware version of Solitaire which I bought for the STe.

When I resurrect the ol' dear, I will press it back into service as a MIDI data filer. Interestingly, for all the PC software bits around, I still can't find a PC routine to save MIDI System Exclusive dumps as effectively as the one I have for the Atari! (Didn't I read on this 'group a few weeks back, trivia to the effect that Atari translates to "winner" in the Japanese?) *Atari wins again!*

Cheers,
Murray.

PS: I'd like to congratulate all contributors to this 'group on their healthy and thriving little community. If I'd have known such support and resources were available to ST lovers, I'd have gotten on the 'Net much sooner than I did...

# 1038. How Fast is your Falcon SCSI?

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5bk3rd$6k2@news.Hawaii.Edu>
Source record: 130016
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings,

As I am experiencing disappointment with the performance of my new
A/V SCSI drive, I was wondering what kinds of data transfer rates others
of you are getting as indicated by ICD RATEHD.

My drives perform as follows:

Quantum 540meg SCSI drive 1700k/sec
Seagate 1.2gig IDE drive 1900k/sec
Seagate 4gig SCSI Wide drive 1400k/sec (Eeek!)

Specs say the Seagate 4gig will do 20meg/sec, I estimated 5-10meg/sec in
that I'm not connected to the Wide data lines. 1.4meg/sec I just can't
understand.

Any ideas regarding the maximum data transfer rate that the Falcon SCSI-II
port can handle?

---
Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing
---

# 1039. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ddad1232ee542@sn.no>
Source record: 130017

On Wed 15-01-97 11:18, Thomas R. Mccartney (tmccartn@freenet.calgary.ab.ca) wrote:

>
>The absolute best terminal program for VT-100 emuLation has to be connect.
>It is faster and gives better results than any comparible program on my
>PC. (at least shareware - I will confess that PC anywhere does a prity
>decent VT-100). It is _not_ really hard to set up. But is powerfull
>enough to give pretty good results.

I second that! I've been using Connect for a few years now and I certainly
have no intention of going over to another terminal emulator.

It's got loads of useful and handy functions (the online counter to name a
few, which in addition to showing online time also shows you how much money
you've spent online and when the current phone unit is about to elapse!).
Actually I haven't seen any terminal emulator on any platform that can
compete with it.
As for being hard to set up- I had problems with it in the beginning, but
that was because I had just about no knowledge about modems and telecom
software to start with. But I did get a lot of help from this newsgroup, so
once you get the program set up properly it's not too hard to get used to.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1040. Re: Wanted: Editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-16 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ddad1232ef1e3@sn.no>
Source record: 130018

On Wed 15-01-97 20:45, leslieh@valis (leslieh@valis.worldgate.com) wrote:

>
> Easy. Get Edith (Editress) from ZFC's web site. This is one kicking
>editor, in english, works in 1280x960 (the largest I use), open as many files
>as you can have windows, the GEM interface for it isn't exactly GEM, but I
>use it with MagiC 5.03 with no other irritation other than the fact that the
>desktop icons are hidden, handles files as large as your free memory, is no
>longer commercial, but is freeware (you can only get it from his site though)
>In addition, there are too many features to believe. Easy to use too.

And the URL for ZFC's site is:

http://www.nl.net/~zfc/index.html

(can't remember the complete path though, but it should be easy to find)

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1041. Re: Find File program?

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5bnf89$a09c_008@news.ti.com>
Source record: 129819

>> Is there a "find file" program similar to that on a Mac for the ST which
>> will search mounted volumes for the selected file, show you the path to

TOS 2.06 and above does provide a search function which locates files of highlighted partition. It will open a window highlighting the file found and ask if you want to continue to search for another.

If you're using < TOS 2.06, then I suggest you try to find a find file utility from the FTP sites. There are several including Jet Find and Fsearch. Fsearch not only finds files but also does grep.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 1042. Re: How Fast is your Falcon SCSI?

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32DF2C37.588@bruker.de>
Source record: 129820
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thomas Binder wrote:

> As far as I know, it's not the limit of the SCSI bus itself, but of the DMA chip Atari has built into the Falcon. Is that correct?

Yes, it is. The SCSI transfer speed of TT and Falcon is limited by their
DMA chip. Their seems no way to lift this limit by additional hardware.

--
----------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 1043. Re: Defragment HD? Virus Software for HD?

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: dest@freenet.edmonton.ab.ca
Message-ID: <5bmsgp$9g6$1@news.sas.ab.ca>
Source record: 129821

Mykle (mykle@con2.com) wrote:
: Is there defragmenting software and virus software for Atari hard
: drives?

DEFRAG: Diamond Edge (Oregon Research) or Hard Disk Sentry (chro_MAGIC).
Both are commercial programs.
VIRUS: Ultimate Virus Killer (Oregon Research/Richard Karsmakers). Also
commercial.

# 1044. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: none-set <76031.1247@CompuServe.COM>
Message-ID: <5bmthi$l7b$1@mhafn.production.compuserve.com>
Source record: 129822

Back when Arsenio Hall had his show, Star Parodi had a Stacy 4. It was sometimes visible.

Rich

# 1045. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32DF6D14.41C67EA6@etlxdmx.ericsson.se>
Source record: 129823

Alastair J. Houghton wrote:
>
> thing... I already know of various programs that think that
> the year 2000 is a leap year (blatantly untrue), and I

Uhum, excuse me but a century year that is divisible by 400 is leap year. 2000 / 400 = 5. Last year was a leap year. 1996 + 4 = 2000. The year 2000 is a leap year.

Regards
Martyn

# 1046. Re: STiK/CAB error message new to me

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5bms2l$oa8@news.cybernews.net>
Source record: 129824

Brian wrote:
>Doug Kendall (dkendall@facstaff.wisc.edu) wrote:
>: Roy (et.al.),
>:
>: Have you gotten the "STiK-KRfree()/Memory corruption detected" message
>: only when using WebCrawler in CAB, as I have? Or do you experience it
>: elsewhere, too?
>
>I'm not sure where it came from exactly...one place it kept poppoing up
>was on a page called Midi Farm (don't remember the url address). Most of
>the images only came up as empty borders with this page...could it be
>Progressive Jpegs or something? I didn't have time to dig in my cache
>to see what kind of files these were supposed to be.
>
>: If it's only in WebCrawler, then maybe we need to move the discussion to
>: the "problem web pages for CAB" thread. Maybe they've recently rewritten
>: their site in some odd way?

I get it with one of my providers consistently (Why net). I guess it
could be that certain TCP/IP messages that may not be supported
by STiK.

Mike White (michael@fastlane.net)

# 1047. Re: Find File program?

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5bmsck$oa8@news.cybernews.net>
Source record: 129825

K.Brooks wrote:
>Mykle wrote:
>>
>> Hi,
>>
>> Is there a "find file" program similar to that on a Mac for the ST which
>> will search mounted volumes for the selected file, show you the path to
>> the file and/or allow you to run (access) the file from there.
>> Navigating and searching multiple mounted volumes get tedious.
>
>What desktop are yo using? If MagiC/Ease you can do this from the
>desktop by selecting the drive icons you want searched, go under the
>File menu and select the 'Find' option, type in the file mask you want
>and let it go to it! You will be shown windows for all occurrences of
>the mask.
>
>If OTOH you're using the standard old TOS desktop, get the shareware
>file selector 'Selectric' and use its very nice FIND function to search
>for the file mask you specify.

Actually, the later TOSes (2.?) have a find function in their desktop
menu.

Mike White (michael@fastlane.net)

# 1048. FS: Turbo 16 Accelerator for Atari:

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970117042302145 98@ip-pdx01-09.teleport.com>
Source record: 129826
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,maus.sys.atari.talk,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth

FS: Turbo 16 Accelerator for Atari:
16 Mhz 68000 Accelerator made by Fast Technologies. For Atari 520/1040/Mega.
Brand New Sealed in Original Box with instructions for installation. I have one of these on my Mega, and it really speeds things up.
Sell for $35 plus postage.

email to: zplanet@aol.com

Norm
Portland, OR

## 1049. Where to get Naksha hand scanner driver software?

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26719_please@no.spam.mail.here>
Source record: 129827

*Hi Mario*, on 16 Jan 97 you wrote: ...respect, brethren

m>
m> We have obtained a Naksha hand scanner with ROM-port interface for
m> Atari ST and compatibles, but no software was supplied.
m>
m> Does anyone know what Atari/TOS software is suitable for this scanner
m> and where such software can be obtained?

The original progs I got were XP_IT_HI.PRG and XP_IT_LO.ORG - both of them
particularly horrible bits of work tbh, but they got an IMG scanned for
tidying up in something (anything) better.

I don't know the legitimacy of this, but I could UUE it to you if you like.
Copyright or not, it's useless for any other purpose.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 1050. Re: Oasis v2.1

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <853474672_OASIS_NEWS@76-hookup.net>
Source record: 129828

```
>nr.demon.co.uk!denr
>From: denr@denr.demon.co.uk (Denniss Riches)
>Newsgroups: comp.sys.atari.st
>Subject: Oasis v2.1
>Date: Wed, 15 Jan 97 07:27:58 GMT
>Organization: Beyond Bedlam
>Lines: 19
>Message-ID: <970115Z072758.299denr@denr.demon.co.uk>
>Reply-To: denr@denr.demon.co.uk
>NNTP-Posting-Host: denr.demon.co.uk
>X-NNTP-Posting-Host: denr.demon.co.uk
>X-Newsreader: Demon Internet Simple News (Atari) v1.28
>Xref: nic.ott.hookup.net comp.sys.atari.st:75228
>
>I am new to Internet etc
>
>I have an Atari 1040STFM with 4mb Ram and 350 mb Hard Disk
>
>Should I be able to run Oasis on it without hanging on exit etc.
>
>Should file TOOLS.CFG come with download, or does Oasis create it, or do
>I create it!
>
>Where OH! where may I download Oasis v2.1 from?
>
>ftp.demon.co.uk hasn't got it and ftp.cnam.fr has only a partial TOS file.
>
>I haven't yet mastered the WEB!
>
>This 53yr old would be dog paddler would appreciate any help, advice etc going.

You can get it at ftp.demon.co.uk in the directory /pub/atari/oasis !
It's version 2.10 and you should have no problems running it with 4
megs on your 1040 STFM . The Tools file comes with the program but you
better take a look at it to make sure it's pointing to the right
programs and drives you have them in . Goodluck !

--

------------------------------------------------------------------------
*********************************************************************
* martinr@hookup.net Falcon 030 85/IDE 1.6/GIG SCSI Powerup 2 *
* Ottawa , Ontario Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
*********************************************************************
```

---

# 1051. Re: FS: ST Hardware and Software

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: fLUX@thing.net
Message-ID: <fLUX-1701970828380001@sl4.thing.net>
Source record: 129829

In article <01bc0286$a35a2b40$66d082cd@j-young>, "Jeffrey Young"
<j-young@msys.net> wrote:

> Hi, I have the following items for sale.

> $20 The Link - Daisy chain and use SCSCI devices. Includes disk.
> $5 Mouse - Golden Image microswitch mouse.

Hello Jeffrey

the mouse on my 2nd ST barely works (maybe my cat chewed on it?) , so I
could really use your mouse. The Link as well, so how do you want to do
this.

C.O.D. ?
check ?

Frank Rothkamm
157 Ainslie ST
Brooklyn, NY 11211

(718) 599-9377

Frank Rothkamm
fLUX@thing.net
http://www.thing.net/~flux/

# 1052. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HARLCDWIUp@tos.ak.planet.gen.nz>
Source record: 129830
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <Pine.A32.3.91.970116135218.18572H-100000@pallas.amp.uni-hannover.de> Peter Rottengatter wrote :

>a) If I remember right then the wording of the original message was such
> that the author would use a randomly chosen address, not necessarily one
> of those "free" addresses.

I beleive the word I used was "unused" or something of that nature. Either way, what I was meaning was one of the addresses reserved for use outside of the Internet.

>b) To all those people advocating use of the "free" addresses 10.a.b.c or
> 192.68.0.x : Are you aware of the fact that datagrams with those
> addresses not only must not be routed to the open Internet, but Hosts
> with such addresses should not even be *connected* to the Internet ?
> Have you ever read RFC1627, labeled "Network 10 considered harmful" ?

Oh. Something made me think that the machine could be connected to the internet as long as it did not use the internet with that address. E.g., if I set my computer to 10.1.2.3 and plug it into the internet, but don't actually send any packets with it, how can it harm anything?

Either way, it seems that you are right in saying that the machine may not even be connected to the internet. In that case, it would be necessary to obtain two IP addresses, one for the machine you actually want to use, and one for the intermediate machine (in answer to the original query which started this thread).

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 1053. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5bn42k$a09c_006@news.ti.com>
Source record: 129831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bjds2$sdd@scanner.worldgate.com>, Chris Krowchuk
<chris@compdirect.com> wrote:
>
>The real issue here is that disk based OS' like Win and Mac spend so
>much time accessing the hard drive for simple procedures that we take
>for granted with smaller RAM or ROM based OS' like TOS and the other
>replacement OS' available to Atari users.
>
>An example I use often, open a folder that contains many files such as
>a CD ROM and watch MacOS on a PPC slowly draw the contents of that
>window.
>

On my 100MHz Pentium, opening a folder in the explorer (WinNT4) takes several seconds as the OS needs to open every application to retrieve the icons for that file. If I smaller icon, it's faster as the rendering is faster. On my Falc, it's faster as it don't have to open every application to read the icon.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 1054. Re: NEWSIE and PPPKIT (english)

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5bo65a$qoq@nnrp1.news.primenet.com>
Source record: 129832

On 14 Jan 1997 08:16:14, Joyeux Pierre-Yves wrote:
>do you know how to use NEWSIE with PPPkit ? it seems to be possible
>(article of french ST magazine of January 1997) but i can't, NEWSIE
>seems to need STIK ...
>
From your email on Jan 17, you seem to indicate that NEWSie does work
with PPPkit (and STik and GlueSTik).

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

## 1055. Can someone tell me what an Atari Falcon is?

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Ron Tavalin <rtav@primary.net>
Message-ID: <01bc049c$15347560$65bff2cd@rtav>
Source record: 129833

Hi!

I am an old Atari aficionado from the old 8-bit days (still think that old hardware had style!) I have been 'out of the loop' for several years, and have been reading here on the newsgroup about an Atari Falcon? What is it, and what OS does it run? Is it portable, or expandable? Any information would be greatly appreciated, as I feel that Atari have always made a great product.

Thank you!

Ron Tavalin

# 1056. Mutlisync Monitors on ST's

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970117140444.4508B-100000@moose.erie.net>
Source record: 129834

Is there any one out there who claims to be an expert on Atari ST
video output?

I have a Loop multisync monitor which I bought from a friend to
use on my ST. He used it on his ST for a number of years with a
mono/color switchbox which he bought with the monitor. So whether it will
work with an ST is not at question. When I bought it from him he was
using it daily on his STe and he also connected it up to a 520 ST. It
worked fine in both color and mono on both of his computers.

When I got it home, it wouldn't work on my Mega STe! So, I tried
it on a 1040 ST, and a 1040 STe and it won't get a picture in either color
or mono! I presume that this is because it is not syncing since the
screen stays black. I checked all connections and disassembled the cable
to look for faults. No problems. I took the monitor back to his house
and it worked fine on his computers again!

Is there something in the Atari video circuitry that can explain
this or am I just cursed???!!!

On 15 Jan 1997, Theodore L Hopman wrote:

> Any multisync monitor that can sync down to frequencies of ~15 kHz should
> work. Of course, many modern multisyncs will no longer do that. You will
> need an adaptor for the STe's monitor port, which shouldn't be too hard
> to obtain or make.

# 1057. Re: How Fast is your Falcon SCSI?

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bog6j$4q3@ornews.intel.com>
Source record: 129835
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.BSI.3.95.970116170545.11642B-100000@usr03.primenet.com>,
Katherine L Ellis <kellis@primenet.com> wrote:
>Newsgroups: comp.sys.atari.st,comp.sys.atari.st.tech

(Followups directed)

>hmm from what I saw RATEHD is not teh prog to test the speed your
>drives.. Here it is totally inaccurate..
>For a JAZ it says 850kb/sec!!!!
>When my old scsi1 340 meg do 1000kb/sec in ratehd..
>And the JAZ can do up ( min 3.4 meg/sec- max 6.5meg/sec)
>If I use Howfast the results are totally different..

Where can we find HOWFAST, Katherine?

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 1058. Re: SALUDOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: drojo@marlin.utmb.edu
Message-ID: <5bom33$1sk@atlantis.utmb.edu>
Source record: 129836

Rodolfo Carlos Burlando Makthon (inbosa@net.cosapidata.com.pe) wrote:
: EXISTE ALGUN PERSONAJE QUE SE COMUNIQUE EN CASTELLANO.

Yes! digo... si!, en que te puedo ayudar?

saludos!,

Daniel.

---
Daniel Rojo daniel.rojo@utmb.edu
University of Texas Medical Branch, Galveston
---

# 1059. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5bom41$ad5@einstein.ebicom.net>
Source record: 129837

: >I've been looking for a while for a good PD/shareware terminal program that
: >will do full VT100 or higher. I've tried a number of programs which do
: >ANSI, rather that a true VT100, and display wierd codes, jumbling up the
: >screen. I've fornd two programs which seem to work, each with it's own
: >problems:

Give CoNnect a try...
It's around 60DM to register, and worth every penny...
The Demo version isn't very crippled so you can definately get
a good idea of how great this terminal is! I'm pretty sure you'll
need at least a 1meg machine to run this (could be wrong, does it work in
512k?). Comes in several languages including English.
Everything runs inside windows which is GREAT if you multi-task...supports
loads of terminals and protocols, supports all known serial ports (with
HSMODEM drivers installed). Runs in ST medium and higher resolutions
...voice mail...and much, much more.

Can be found at most atari ftp sites...one from the top of my head...
ftp://ftp.toad.net/umich/etc...
(this is a mirror of atari.archive.umich.edu)

Brian

## 1060. Where can I get...

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Richard Wegner <richardw@dmapub.dma.org>
Message-ID: <Pine.SV4.3.91.970117141932.1719A-100000@dmapub.dma.org>
Source record: 129838

Does ANYONE know where I can get the blue prints (schematics(sp?)) for the Atari SLM804 Lazer Printer...I have one and I really need them.

REASON: I have an Atari 1040STe with a 100 meg hard drive and a CD Rom Drive unit attached. The dma cable is attached to the interface for the SLM804, which is in turn plugged into the printer and then the other part goes to the hard drive then the CD Rom drive. The hard drive and the CD Rom drive work perfectly well, but my SLM804 doesn't work. The light indicator on the printer is still a red circle. I don't understand what happened, because it used to work perfectly fine. All I do know is that it worked until my dad opened it up and looked and found out that it still had toner and a drum in it. Now it won't work. My dad is one who does know how to fix computers (he does it for a living) so it shouldn't be too difficult. ANY HELP WOULD BE MUCH APPRECIATED! Please respond ASAP! I would like to use my printer sometime...Also, if possible, I would like a person in the USA to help out or someone who knows someone here in the USA that could help out because of overseas shipping.

Thanks and send any replies to my e-mail address.

---
Richard Wegner - Dayton Microcomputer Association - richardw@dma.org

http://members.aol.com/PenneyGuy/richard1.html
---

# 1061. Re: NEWSIE & PPPkit

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970117210409.2333C-100000@pallas.amp.uni-hannover.de>
Source record: 129839

On Fri, 17 Jan 1997, Mario Becroft wrote:

> >No way, I'd say. I'd guess the PPPkit uses it's own proprietary=20
> >programming interface, while Newsie uses the STiK interface. If you can't=
> >=20
> >have plain, uncompressed slip from your ISP, you must go for MiNTnet and=20
> >use GlueSTiK, right now that's the only way to use Newsie on a PPP=20
> >connection.
>
> Actually, PPP-Kit _is_ MiNTNet, but in an easy to install and use package.

Ah, didn't know, that's why I guessed. In that case the guy only needs
GlueSTiK.

Cheers Peter

---
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---

# 1062. Newbie needs help getting started!

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Message-ID: <32DFDFE5.41C67EA6@ena-east.ericsson.se>
Source record: 129840

Hello,

I'm very new to TOS and never had an ST to learn about it and GEM, ACCs, control pannels, .APP files and .TOS files etc.

I now have a Falcon 030/14M RAM, 85M IDE, and two 420M SCSI-I drives with NO MANUAL!

I have checked out the Net and I can't find anything that would give a newbie like me an intro to ST, Falcon, TT or anything (ex: file systems, how to boot from floppy, change from 16Mhz to 8Mhz etc.) I started out with the 600 & 800XL 15 years ago but I never got a 16 bit machine.

I have read the FAQs and they don't address the above areas. I know where to get all of the
files but don't know what I need!

I have the following questions:

If I hose something up, how would I go about re-formatting/partitioning my hard disk? The reason I ask this is because I am interested in getting mint, linux 68k, or MultiTOS.

If I go with Linux can I dual boot? Can I start up Linux at will and still be able to run TOS apps?

Do I have to make a boot disk for TOS in case I crash my HD. I don't even know how to boot from a floppy! :-(

What is the best way to backup the files on my Falcon? Do I need to get a Jaz drive or would a SCSI tape be better? What ever I get I will want to use it to backup my Falcon & Wintel brick.

Thank you for the information. I plan to do great and wonderful things with my Falcon as soon as I figure out how to do some things with it. I love this machine, I wish I would have gotten one sooner!

Brian
--
,-----------------------------------------------------------.
| ERICSSON /// |
| |
| Brian T. Hutchinson |
| Software Engineer |
| Private Radio Systems |
| |
| Ericsson Inc. Telephone: (804)948-6442 |
| Mountain View Road, Room 2630 FAX: (804)948-6340 |

```
| Lynchburg, VA 24502 hutch@ena-east.ericsson.se |
| |
`-----------------------------------------------------------------'
```

# 1063. What's the best HW upgrade for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Message-ID: <32DFE1F3.167EB0E7@ena-east.ericsson.se>
Source record: 129841

I've seen a few messages on the news group about BlowUP FX,
Afterburnner 040 and a Nemisis or something like that.

What is the best upgrade for the Falcon? I'd like to get or
be directed to some information so I can check these upgrades
out.

I would also like to hear from anyone who has these upgrades
to evaluate personal testimony regarding speed, price, and
compatibility.

I want to get a 882 FPU so I can run Linux (I know about the
kernel with emulation) faster but I don't want to spend
50 or 60 bux on it when the upgrade I'm interested will
probably have one anyway.

Please post to this news group so others can get the info
too (you can cc me if you want I don't mind)

Thanks again for the help. This group is Great!

Brian

--
,----------------------------------------------------------------.
| ERICSSON /// |
| |
| Brian T. Hutchinson |
| Software Engineer |
| Private Radio Systems |
| |
| Ericsson Inc. Telephone: (804)948-6442 |
| Mountain View Road, Room 2630 FAX: (804)948-6340 |
| Lynchburg, VA 24502 hutch@ena-east.ericsson.se |
| |
`----------------------------------------------------------------'

# 1064. SALUDOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Rodolfo Carlos Burlando Makthon <inbosa@net.cosapidata.com.pe>
Message-ID: <32DF6DDD.713@net.cosapidata.com.pe>
Source record: 129842

EXISTE ALGUN PERSONAJE QUE SE COMUNIQUE EN CASTELLANO.

# 1065. Re: NEWSIE & PPPkit

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HARLCDWMUp@tos.ak.planet.gen.nz>
Source record: 129843

In <Pine.A32.3.91.970116132844.18572E-100000-100000@pallas.amp.uni-hannover.de> Peter Rottengatter wrote :

>No way, I'd say. I'd guess the PPPkit uses it's own proprietary=20
>programming interface, while Newsie uses the STiK interface. If you can't=
>=20
>have plain, uncompressed slip from your ISP, you must go for MiNTnet and=20
>use GlueSTiK, right now that's the only way to use Newsie on a PPP=20
>connection.

Actually, PPP-Kit _is_ MiNTNet, but in an easy to install and use package.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 1066. Re: Find File program?

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HARLCDWOUp@tos.ak.planet.gen.nz>
Source record: 129844
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

In <32DD890B.6CB@con2.com> Mykle wrote :

>Is there a "find file" program similar to that on a Mac for the ST which
>will search mounted volumes for the selected file, show you the path to
>the file and/or allow you to run (access) the file from there.
>Navigating and searching multiple mounted volumes get tedious.

Several such programs exist, I believe Parafin is a popular one.

In order to launch programs from it, however, you will need an AV-Server.
I recommend Thing.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 1067. Protext - where to obtain

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HARPDGUQUp@tos.ak.planet.gen.nz>
Source record: 129845

It was mentioned in Atari Computing magazine issue 2 in the Papyrus article
that Protext is still being developed.

A club member would like to know where this softare can currently be
obtained, and who is continuing development.

Any help on the above questions would be much appreciated.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 1068. Falcon IDE partition curruption

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: dbeards@f1.net.au
Message-ID: <5boqs8$d7v@zonk.geko.net.au>
Source record: 129846

Hi All,
After recently suffering a partition crash on my internal Falcon IDe
drive, I ordered Diamond Edge 2 to fix it. However it won't even
recognise the drive, with the message 'unrecognisable' boot sector'.
I've given up hope of repairing the data, I just want to be able to
use the partition again. I use HD Driver v6.
Any help?
Thanks,
Dave B.

# 1069. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: c-gle@ceslab01
Message-ID: <5bp26l$2ri@news.cc.utah.edu>
Source record: 129847
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

William Fisher (blackat@direct.ca) wrote:
: > On Tuesday, July 30, 1996, Atari Corporation [died]

: So if July 30,1996 is when Atari officialy died when was it 'born'??

Some time in 1972, I believe.

Oh, incidentally, Don's article (Did Anyone Say Goodbye?) appeared a couple of months ago in Next Generation, a video games oriented magazine. The month before or after they also ran an article on the history of Atari, whether the idea for Pong was stolen from Magnavox, etc. This month's issue has a section on myths/truths about classic video games. Well worth checking out...

# 1070. LZH decompression problems. Help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32E02056.6792@con2.com>
Source record: 129848
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

Hello all,

I'm sitting on a load of lzh files that i can't seem to decompress. I have LZH201L.TTP and ARCSHELL but I'M stuck. Sometimes I get cryptic error messages (sorry, I didn't write them down) about the archives not existing. I'm sure of the path and procedure so I'm perplexed.

All i really want is a down and dirty little utility that will decompress these lzh files. Please help me!

Thanks in advance

Mykle

# 1071. Re: Falcon IDE partition curruption

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bp7mu$it5@ornews.intel.com>
Source record: 129849

In article <5boqs8$d7v@zonk.geko.net.au>, dbeards@f1.net.au (Dave B) wrote:

>After recently suffering a partition crash on my internal Falcon IDe
>drive, I ordered Diamond Edge 2 to fix it. However it won't even
>recognise the drive, with the message 'unrecognisable' boot sector'.
>I've given up hope of repairing the data, I just want to be able to
>use the partition again. I use HD Driver v6.
>Any help?

I could be wrong (it's happened before with embarrassing frequency!), but I
beleive you must use Diamond Edge 3 or later to do anything with an IDE
drive.

However, if you have given up on the data, why not use HD Driver to simply
repartition the drive?

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 1072. STReport #13.03

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <xbDWtt2.dpj@delphi.com>
Source record: 129850

```
01/17/97 STR 1303 The Original Independent OnLine Magazine!

- CPU Industry Report - PageMaker 6.5 Overview - MS Office 97
- Toshiba DigiCam - 120m 1Q Apple Loss - Hal's B'day
- Exabyte 10gb Tape BU - NYS KILLS Net Tax - USR x2 NEWS
- HTML 3.2 OK'd - People Talking - Classics & Gaming

INTERNET DEADBEATS
NETSCAPE STOCK TAKES A DIVE
AOL SUED OVER POOR SERVICE!

___ ___
/ \----/ \ Dana P. Jacobson - Atari Editor - STReport
|-----| |-----| STReport International Online Magazine
/\_0_/ \_0_/\ The Original * Independent * Online Magazine
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\ \ | | | | / / Mail subscription: dpj@delphi.com
ww ooooo----ooooo ww STReport's WEB Site
http://www.streport.com
```

# 1073. Re: Atari World's Timeworks 2

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32E03490.341@huey.cadvision.com>
Source record: 129851

Leon....

How much RAM are you using Leon? I have a TT with 36megs of RAM and generally have 50 fonts loaded all the time. It doesn't "moan" for me and I can add fonts on the fly as I need them. Talk about quick, with NVDI 4 and Magic 5, it flies!!! Papyrus 4 also loads and prints colour JPeg, TIF, TGA and GIF files too. I like it a bunch! I have to admit I limit the fonts on my Mega 2 and my Stacy 4 because I have to drive the SLM605 but Papyrus is very good even there!

Hey Augeus - by the used Papyrus - you'll like it too!

Keith Brooks

# 1074. Re: TT/MSTe LAN port (was Re: Atari used in skiing resort! (Switzerland))

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970117230324.20065C-100000@moose.erie.net>
Source record: 129852

I have tried two networking programs to connect my TT and Mega STe
through the LAN ports. One was Duet. It didn't work at all, but I have
used it successfully though the MIDI ports. I don't recall the other
program, but it didn't work either.

Dumb question: Why is connecting through the LAN port so
difficult? It's basically just another serial port, isn't it?

I've used LittleNet and MediumNet for years without problems
through the MIDI ports. I use it primarily for porting files from the BBS
computer to my personal system. It would be nice if I could take
advantage of the speed of the LAN port.

On Mon, 13 Jan 1997, Rich Tietjens wrote:

> In article <32d8d6f4693f30@sn.no>, pmonstad@sn.no (Paal Monstad) wrote:
> >
> >Both the Mega STE and the TT have LAN connectors.
>
> Which reminds me... Has anyone gotten the LAN to work under singleTOS?
> If so, how? What software did you use?
>
>
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>
>

# 1075. Re: HELP!! Link Virus?

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.011797.180010.48@wxs6-1.worldaccess.nl>
Source record: 129853

> RK>CD that is known to *work*, wouldn't they? CARPDIEM.PRG does not work,
> RK>except for infecting your system.
>
> O.K. I found the virus on the CD and gave my two virus-scanners a try.
> But what happens? Poison 2.32 doesn't recognize it and Virendetector 3.1m
> tells me that the program must be packed with cruncher.ttp but that is
> not true because cruncher.ttp is unable to depack the file. Where the
> hell can I find a tool to depack this carpe diem thing to put it to my
> collection of viruses? Stop, not what you think. I am collecting viruses
> on the ATARI to see whether my anti-virus-programs are worth the money or
> not :-)
OK, this sounds terribly arrogant, but both those virus killers you're using
are ancient. I am not saying that my Ultimate Virus Killer is better, but fact
is that you should only use a virus killer program that is no older than about
6 months (and preferably even no older than 3). Volker "Virendetektor" Soehnitz
seems to have given up on supporting the program a long time ago (the version
you have is from March 1993), and Poison, well, I haven't heard something from
Bernhard Artz either, for a long time (and the version you're using is from
September 1994).
You will find UVK 6.9 (and up) coping with these latest viruses. The Carpe Diem
thing, by the way, is not packed at all. It is a virus header followed by a
compressed version of what appears to be a 98 Kb "Dentro" (a demo for Falcon).
This dentro does not work and was only tagged on to make the file larger and
the claim of it being a "Falcon enhanced game" more credible.
>
--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\------------------------------------------------------------/

# 1076. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5botgk$avn@scanner.worldgate.com>
Source record: 129854
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>Perhaps I read too much into your comment, then.

I think that there is way too much emotional attachment to silly pieces
of silicon and plastic. We could all take a lesson from Mr. Sinclair.

To give you an example. MagiCMac is a complete 32 bit preemptive
multitasking
OS with memory protection, threads, signals, pipes etc. etc. etc. for
the Mac
it is shipped on a single 1.44 MB floppy complete with a really slick
desktop
called Ease which I prefer hands down to the Mac Finder. It is faster
and more
stable actually.

Sure, MagiCmac does not have some of the other features (of which value
is
debateable) of MacOS.

An excellent example of what can be achieved when the time and energy is
put
into it.

>Exactly. And even so, with the use of the 90/10 model I detailed, you
>could get programs that ran just as fast, but were far easier to write and
>maintain.

Not being a programmer, I cannot really debate this with any authority. Others
will have to do that for me. All I know is that Papyrus under MagiCMac on my
Mac outperforms Word perf 3.5 on the same Mac. Faster loading, faster scrolling
etc., and yes I agree WP 3.5 on the Mac is very fast ... for Mac word pro's.

All the best,
Chris @ Computer Direct

# 1077. Re: Falcon IDE partition curruption

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E06468.4EF4@owens.ridgecrest.ca.us>
Source record: 129855

Rich Tietjens wrote:
>
> In article <5boqs8$d7v@zonk.geko.net.au>, dbeards@f1.net.au (Dave B) wrote:
>
> >After recently suffering a partition crash on my internal Falcon IDe
> >drive, I ordered Diamond Edge 2 to fix it. However it won't even
> >recognise the drive, with the message 'unrecognisable' boot sector'.
> >I've given up hope of repairing the data, I just want to be able to
> >use the partition again. I use HD Driver v6.
> >Any help?
>
> I could be wrong (it's happened before with embarrassing frequency!), but I
> beleive you must use Diamond Edge 3 or later to do anything with an IDE
> drive.
>
> However, if you have given up on the data, why not use HD Driver to simply
> repartition the drive?
>
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> --------------------ftp://ftp.teleport.com/users/atari---------------------

When he first made the post I commented that to utilize Diamond Edge
properly, you have to prepare a restore disk before problems occur
for best performance. It's not much use after the data has been damaged
except for recovering files that have been accidently deleted and have
not yet been overwritten. It sounds like he wants to save the other
partitions however.......with luck.....and a weeks work or so....
Probably best to suffer the loss and just do as you say.

Mike (I'm thinking about a sig)

# 1078. Re: LZH decompression problems. Help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E0652F.5F19@owens.ridgecrest.ca.us>
Source record: 129856
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

Mykle wrote:
>
> Hello all,
>
> I'm sitting on a load of lzh files that i can't seem to decompress. I
> have LZH201L.TTP and ARCSHELL but I'M stuck. Sometimes I get cryptic
> error messages (sorry, I didn't write them down) about the archives not
> existing. I'm sure of the path and procedure so I'm perplexed.
>
> All i really want is a down and dirty little utility that will
> decompress these lzh files. Please help me!
>
> Thanks in advance
>
> Mykle

I use the older LHARC.TTP. It works fine with drag and drop
or as an installed application.

Mike

# 1079. Re: Clock in menu bar - program needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <16731@gos.ukc.ac.uk>
Source record: 129857

Hi Gary@the-gap.demon.co.uk, on 14 Jan 97 you wrote:

G> I need a program that will constantly display the current time in
G> the menu bar.
G> It needs to be compatible with a Falcon running MagiC5.
G> Does anyone know of a program that will do this for me?

Try getting Stewert v1.04e... adds a menu bar clock, spinning dialogs, an
icon in the top-right that changes with the foreground app and much more :)

I like it!

Neil.
--
---
Neil Jones-Rodway UNIVERSITY OF KENT
AT CANTERBURY ####
---

## 1080. Best

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Rob.Schafrick@taf.to.org
Message-ID: <44e_9701180900@to.org>
Source record: 129858

Can't find their web address but here's their mailing address:

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
95126-1127

408.243.6950
--
| Via: 1:250/98 - The Net 250 Gateway in Toronto, CANADA
|
| Standard disclaimer: The views of this user are strictly his own.

## 1081. n

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Rob.Schafrick@taf.to.org
Message-ID: <44f_9701180900@to.org>
Source record: 129859

```
Graphics Card needed...
--
| Via: 1:250/98 - The Net 250 Gateway in Toronto, CANADA
|
| Standard disclaimer: The views of this user are strictly his own.
```

# 1082. Re: FS: ST Hardware and Software

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5boh21$4q3@ornews.intel.com>
Source record: 129860

In article <fLUX-1701970828380001@sl4.thing.net>,
fLUX@thing.net (Frank Rothkamm) wrote:
>
>the mouse on my 2nd ST barely works (maybe my cat chewed on it?)...

Frank, at the risk of asking the obvious: have you removed the ball and
cleaned the rollers?

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# 1083. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970117205825.2333B-100000@pallas.amp.uni-hannover.de>
Source record: 129861
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 17 Jan 1997, Mario Becroft wrote:

> >b) To all those people advocating use of the "free" addresses 10.a.b.c or
> > 192.68.0.x : Are you aware of the fact that datagrams with those
> > addresses not only must not be routed to the open Internet, but Hosts
> > with such addresses should not even be *connected* to the Internet ?
> > Have you ever read RFC1627, labeled "Network 10 considered harmful" ?
>
> Oh. Something made me think that the machine could be connected to the
> internet as long as it did not use the internet with that address. E.g., if
> I set my computer to 10.1.2.3 and plug it into the internet, but don't
> actually send any packets with it, how can it harm anything?
>
> Either way, it seems that you are right in saying that the machine may not
> even be connected to the internet. In that case, it would be necessary to
> obtain two IP addresses, one for the machine you actually want to use, and
> one for the intermediate machine (in answer to the original query which
> started this thread).

If you can get another IP address from your ISP then that's certainly the way to go. With those "unused" addresses you can connect if the machine with the proper IP address can do IP masquerading. But you'd still have addressing problems, if you want to communicate from Intra- to Internet or vice versa. However, there is no TCP/IP stack for Ataris yet that can do this. But, who knows, maybe one day we'll build it into STiK ? ;-)

Cheers Peter

---
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---

# 1084. Re: Mutlisync Monitors on ST's

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5bolt7$85e@ornews.intel.com>
Source record: 129862

In article <Pine.LNX.3.95.970117140444.4508B-100000@moose.erie.net>,
Dennis McGuire <mcguired@moose.erie.net> wrote:
>
> Is there any one out there who claims to be an expert on Atari ST
>video output?

Not exactly, but I think I may see the source of your particular problem.

> I have a Loop multisync monitor which I bought from a friend to
>use on my ST. He used it on his ST for a number of years with a
>mono/color switchbox which he bought with the monitor. So whether it will
>work with an ST is not at question. When I bought it from him he was
>using it daily on his STe and he also connected it up to a 520 ST. It
>worked fine in both color and mono on both of his computers.
>
> When I got it home, it wouldn't work on my Mega STe! So, I tried
>it on a 1040 ST, and a 1040 STe and it won't get a picture in either color
>or mono! I presume that this is because it is not syncing since the
>screen stays black. I checked all connections and disassembled the cable
>to look for faults. No problems. I took the monitor back to his house
>and it worked fine on his computers again!

It appears that you were using a different cable/switchbox at home and at
your friend's place. If that is in fact the case, try it again with that
switchbox on your system(s). I suspect the cable.

OTOH, if it's the same one...

> Is there something in the Atari video circuitry that can explain
>this or am I just cursed???!!!

Then you're simply cursed. %^/

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# 1085. Re: Where are they? I want them!

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <853515362_OASIS_@pcc-uky.campus.mci.net>
Source record: 129863

Try CeeJays software, 1-618-242-0405 for lots of great prices on used game
titles... I believe they are having a 106ff everything (new and used)
over $50.00 this month... Their hours are from 6pm till 10pm CST...

--

```
_/_/_/
```

# 1086. Re: 4Mb Now game won't run??

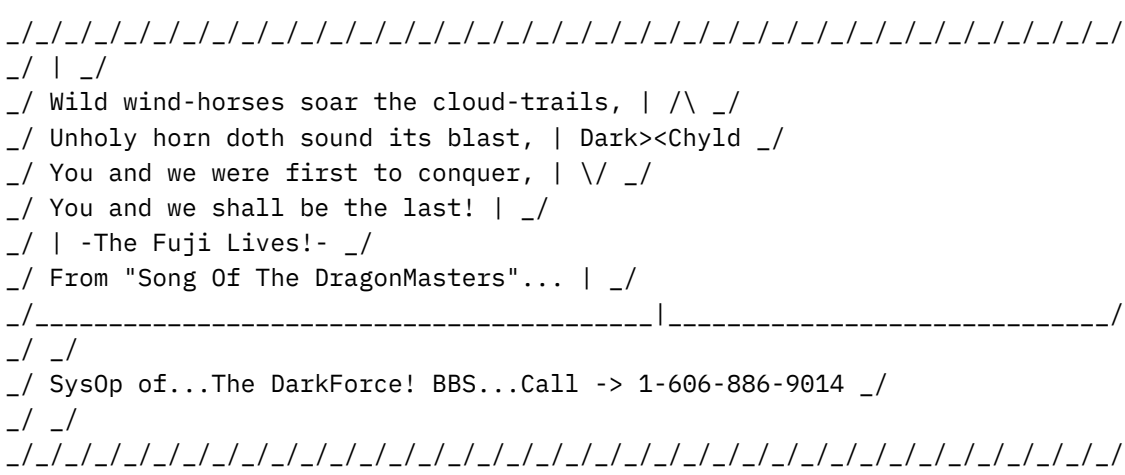
Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <853515022_OASIS_@pcc-uky.campus.mci.net>
Source record: 129864

In article <19970116205225.1550.qmail@mail.ptd.net>
Mr.Maddog@mail.ptd.net said:-

>Very few games have a problem running on anything more than 1Mb on a ST,
>because they were programmed to run "exactly" om 1Mb machines instead of
>more than 512K. Cybernetix and Monkey Island are prime examples.
>
>There is a thing called MAKE1MB.PRG that will fool your 4Mb ST into being
>1Mb and I use this for running Cybernetix. Should be on most FTP sites,
>but if you need it I'll send it toyou through e-mail. Hope this helps...

Thats really odd... I just finished playing Cybernetix on my TOS 1.62
4 meg STe and my TOS 4.04 4meg Falcon... No problems except an occasional
"hiccup" in sound on the Falcon... :)

--


_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The Fuji Lives!- _/
_/ From "Song Of The DragonMasters"... | _/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/

# 1087. Re: Problems downloading ".TOS" files via WWW (Lynx)

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32debb506844e3@sn.no>
Source record: 129907

On Thu 16-01-97 15:09, Scott Bigham (dsb@news.cs.duke.edu) wrote:

>From the Holy Book of <32ddad1e32f778a@sn.no>
> as spake by hallvart@sn.no (Hallvard Tangeraas) :
>
>>I just downloaded a couple of .TOS files from a web page, using Lynx, and
>>when I tried to run/de-compress them nothing happened, so apparently there
>>has been some problems with the downloading...
>>
>>I seem to recall Lynx saying "text" while displaying the download format,
>>which is ofcourse wrong for a binary file.

>Yep. Most web servers are configured to attach a content type of
>text/plain to a file if they can't figure out what type it really is.

Yes- I noticed! :-(

>>Is there anything I can do to set up Lynx to handle these files correctly,
>>or does the person at the other end (the web page owner) have to change
>>something (and what?- in case I contact that person with suggestions)?
>
>On your end, try using the D)ownload command instead of just selecting
>the link; it'll still be flagged as text/plain, but it should come
>through intact.

Yes, I always do that. Usually Lynx also alerts me if I don't do it, by
telling me that "this file can only be downloaded", or something like that.
But..... I did manage to solve the problem I think!!!!

Someone in a UNIX group suggested that I make a text file called:
.mime.types (residing in the root of my home directory).
This file looks like this for me:

```
# mime.types
application/octet-stream lzh LZH tos TOS
# eof
```

Pretty simple actually- but it works!

>On the author's end, if he's providing many .TOS files, he should
>arrange for the server on his end to recognize these files as binary
>files and flag them accordingly, probably with a content type of
>application/octet-stream. Exactly how he would go about doing that
>depends on what server is being run on his end and how it's configured.

Thanks. I'll keep that in mind when I talk to the owner of the particular
web page.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 1088. WTB: TT video card. Maybe Albertt or.....

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: ercorp@aol.com
Message-ID: <19970117002500.TAA15121@ladder01.news.aol.com>
Source record: 129908

Let me know what you have and if it will run Calamus and Pagestream.

Tom

# 1089. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1117cd$d34b.279@HERMES>
Source record: 129909

Harry Sideras (hsideras@mettav.demon.co.uk) wrote:
> *Hi Gaven*, on 13 Jan 97 you wrote: ...respect, brethren
> g> Oh, and the TT has a better keyboard than the Mega STE, with different
> g> function keys, and mouse/joystick ports at opposite ends of the
> g> keyboard rahter than tucked underneath at the back where it is
> g> difficult to plug in correctly without having the cord go at nearly a
> g> 90-degree angle at the plug end.

> You're thinking of the MegaST, I think. Yours sounds exactly the same as my
> MSTe.

I've owned one (Mega ST, that is) from 1990. It's still sitting downstairs
in the garage, packed away in boxes.

I haven't seen a real Mega STE keyboard - all the systems I see are with
the original keyboard, so I'd assumed that the original keyboard was also
shipped with the MSTE.

(perhaps NZ had somehow offended the great keyboard gods, and were
therefore banished from the real good keyboards?)

> Do you have the phone-jack type of connections at both ends of the keyboard
> lead? I think that's the only difference. Mine only has one at the computer
> end B^{<

The keyboard-to-computer cable is fixed into the TT keyboard, and has a
phone-line plug on the other end.

However, the MegaST keyboard had a detatchable (and losable) cable with a
plug on each end to connect keyboard and system unit. And the supplied one
was a tad short.

(BTW: This discussion should really be taking place in the "Keyboards"
thread, as there has been 100% drift from the original topic of this thread)

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

## 1090. Need some St parts

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <5bmkab$863@madeline.INS.CWRU.Edu>
Source record: 129910

Hi!!!

I am looking for the following:
dssd 3.5 Floppy drives
dsdd 3.5 Floppy drives

Any of the older hard drives for the Atari 520 St, 20-30 Mbyte
will be fine.

Thanks!

Jim W. Krych
--
"As iron sharpens iron, so one man sharpens another." Proverbs
27:17

# 1091. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bmk3d$f6m@scanner.worldgate.com>
Source record: 129911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>That's a bigoted attitude to take. You really think all non-Atari
>programmers are corporate automatons? I can assure you that if you look,
>there are plenty of lean&mean programs for any platform, written by people
>who do enjoy the satisfaction of code bumming.

Bigotted? How so. My comment was made in reference to the "Corporate"
programming companies, not individual code hackers. Without naming any
specific "Corporations", I think you should be able to figure out to
whom I reference this point to.

Surely there are hobbyists and small guys programming in their basement
that do a wonderful job on software for all platforms. You just don't
see their stuff in the stores or in the catalogues etc. because it is
mostly PD/Shareware.

>>Many Atari programmers work in machine assembly code, a corporate no-no
>>in the Mac and PC market.
>
>Assembly is hardly a "corporate no-no". There are tons of commercial
>programs which use it.

Corporations are more concerned about getting their product onto the street
on time and on budget, no time for optimizing.

The fact that simple apps come on multiple disks or CD's is a testament to
this when compared to relatively similar apps written in tighter code.

>Writing programs entirely in assembly is out, though. There's no purpose

It is "out" in the Mac and Win world because it takes too long, it is easier
to use higher level languages. In the Atari world, it is "in" because a highly
optimised app (or OS in the case of MagiC) can be run with decent speed on 9
year old equipment.

All the best,
Chris @ Computer Direct

# 1092. Christian Ministry

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <5bmkpe$940@madeline.INS.CWRU.Edu>
Source record: 129912

Centurion Ministries

Centurion Ministries is a Christian Ministry enabling evangelical Christians and familes, to use and own computers.

We receive donated computers and equipment, ensure that they are workable, and then pass them on, according to a waiting list.

We are looking for IBM systems and peripherals, any ones will do. As well as some of the classic systems, TI-99/4A, Apple II, Commodore, Amiga, and Atari ST.

Centurion Ministries is a legitemate Ministry, subject to, and under the authority of the Elder's Board of El Shaddai Christian Fellowship Church. As such, all donations can be used as a Tax-Write-Off.

We are always in the need for computers and equipment. Please contact via email: ab453@cleveland.freenet.edu
if you have any equipment to donate.

Thanks for your time! Take care and God Bless!

Regards,

James Walter Krych

p.s. This is a USA based ministry.
--
"As iron sharpens iron, so one man sharpens another." Proverbs 27:17

# 1093. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5bn41r$a09c_004@news.ti.com>
Source record: 129913
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bippf$isd@lana.zippo.com>, JEDI wrote:
>
> Actually, if you saw a GPF notice, then protection was working.
> Now, if on the other hand, it just mysteriously crashed: that
> would be a protection failure.
>
> Although the (pragmatic) need to restart Win at that point is rather
> contrary to the whole point of memory protection however...

Actually, if a GPF occured, my experience tells me to better shutdown and reboot the system. This is because there is already some corruption in the memory. I encountered several times after a GPF, everything looks OK but program which are stable (eg print manager) will themselves encounter GPF.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 1094. Help! How to take snapshot of MagicMac Screen....

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: ercorp@aol.com
Message-ID: <19970117002600.TAA15200@ladder01.news.aol.com>
Source record: 129914

I want to take a snapshot of my MagicMac screen on my PM8100AV. How can I take a snapshot of the Atari Magic Screen.

Tom

# 1095. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5bmh06$1df@lyra.csx.cam.ac.uk>
Source record: 129915
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In comp.sys.atari.st JEDI wrote:
> In article <5bjo1c$2gb@lyra.csx.cam.ac.uk>, Adrian says...
> >
> >In comp.sys.atari.st Chris Krowchuk <chris@compdirect.com> wrote:
> >
> > > >>>Timothy A. Seufert wrote:
> >
> > > > >>No, it's because the MacOS has one of the crappiest VM implementations
> > > > >>in the known universe.
> > > > >>
> > > > >>Still, if you are careful to keep the memory consumption of all your
> > > > >>programs beneath the size of total physical RAM in your machine, you
> > > > >>should not ever see a bad VM hit.
> >
> > > > Virtual memory is not the real issue here that slows down MacOS and
> > > > makes extremely powerful hardware seem slow.
> >
> > > > Virtual memory on any platform is obviously not as fast as real RAM.
> >
> >Virtual memory should not slow down the machine. I am running a Linux box
> >and although I used to have 16MB of memory, I required much more to compile
> >my programs - about another 16MB in fact. Without VM this wouldn't be
> >possible. When I compiled, my hard disk thrashed itself to pieces, but at
> >least things worked (albeit quite slowly).

> You just contradicted yourself here.

> Although Linux is quite a bit more intellegent about it's VM,
> you will still take a performance hit if you depend upon it too
> much; Linux developers admit as much. On the less robust systems,
> this situation is magnified.

Obviously more physical memory not more virtual memory makes your computer faster. VM does not slow a machine much as long as you don't "depend on it too much" as you say and cause the hard disk to be thrashed to pieces. Just the extra VM layer shouldn't slow things down too much - lookups must be done to ensure memory protection anyway - particularly as it can be very helpful.

Most systems do not take kindly to running short of memory. Running a computer slightly slower all the time and not crashing is IMHO better than running it slightly faster and then getting _bad_ crashes (i.e. disk corruption and/or reboot) when Netscape messes up and gobbles up loads of memory. Or when you're compiling Modula-3 programs (why I needed the extra

MB :)

Adrian

==========
adrian.bridgett@poboxes.com http://www.netforward.com/poboxes/?Adrian.Bridgett
---
Windows95 - the world's first NON-operating system.

# 1096. Re: DAT on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5bmh4s$1df@lyra.csx.cam.ac.uk>
Source record: 129916

Petter Toneff <pettert@notam.uio.no> wrote:

> I have been given an Archive Maynard 2000 DAT player - an internal
> SCSI device and I'd like to use it for backup purposes on my Falcon.

> Does anyone know if some software exists for controlling the thing?
> I know there's a program from Soundpool called DataDat, but I'm not
> sure if this will do the job.

Try Gemar - it was in German last time I looked, but it was very good the one time I had access to a DAT drive - (un)fortunately I havn't had need to test the "restore" part properly, although it seemed to work fine on a small directory I tried.

Adrian

==========
adrian.bridgett@poboxes.com http://www.netforward.com/poboxes/?Adrian.Bridgett
----------
Windows95 - the world's first NON-operating system.

# 1097. Re: Nemesis Falcon Accelerator

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvrajkk9xf.fsf@emw.ericsson.se>
Source record: 129917

ied2@recursiv.demon.co.uk (Ivan Dimbleby) writes:

> I've had mine fitted with the board for a few days now, here's a few
> benchmarks for you to peruse:

At which speed where those test made, 24MHz?
If it wasn't 24MHz, are you able to your system stable at 24MHz bus?

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 1098. Re: Help! How to take snapshot of MagicMac Screen....

Newsgroup: comp.sys.atari.st
Date: 1997-01-17 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5bmk9j$f6m@scanner.worldgate.com>
Source record: 129918

ercorp@aol.com (ERCORP) wrote:
>I want to take a snapshot of my MagicMac screen on my PM8100AV. How can I
>take a snapshot of the Atari Magic Screen.
>
>Tom

Use a utility in the MagiC environment (the Mac key combo won't work)

I use Imagecopy, it works nice.

There are PD/Shareware utilities on FTP sites to do this as well.

All the best,
Chris @ Computer Direct

# 1099. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26851_please@no.spam.mail.here>
Source record: 129719

Yo! Derryck Dude!

DC> Owners of the Frontier/Marpet "Forget-me-clock" will find that the clock
DC> cartridge is also "millenium aware" but the utility for setting the
DC> time/date of the cart is not.

I must remember to get that s/w off of you next time we meet so's i can look
into it for you.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Nobody saw me write it, so you cant prove a thing.
--

Send email replies to :Steve Sweet@mettav.demon.co.uk (Steve Sweet)

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 1100. Where to get Naksha hand scanner driver software?

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26852_please@no.spam.mail.here>
Source record: 129720

```
FROM: SSweet@mettav.demon.co.uk
SUBJ: Where to get Naksha hand scanner driver software?

m> We have obtained a Naksha hand scanner with ROM-port interface for Atari
m> ST and compatibles, but no software was supplied.
m>
m> Does anyone know what Atari/TOS software is suitable for this scanner
m> and where such software can be obtained?

What you need is TOUCH_UP, version 1.8, a special version for Naksha Scanners.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Press ANY Key to Continue with Hard Disk Format.

--

Send email replies to :Steve Sweet@mettav.demon.co.uk (Steve Sweet)

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 1101. White Rose Atari Group - Bradford UK

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26827_please@no.spam.mail.here>
Source record: 129721

Hi All

Original message from Stephen F Barszczak:

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
The 2nd Meeting of the White Rose Atari Group will be held on the 22nd of
January 97 at 8.00pm. We will all be meeting at the Elephant & Castle on
Great Horton Road Bradford, which is opposite Cannon Mills in Bradford.

After a brief introduction of any new members we will then depart to the
Basement flat at 107 Cecil Avenue off Great Horton Road, where a room has
been made available for members who may bring their computers and connect up
to TVs/monitors that are made available. Also available will be a Falcon and
other ST's including a printer.

Hopefully I will also be able to talk Paul Simmonds into demonstrating Quick
BBS STE which he is in the process of updating.

If anyone would like further information about the meeting they can telephone
01274 826353 or leave a message on the >TGM< BBS 01274 787361 or EMail Paul
Simmonds on paul@tgm.legend.co.uk
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :Harry Sideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 1102. Keyboards (was: Atari used in skiing resort! (Switzerland))

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26828_please@no.spam.mail.here>
Source record: 129722

*Hi Gaven*, on 17 Jan 97 you wrote: ...respect, brethren

g>
g> BTW: Can someone point me to a retailer for a new (UK-spec) TT keyboard
g> - the plug at the end of the keyboard cable that goes into the TT has
g> broken due to my ham-fistedness in trying to make it click into place...

Put me down as another vote for replacing the connector - I was in Tandy
earlier in the week and saw the plug available in several different forms for
a very small cost.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 1103. Re: Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26853_please@no.spam.mail.here>
Source record: 129723

FROM: SSweet@mettav.demon.co.uk
SUBJ: Magic 5 Gemdesk Icons

>> Blimey, 5.05, would you send that to System Solutions, Quickly, i'm
>> still waiting for them to aquire 5.03 8~))

j> Um, they have: I bought MagiC 5.03 off them at the show in Birmingham
j> in September :)

Thats the version 5.03 of MAGICDESK i think your refering to, not magic itsel

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

# 1104. Monitors - NEC 5D

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26752_please@no.spam.mail.here>
Source record: 129769

I've recently been offered an NEC 5D monitor for a very good price and am wondering whether to have it.

My question is will this monitor work on the STFM/Falcon in Colour/RGB modes. Does anyone know the sync rate this monitor can handle?

NEC's website only mentions their current range of monitors and I couldn't find any information on the 5D on the web.

You see the current owner is running an old 486sx25 on it using a VGA card and has bought a new PC which includes a 15" SVGA monitor which he is pleased with (smaller and takes less room) so is interested in getting rid of the bulky 5D ASAP and if it can handle the lower rates I will snap it up to run my Falcon/STFM on.

All help appreciated.

Spencer

spencer@mettav.demon.co.uk

--

Send email replies to :Spencer Davies@mettav.demon.co.uk (Spencer Davies)

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| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 1105. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <5bplpu$nrh@lastactionhero.rs.itd.umich.edu>
Source record: 129770
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- molin 70 Aug 16 09:59 ./Emulators/trs80v06.readme
-rw-r--r-- molin 397407 Aug 16 09:59 ./Emulators/trs80v06.zip
-rw-r--r-- molin 45122 Aug 16 10:00 ./Emulators/trs80x06.zip
-rw-r--r-- molin 2019028 Aug 15 12:21 ./Graphics/Raytrace/Pov/povG3000.lzh
-rw-r--r-- molin 1277 Aug 18 07:30 ./Graphics/Raytrace/Pov/povgem30.doc
-rw-r--r-- molin 106575 Jan 12 10:41 ./0ls-lR.Z
-rw-r--r-- molin 106133 Jan 12 10:42 ./0ls-lRc.Z
-rw-r--r-- molin 260620 Jan 12 10:40 ./0index
-rw-r--r-- molin 131979 Jan 12 10:40 ./0compind.Z
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

# 1106. Re: DAT on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_be7a1e0e_Claes.Holmerup@p5.dada.ct.se>
Source record: 129771

Petter Toneff wrote this to All about DAT on Falcon?:
PT> I have been given an Archive Maynard 2000 DAT player - an
PT> internal SCSI device and I'd like to use it for backup
PT> purposes on my Falcon.
PT>
PT> Does anyone know if some software exists for controlling the
PT> thing? I know there's a program from Soundpool called DataDat,
PT> but I'm not sure if this will do the job.

Hi Petter,
DataDat from SoundPool gives you possibility to make backups to a regular
DAT-recorder, via an S/Pdif-interface (that is, if the DAT has digital in/out).
If you have a SCSI DAT-streamer, you should use Diamond Back instead. I haven't
tried the streamer you mentioned, but a Conner/Seagate 2/4GB SCSI DAT worked
perfectly when I tested it.
PT> I'd also like to know if it's possible to use it for playing
PT> and recording audio stuff. There are some (very small)
PT> connector plugs on it, but none that looks like
PT> audioconnections.

Sorry to disappoint you, but very few DAT streamers can be used as audio-DAT
players/recorders. The ones that can be used as both are so expensive that
practcally noone can afford them (it would be much cheaper to buy both separate
units instead)...

Best regards,

Claes

********** New Equipment: Philips CDD2000 CD-writer **********
e-mail claes@dada.ct.se * Atari Falcon 030/36MHz+16MB+5.5GB+Zip
fidonet 2:200/136.5 * 6.7*CD+UPS+OL400+Samsung17GLsi+USR33600
fujinet 7:102/105.5 * Cubase Audio+FDI+JAM8+MO4+various synths
nest 90:1102/116.5 * These are essential working tools in my
saknet 79:121/103.5 * recording studio-with many other uses also
**********

# 1107. Re: CD Drives For The Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_be7a1fb1_Claes.Holmerup@p5.dada.ct.se>
Source record: 129772

Ignotowski wrote this to All about CD Drives For The Falcon:
I> I'm planning on buying a writable CD ROM drive with a SCSI-2
I> interface. Now this would directly connect to the
I> Falcon...correct?

Yep, as the Falcon has a built-in SCSI-II connector.

I> My intentions for the CD ROM drive is to make copies of my
I> audio CDs. I DJ and I need to consolidate some of CDs by
I> cutting out the songs I don't play. Is this possible on the
I> Falcon?

It's possible, but there are some things to think about:
First of all, to be able to use a CD-ROM as a player, you need CD-tools or ExtenDos Pro.
If you simply want to transfer the songs onto the HD, it can be done with the help of CD-tools (I don't know if ExtenDos supports audiotransfer via SCSI), and a CD-ROM player that's compatible with this rare function. Toshiba are compatible for sure, but most others aren't. The problem is that you want to take songs from different CD's and make your own mixture instead (have you thought about the legal aspects of this?). This means you need a HD that's large enough to hold all the data for a CD, which is about 700MB. This means that you need a CD-ROM player, a SCSI HD of about 700MB, as well as the CD-writer.
Another way to go is if you use a HD-recording program and record the songs one by one to the HD from a regular CD-player. If the program can use sn S/Pdif interface (Cubase Audio, AudioTracker, Quincy...), you can use either optical or coaxial transfer and won't get any signal loss. Otherwise, you have to go via the standard audio input, which means extra noise and less sound quality...

I> What software is out there that would allow me to do
I> this? How much would the software run me?

The software to run the CD-writer is CDRecorder2.0 from SoundPool, which for the moment supports the following recorders:
Grundig CDR100IPW; HP 4020; Kodak PCD225; Philips CDD522, CDD2000, CDD2600; Plasmon RF4100, RF4200; Yamaha CDR100, CDR102.
CDRecorder writes audio only as "Disc-at-once", which means that you can't write one song at a time, but have to write the whole CD at once. The reason for this is that only disk-at-once is certain to be compatile with ALL audio CD-players, as well as the only way to be able to write complete master CD's for mass-duplication.
The price for CDRecorder2.0 here in Sweden is SKR2495. Check the exchange rate and I believe you'll get close to the price where you live...

Best regards,

Claes

********** New Equipment: Philips CDD2000 CD-writer **********
e-mail claes@dada.ct.se * Atari Falcon 030/36MHz+16MB+5.5GB+Zip
fidonet 2:200/136.5 * 6.7*CD+UPS+OL400+Samsung17GLsi+USR33600
fujinet 7:102/105.5 * Cubase Audio+FDI+JAM8+MO4+various synths
nest 90:1102/116.5 * These are essential working tools in my
saknet 79:121/103.5 * recording studio-with many other uses also
**********

# 1108. CAB is killing me!! Please HELP!

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: dooley@infomatch.com
Message-ID: <5bpsl5$4et$1@berlin.infomatch.com>
Source record: 129773

Ok.. I'm having a hell of a time getting cab to run!
STiK is setup properly as I can use AtarIRC and other external prgs.
But CAB will not work! With CAB 1.31 I keep getting a F:\WWW\CACHE error
I guess it can't locate the CACHE folder.. and YES I did set CACHE path
in the CAB 'OPTIONS' menu.

And with CAB 1.5 I can load it up fine and then when I click on URL I get
3 bombs!

I have a 1040STe, 4megs, 80meg h/d, HSModem6.

I'm using hardly anything in the AUTO folder so nothing will conflict..
I read the docs a hundred times over.. I don't think I'm doing anything
wrong? I even Re-InSTalled it quite a few times.. and even re-did it
with WWW-Installer 1.00 but to no avail!

Please help me outta CAB HELL!!!

Please also send Help to my e-mail address! dooley@infomatch.com

Thanks
Johnny

## 1109. XEST magazine January issue

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <5bpqb5$k6m@News.Dal.Ca>
Source record: 129774

Those of you who are still in the user groups or associated communities, there is still a XEST magazine published in Canada. Vol 5 No. 2 was printed today, and will go out to all on the exchange list.

John S. Gray, editor

# 1110. Re: Keyboards (was: Atari used in skiing resort! (Switzerland))

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Alan Swanson <emdu02@holyrood.ed.ac.uk>
Message-ID: <32E0966A.42D5@holyrood.ed.ac.uk>
Source record: 129775

Rich Tietjens wrote:
> >BTW: Can someone point me to a retailer for a new (UK-spec) TT keyboard -
> >the plug at the end of the keyboard cable that goes into the TT has broken
> >due to my ham-fistedness in trying to make it click into place and stay
> >there (the little "arm" piece that clicks into place and holds the plug in
> >place snapped when I tried to widen the gap between it and the plug part
> >by a few millimetres).
>
> I doubt that you really want to spend US$150 for a new keyboard, when all
> you need is a plug and a crimping tool.

How about an answer for the people who have the Freekeys extension and aren't totally impressed by it? Anywhere in the UK for a new TT keyboard? I know Compo were selling it for ï¿½50 before there went under.

ALaN.

"One must never be purposelessnessnesslessness"

# 1111. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: "Bradley A. Burns" <bburns@sprynet.com>
Message-ID: <01bc0502$e62b4480$6ea2aec7@sprynet.com>
Source record: 129776

There was a very popular one in its day called Michtron BBS, by a company of the same name. It's pretty complete, including a small scripting language.

Brad.

# 1112. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: "Bradley A. Burns" <bburns@sprynet.com>
Message-ID: <01bc0502$5a57aca0$6ea2aec7@sprynet.com>
Source record: 129777

Thorsten Guenther wrote:
>Yep. Did _you_ get the fact that Ataris are not involved in this
>problem, for their clock will have this problem in the year 2102
>(IIRC) and not in the year 2000?

Did *YOU* get the fact that someone had asked a specific question and
that's what I was answering?

Brad.

## 1113. ZIP drive and Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: uq086@freenet.Victoria.BC.CA
Message-ID: <E46oFx.97w@freenet.victoria.bc.ca>
Source record: 129778

I just purchased an Iomega Zip and the outrageously expensive cable but the Falcon will not recognize it upon boot-up. It says that device 0 is not responding, which I understand because the Zip can only be set for device 5 or 6. HDX.prg correctly locates it as device 5. I'm using AHDI and I really don't feel like spending more on driver software if I don't have to. Do I have to or is there some way to get AHDI to see device 5 on boot-up. Any help would be greatly appreciated. Thanks.

Nicholas Steele
--

# 1114. MagiC 5

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: will@lyneside.demon.co.uk
Message-ID: <853582464_OASIS_@lyneside.demon.co.uk>
Source record: 129779

Hello,

I have just purchased MagiC 5 for my 1040 STE 4Mb and I have problems setting it up. I use Superboot 8.1 boot manager to set up various .prgs .accs which need to be available for different applications. eg. STiK needs a cookie jar extender. Does anyone know the best way to run superboot with MagiC ?

Also I am slightly disappointed with MagiC. It occasionally bombs out and will not run STDATA (Atari's own database program) as it says it does not have enough memory which is ridiculous with 4Mb RAM , no accs loaded, and a bare MagiC desktop. So is there any way to set up the boot sequence to select MagiC or not as I cannot run it all the time ?

I'm beginning to think I have wasted 70 quid. Please could someone reassure me I haven't.

Any help really appreciated.

Cheers,

Will.
--

---
mailto: will@lyneside.demon.co.uk
www: http://www.lyneside.demon.co.uk (Site updated 11/1/97)

private e-mail: PGP Public key available on request

DISCLAIMER - All views expressed by myself are personal and do not necessarily represent those of my employer.
---

# 1115. Re: Clock in menu bar - program needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e0351e1431f71@sn.no>
Source record: 129780

On Fri 17-01-97 17:32, N.Jones-Rodway (nj1@ukc.ac.uk) wrote:

>Try getting Stewert v1.04e... adds a menu bar clock, spinning dialogs, an
>icon in the top-right that changes with the foreground app and much more :)

Is this something that just works for the Falcon, or is it for all STs?

Hallvard

--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 1116. Re: drive belt- Help!

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e035201432ba2@sn.no>
Source record: 129781

On Thu 16-01-97 03:17, caul (caul@concentric.net) wrote:

>I have a SF354 single sided drive and I need a new belt for it. Is there
>anywhere I can get one or is there a belt from something else (audio
>equipment,etc.) that I can use to replace it?

I'd rather buy a new disk drive. First of all it'll probably be a lot
easier (and maybe cheaper as well) to get hold of a new one, secondly
you'll get to use DD disks (or even HD if you install the necessary
electronics needed etc.).
Nobody uses single-sided disks any longer, and you'll have a hard time
getting hold of ST software nowadays on SS disks.

And as for the replacement part you mentioned... I dare to say that you can
forget it- it's hard to even get spare parts for *new* disk drives, since
they're cheaper to replace for computer companies than the labour costs to
repair them.

Good luck!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1117. Re: Messed up GEM text-display

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e035201433bd3@sn.no>
Source record: 129782

On Thu 16-01-97 21:32, Mark Slagell (sluggo@ames.net) wrote:

>Yes, I get that too, using Everest on TOS 2.06, though in color. I
>haven't determined exactly what the culprit is but I think it is a VDI
>thing. I've duplicated it by writing a program that does nothing but
>open a virtual workstation then exit without closing it. If Everest
>runs after that, I get the symptom you describe. Actually if I had to
>guess I'd say Everest is failing to specify a vst_alignment() setting,
>and instead assuming it will be a certain way when the workstation is
>opened. It's on a list of a few things I'd like to bring to the
>attention of Everest's author, but I haven't been able to reach him.

So the problem lies within certain GEM programs then? It's not a bug in my system or setup in some way?
I don't know what you mean by "virtual workstation", but I can remember seeing this phrase in "Hyperpaint" (painting program by Atari)- it's like different "buffers", where you can cut/paste between different images.
And I often seem to get the problem with a "messed up screen" after having run it.

As for Everest's author; I looked up the "readme" file with it, and it doesn't mention any email address, but the following might help:

>Suggestions may also be Emailed to: Christian_Dalichow@ki.maus.de

You might also try to contact Joe Connor who's in charge of registration in the UK: jconnor@cix.compulink.co.uk

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1118. Re: Problems downloading ".TOS" files via WWW (Lynx)

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e035221434cb4@sn.no>
Source record: 129783

On Thu 16-01-97 18:14, Fpinto (fpinto@cougarnet.byu.edu) wrote:

>>From the Holy Book of <32ddad1e32f778a@sn.no>
>> as spake by hallvart@sn.no (Hallvard Tangeraas) :
>
>>>I just downloaded a couple of .TOS files from a web page, using Lynx,
>>>and when I tried to run/de-compress them nothing happened,
>
>>On your end, try using the D)ownload command instead of just selecting
>>the link; it'll still be flagged as text/plain, but it should come
>>through intact.

>Besides doing this, I HAVE to save the file with a *.ZIP
>extension so the server sends it to me in binary mode. After that, in my
>computer, I can rename the file and proceed with the decompressing.

What a pain!!!

>You can ask to standarize, once for all, to ZIP; is the best.

I agree completely! That's why I decided to standardize my compression for
the files at my FTP site. That way, anyone can download them without any
problems, they can decompress them on just about any platform available,
just about everybody has some kind of ZIP compression/decompression
software...
Even though I do like the "Lharc 3.10" (.LZH compression) program _a lot_
better than "STzip 2.6" I decided to stick to .ZIP since it's more common.

Now, how about upgrading "STZip", or making a newer, better zip program,
with features and ease of use such as "Lharc 3.10"?

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1119. Re: Iomega Jaz on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Oliver Skelton <skelton@gatwick.geoquest.slb.com>
Message-ID: <32E02D8F.4E7D@gatwick.geoquest.slb.com>
Source record: 129784

I'm using a Jaz as my main drive with my Falcon and am very happy with it.

I have ICD Pro drivers.... though I can't be 100% sure that the disk can be set to autoboot as I am actually booting ICD from an otherwise disabled and damaged internal IDE drive.

>From the specs the Falcon's scsi hardware prevents you getting near the potential full transfer speed of the drive. However, from what people say I think you'd get a bit faster performance with HDDRIVER rather than the ICD drivers.

I think HDDRIVER also supports reformat of the initial "Jaz Tools" disk (Mac/PC format.. the idea is you load it in you Mac (or PC) and run an install program which converts it to a full Mac (or PC) disk. I didn't try to reformat mine but suspect it can only be done with ICD software by using the ICD PRO SCSI tool program to send the appropriate scsi command(s) - If you can find out what they are (04H?).

One thing to watch out for when buying extra Jaz cartridges is that I have seen 1/2 Gig cartridges advertised... they just seem suprisingly cheap... and often the retailer don't mention they are half the capacity of the full 1 gig carts.

--
Regards,
Oliver

oskelton@cix.compulink.co.uk

## 1120. CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: mcguired@erie.net
Message-ID: <5bqr43$pk8@news.erie.net>
Source record: 129785

I'm running CAB on a TT. Very often, it seems to pause on "Formatting text", when the page seems to be fully displayed. That is, no further text is diaplyed when the "Formatting text" message goes away. Anyone know why CAB does this? It seems to delay the loading of web pages from the cache also.

## 1121. Zip drive on Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: johngr@teleport.com
Message-ID: <5bqqmf$er5$1@nadine.teleport.com>
Source record: 129786

```
--
johngr@teleport.COM Public Access User -- Not affiliated with Teleport
Public Access UNIX and Internet at (503) 220-1016 (2400-28800, N81)
```

# 1122. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: rseguin@mnsi.net
Message-ID: <5bqttk$7tc@backup.mnsi.net>
Source record: 129787

paulsmith@enterprise.net (Jonathan Smith) wrote:

>Does Anyone know of a BBS program for the Atari??

I myself am using a great BBS software called Ratsoft written by
Steve Hughey. The company is called Rodent Laboratories Software.
Runs on any ST even the Falcon. I have been using the program for a
few years now and am very happy with the program and also the callers.

rseguin@mnsi.net (Randy Seguin)
The little Atari BBS 1-519-255-7356
Windsor Ontario Canada

# 1123. Re: New WEB HTML browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: oxo@imaginet.fr
Message-ID: <5br190$902@belzebul.imaginet.fr>
Source record: 129788

>>
>>Sure it's fast but it won't work on a TT with a graphics card.
>>For the moment nothing can beat CAB
>>

OK well, now WebSpace (v 1.45 downloadable Tue 21 Jan) works with
ET-4000 cars on 256 and TC modes.

Pascal Barlier

# 1124. Re: CD Drives For The Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: none-set <76031.1247@CompuServe.COM>
Message-ID: <5br29i$l0m$1@mhafn.production.compuserve.com>
Source record: 129789

CD Recorder a program sold by Computer Direct or SoundPool in Germany. Really any Atari dealer could get it. Supports the Yamaha & Phillips drives and probably others too. The program comes in two versions, one that is limited to audio CD's and the other writes all the CDROM formats.

Works with TT's and Falcon's

TTFN

Rich

# 1125. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Anthony Jacques <jacquesa@netcomuk.co.uk>
Message-ID: <32E09888.54C9@netcomuk.co.uk>
Source record: 129790

Rich Tietjens wrote:
>
> In article <19970113214221.12098.qmail@mail.ptd.net>,
> Mr.Maddog@mail.ptd.net wrote:
> >
> >>The system clock keeps all four digits internally ...
> >>TOS-based systems do not have a problem with the Year 2000 "bug."
> >
> >I've been hearing in mainstream news(by golly, this must 'be' important)
> >that when 2000 comes, alot of PC's and other systems would be really
> >fouled up. Is there any major concern about this, is the system date
> >unable to even rollover from 99 to 00?
>
> In all fairness, it turns out that Win95 is OK for the year 2000, at least
> (though I understand it will fail a few years later). MS-DOS, however,

Well, a hundred or so... It'll be 2102, IIRC... (seconds since 1 Jan 1980
as a 32-bit unsigned integer - standard UNIX format time... same as TOS
file time-stamps...)

> can't deal with the years 2000+, and there are thousands of accounting
> packages running on PCs that store the date with only a 2-digit year.

AIUI, it is not the OS (DOS / Windows95 / TOS / UNIX) that has the problem
- but the software that you use! The system clocks of all of the above
(definately on file time-stamps) doesn't use a year representation at all,
so there will be no problem (for a while).

The problem comes from badly coded software which only stores dates in
databases etc. as a 2 digit year. Unfortunately, one such piece of software
is Cobol (not sure which implementations), a *very* common programming
language for business applications. Thus, any program doing date manipulations
with only 2 digits will fall over.

Anthony

--
----------------------------------------+--------------------------
Anthony Jacques | Generic STOS Fixer 1.3
IRC: AnthonyJ | STOS Falcon Extension 1.2a
email: jacquesa@cs.man.ac.uk | GEM-DEU 0.7d KP-Flash
WWW: http://www.cs.man.ac.uk/~jacquesa/ | available at my WWW pages
----------------------------------------+--------------------------
Email currently forwarded to: jacquesa@netcomuk.co.uk
----------------------------------------+--------------------------

## 1126. www.atari.com

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <32E0A3BE.7B2B@qnet.com>
Source record: 129791

I saw a post a awhile ago saying Ataris web page wass gone. Looks like its up and running still to me. I have never not been able to connect to their web page.

dons

# 1127. Re: NEWSIE & PPPkit

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: mc9931@mclink.it
Message-ID: <5bqu08$tf@news1.mclink.it>
Source record: 129792

>
>
>Anybody out there who made NEWSIE work with the PPPkit for email and
>news on Internet. How?
>
Yes, with GlueStik. But you need GlueStik version 0.2b2. Older
versions have problems with e-mails.

Lodovico

# 1128. Re: Maggie 22 available from 18/1/96

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <853578346_OASIS_@flinny.demon.co.uk>
Source record: 129793

In article <frank-ya02408000R1501972023370001@news.netkonect.co.uk>
frank@tachyon.co.uk (Frank Charlton) said:-

>Was there any need to attach a whole webpage to that message, especially
>since we don't have Netscape on the Atari? :)

Says Frank using his Mac to reply <G>

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

# 1129. Re: CD Drives For The Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5brejv$cti@scanner.worldgate.com>
Source record: 129794

none-set <76031.1247@CompuServe.COM> wrote:
>CD Recorder a program sold by Computer Direct or SoundPool in Germany. Really
>any Atari dealer could get it. Supports the Yamaha & Phillips drives and
>probably others too. The program comes in two versions, one that is limited
>to audio CD's and the other writes all the CDROM formats.
>
>Works with TT's and Falcon's

Hi Rich,

Just to clarify, CD Recorder Pro v2 is a complete package now. It writes
ISO, Atari, DOS, Mixed Mode, CD-DA and Multisession.

The Audio only package was dropped because the vast majority of owners
were wanting to write more than just Audio CD's. It offers a cheap
permanent (well, almost <grin>) backup solution as well.

See http://compdirect.com/soundpool for more info.

All the best,
Chris @ Computer Direct

## 1130. .Mid Files

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: faehnle.3@osu.edu
Message-ID: <5br9se$m76@charm.magnus.acs.ohio-state.edu>
Source record: 129795

Is there a player available to play .mid files without a midi setup? I was talking to a friend that said he was able to do so on his pc, so I figured this wouldn't be a problem on my Atari. If one is available, where could I find it?

Matt Faehnle

E-mail address:

-------------------------->FreeNet- mfaehnle@freenet.columbus.oh.us

# 1131. WTB: ICD Link][

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@pacbell.net>
Message-ID: <32E135FF.2E9D@pacbell.net>
Source record: 129796

I would like to buy a ICD Link ][ unit. Will pay $50.00

RClaunch@Pacbell.Net
--
/|\ ========================================== /|\
fuji LIVES! The PC-Widowmaker BBS fuji LIVES!
Atari TT030 based - 3gigs Hard Drive - 7 CD ROMS
======= Riverside, Ca.USA (909)637-1274 v.34 =======

## 1132. Re: Find File program?

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <853617572_OASIS_@ping.be>
Source record: 129797

In article <HARLCDWOUp@tos.ak.planet.gen.nz>
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-

>Several such programs exist, I believe Parafin is a popular one.
>
>In order to launch programs from it, however, you will need an AV-Server.
>I recommend Thing.
>
Yes indeed Parafin is able to launch programs if you've Thing.
It is even better if you've e.g. the N.AES/Thing combination. You can
view pictures, text, etc. IMHO the only minus point of Parafin is
that it's a little bit complicated to use.
BTW: Is Parafin still supported and if so what's the latest version?

--

**********
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**********

# 1133. Re: SALUDOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Sam <sramirez@best.com>
Message-ID: <32E151AF.287E@best.com>
Source record: 129798

Rodolfo Carlos Burlando Makthon wrote:
>
> EXISTE ALGUN PERSONAJE QUE SE COMUNIQUE EN CASTELLANO.

ï¿½A tus ordenes!

Sam Ramirez

# 1134. Joust

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Pharao <Pharao@Bigfoot.com>
Message-ID: <01bc0584$563ea7e0$2c65a8c0@holodeck-3>
Source record: 129799

Hi!

I'm looking for "Joust"... it's quite an old game, but
it used to be one of my favorites...

--

Pharao

*** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
If winning is not important... then why keep score?
The Warp Core: http://www.geocities.com/Area51/Vault/2378/
Largest Genesis and SNES Rom Collection on the Web
*** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***

# 1135. Re: Maggie 22 available from 18/1/96

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <853554750_OASIS_@pwomar.demon.co.uk>
Source record: 129800
Body handling: HTML body converted to readable text

In article
frank@REMOVETOREPLY.tachyon.co.uk (Frank Charlton) said:-

>In article <32DCCE52.6B70@bedford.ac.uk>, Simon Whiteley
> wrote:
>
>> > link="#0000ff" alink="#ffffff" vlink="#CD7F32">
>
>
>[crap deleted]
>
>Was there any need to attach a whole webpage to that message, especially
>since we don't have Netscape on the Atari? :)

On a slightly more serious note, does anyone have an email address of
someone at Netscape (and Microsoft) that is the closest thing tot he
newsreader team because whoever thought that letting you duplicate a
message as HTML in the same post was mental but the person who decided
to enable it as default and make it almost invisible to users needs to
be dragged out into the street and shot!

--

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

## 1136. can I run older TOS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <01bc05a3$b7884320$723bd4cc@Primenet.Primenet.com>
Source record: 129801

I have trouble playing about 30% of games on my STe with TOS 2.06.Is there an executable version of an older TOS,like 1.2 or 1.4,that I can run,then use a program like DC bootit so that I can "boot up" with this other TOS? Or do I *have* to get a switchable TOS to do this?Or am I just going to have to buy an old 1040 from someone for games?-Satcom2

# 1137. Re: ZIP drive and Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970118200042.14449G-100000@usr02.primenet.com>
Source record: 129802

Well there is a prog made from atari that will look and redo your
AHDI.SYS file for you, the patch is on several ftp, try CNAM or German
ones..
The name is something like AHDIPATch ..
However, I would highly recommend a good driver, faster, easy to
maintain and "plug and play" for any new drive you might get.
A lot of function for your ZIP drive like password protection etc..
Get Hddriver, it cost 39 US dollars. But well worth it..
On teh other hand Ahdi will work ok, not great, not bug free, but ok.

On Sat, 18 Jan 1997, Nicholas Steele wrote:

>
>I just purchased an Iomega Zip and the outrageously expensive cable but
>the Falcon will not recognize it upon boot-up. It says that device 0 is
>not responding, which I understand because the Zip can only be set for
>device 5 or 6. HDX.prg correctly locates it as device 5. I'm using AHDI
>and I really don't feel like spending more on driver software if I don't
>have to. Do I have to or is there some way to get AHDI to see device 5 on
>boot-up. Any help would be greatly appreciated. Thanks.
>
>Nicholas Steele
>--
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 1138. Re: Atari PPP!!! easy! 25 min to install. (hopeful

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970118201454.14449I-100000@usr02.primenet.com>
Source record: 129803

Err, first it is not a kit. It is a DOC.
2) PPKIT is not Mintos.. It is just a layer of Mintnet.
3) the PPPKIT is not very stable.
4) I've had more problem to install PPPKIT (easy) than the full
mint/mintnet.
5) The PPPKIT is singleTOS.
6) The PPPKIT doesn't have any Daemon capabilities.
So in short there is a point to have an other way to connect his
Atari with PPP protocol.

On Thu, 16 Jan 1997, Mario Becroft wrote:

>There is, in fact, already an easy to set up MiNTNet PPP package. It's
>called PPP-Kit. It seems to me that there would not be much point in making
>another when this perfectly good one exists already.
>
>--
>Mario Becroft Auckland, New Zealand
> mbecroft@tos.ak.planet.gen.nz _
> http://www.pl.net/user/mario/ o( )
>Tariland: http://www.pl.net/user/mario/tariland/ / /\
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 1139. TAF Home Page Moving

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: schrist@interlog.com
Message-ID: <5bruct$g1f@gold.interlog.com>
Source record: 129804

Please update your bookmark files and hypertext links for the Toronto
Atari Federation (TAF) home page to:

http:///www.interlog.com/~schrist/taf/

This change is effective immediately and we appologise for the inconvience
it may cause (but when the ISP is being closed down there is little we
can do about it!).

--
Stephen Christian(schrist@interlog.com) _ Member of:
http://www.interlog.com/~schrist (_'-/-_ _ |_ _ _ TAF,DWIN,EoH,PP,
._)( (-'|_)| )(-'| ). TT XI,Warp 9
|

# 1140. Re: NEWSIE & PPPkit

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970118194707.14449F-100000@usr02.primenet.com>
Source record: 129805

hmm I've had more problem to install and get PPPkit working than
installing the full MINT/mintnet with KGMD.
And when it was, the PPP connection was not reliable at all. :(
Bye..

On Fri, 17 Jan 1997, Mario Becroft wrote:

>In <Pine.A32.3.91.970116132844.18572E-100000-100000@pallas.amp.uni-hannover.de> Peter
Rottengatter wrote :
>
>>No way, I'd say. I'd guess the PPPkit uses it's own proprietary=20
>>programming interface, while Newsie uses the STiK interface. If you can't=
>>=20
>>have plain, uncompressed slip from your ISP, you must go for MiNTnet and=20
>>use GlueSTiK, right now that's the only way to use Newsie on a PPP=20
>>connection.
>
>Actually, PPP-Kit _is_ MiNTNet, but in an easy to install and use package.
>
>--
>Mario Becroft Auckland, New Zealand
> mbecroft@tos.ak.planet.gen.nz _
> http://www.pl.net/user/mario/ o( )
>Tariland: http://www.pl.net/user/mario/tariland/ / /\
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 1141. Re: SLM Laser Printer questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Aces@whatnext.demon.co.uk
Message-ID: <32e4ca77.75510776@news.demon.co.uk>
Source record: 129806

On Sat, 11 Jan 97 13:40:02, in comp.sys.atari.st you wrote:

>
> e> Oh, and if you do scrap or have scrapped an SLM804, sell me the
> e> interface please (I can get anotherone without an interface, but very
> e> cheaply)!
>
>Get the printer anyway, you never know when you might need spares!
>
>Can anyone help Erik with an interface?
>
> e> Email me if you want to sell me one. SLM804 drum/cartridge info
> e> should probably be posted here, shouldn't it?
>
>Yes, this info is always helpful.
>

I've got an SLM 804 and SLM 605 for sale (in London U.K.) if anyone is interested.....

Any offers?

## 1142. Re: Find File program?

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970118Z083756.869dave@mbha.demon.co.uk>
Source record: 129807
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

In article <32DD890B.6CB@con2.com> mykle@con2.com "Mykle" writes:

] Hi,
]
] Is there a "find file" program similar to that on a Mac for the ST which
] will search mounted volumes for the selected file, show you the path to
] the file and/or allow you to run (access) the file from there.
] Navigating and searching multiple mounted volumes get tedious.

IMHO, the best is jetfind (should be available on a BBS near you . it is
written by Dirk Steins and is very good. You can't run a program from the
'found' window though...

Regards,

--
dave

# 1143. Re: LZH decompression problems. Help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e0d49c65e60@sn.no>
Source record: 129808

On Fri 17-01-97 19:59, Mykle (mykle@con2.com) wrote:

>Hello all,
>
>I'm sitting on a load of lzh files that i can't seem to decompress. I
>have LZH201L.TTP and ARCSHELL but I'M stuck. Sometimes I get cryptic
>error messages (sorry, I didn't write them down) about the archives not
>existing. I'm sure of the path and procedure so I'm perplexed.
>
>All i really want is a down and dirty little utility that will
>decompress these lzh files. Please help me!

No worries, and no need to cross-post messages everywhere ;-)
You should get the latest LZH decompressor for the ST, which is Lharc 3.10.
It's got an excellent GEM interface and is very user-friendly.
As for your existing setup. Either your setup is incorrect, the
lzh201l.ttp doesn't cope with your files for some reason, or (worst of
all); your files haven't been download correctly if you've gotten them off
the net- be sure that you download them in *binary* mode!

You can get Lharc 3.10 from:

ftp://ftp.sn.no/user/hallvart/atari/lharc310.zip (168 Kbytes)

Good luck!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1144. Re: OASIS V2.10 & V2.05

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <49427812_000007_OASIS_NEWS@000007-hookup.net>
Source record: 129809

I would get Oasis 2.10 which is the updated version ! You can get the
complete package from ftp.demon.co.uk in the /pub/atari/oasis folder.
In this version I would look at the Tools.CFG file to makesure it's
pointing to the right drives . If you can't get this version to work
then get version 1.35 this was an easy version to install and if you
have a POP mail account then get NOS_POP3.TTP also.

--

---------------------------------------------------------------------------
**************************************************************
* martinr@hookup.net Falcon 030 85/IDE 1.6/GIG SCSI Powerup 2 *
* Ottawa , Ontario Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
**************************************************************
---------------------------------------------------------------------------

# 1145. Re: SALUDOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970118210255.25750A-100000@acs2.byu.edu>
Source record: 129810

On Sat, 18 Jan 1997, Sam wrote:

> Rodolfo Carlos Burlando Makthon wrote:
> >=20
> > EXISTE ALGUN PERSONAJE QUE SE COMUNIQUE EN CASTELLANO.
>=20
> =A1A tus ordenes!
>=20
> Sam Ramirez

=09You forgot =F3 =F3rdenes ;). Could you get through his server? Mine
bounced twice.=20
=20

( ( ( ( ( ( -F. ) ) ) ) ) ) =20
UTAH * USA * 1997=20

## 1146. 9090 The dance planet EDITOR:

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970118210841.28724B-100000@acs2.byu.edu>
Source record: 129811
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.st.tech,alt.emusic,alt.music.midi,alt.music.techno,alt.music.synthpop,comp.music.midi

Greetings musicians:

Does anybody know of a sound/patch editor for the Emu's 9090? I
just got it :). I think with a good editor it can go from acid to new age
-all electronic-.

Please, repply to my address.

PS: To get info about the 9090? Go to http://www.emu.com ;then,
products/ orbit the dance planet. You'll find *.WAV samples.

( ( ( ( ( ( -F. ) ) ) ) ) )
UTAH * USA * 1997

# 1147. Re: Mutlisync Monitors on ST's

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970118225719.9772A-100000@moose.erie.net>
Source record: 129812

On Fri, 17 Jan 1997, Rich Tietjens wrote:

> In article <Pine.LNX.3.95.970117140444.4508B-100000@moose.erie.net>,
> Dennis McGuire <mcguired@moose.erie.net> wrote:
> >
> > Is there any one out there who claims to be an expert on Atari ST
> >video output?
>
> Not exactly, but I think I may see the source of your particular problem.
>
> > I have a Loop multisync monitor which I bought from a friend to
> >use on my ST. He used it on his ST for a number of years with a
> >mono/color switchbox which he bought with the monitor. So whether it will
> >work with an ST is not at question. When I bought it from him he was
> >using it daily on his STe and he also connected it up to a 520 ST. It
> >worked fine in both color and mono on both of his computers.
> >
> > When I got it home, it wouldn't work on my Mega STe! So, I tried
> >it on a 1040 ST, and a 1040 STe and it won't get a picture in either color
> >or mono! I presume that this is because it is not syncing since the
> >screen stays black. I checked all connections and disassembled the cable
> >to look for faults. No problems. I took the monitor back to his house
> >and it worked fine on his computers again!
>
> It appears that you were using a different cable/switchbox at home and at
> your friend's place. If that is in fact the case, try it again with that
> switchbox on your system(s). I suspect the cable.
>
> OTOH, if it's the same one...

We used the same cable and switchbox both places. It's the
weirdest thing I've ever encountered in electronics!

I hope this curse is only temporary! :)

## 1148. DUftp or Aftp??? which one to choose?? they are the best!

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970118193611.14449E-100000@usr02.primenet.com>
Source record: 129813

I have a dilemna, which one do you think is the best?
I keep alternating both and can not choose...
What do you think, what are the pros and cons??
Anyway, I would like to thank both authors... THANKS for these!!!

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

## 1149. Toad-in_the-Hole

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Mike Marion <mmarion7@ua1ix.ua.edu>
Message-ID: <32E16098.3C64@ua1ix.ua.edu>
Source record: 129814

As I read this recent posting about problems with the products and services from Toad computers, I am reminded why I no longer do business with David and his company. In years past Toad was a very respectable and honest company but as the Atari market shrank and David controlled more and more of the US market he began to think that customers must do business his way or not at all. I no longer do business with David, products may cost more at another supplier (usually not) but I would rather give my money to someone who appreciates my business. Our community is small, we need to help and support one another, Toad only wants to take advantage of the situation, my advice, AVOID TOAD, patronize a supplier that supports the Atari community.

Mike Marion

# 1150. Re: STiK/CAB error message new to me

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: baldrick@zeus.netset.com
Message-ID: <5brsin$45g@zeus.netset.com>
Source record: 129815

The KRfree error is in STiK. And is being looked into at the moment. It's not entirely consistent in it's behaviour. One day it will happen on a site and the next day it won't :/

Dan

## 1151. Lynx 2.6

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: hyc@frisky.la.platsol.com
Message-ID: <5bshg1$14eo@frisky.la.platsol.com>
Source record: 129816

Anyone out there using the Lynx text-based web browser? The last version I was using was 2.3.1. I just ported the 2.6rp code; it seems to be working so far. I also had to port ncurses, which was almost more of a problem in itself... If anyone wants these things, drop me a line and I'll put them up somewhere. I also defined the Atari character set for Lynx, but it looks like a smarter approach would be to install an IBM PC font on the Atari and use that instead. Many of the characters are the same between Atari & IBM PC, but several disappeared to make room for the Hebrew characters on the Atari. (Yeehah, how useful. Does anyone ever use those characters? You have to print right-to-left too, eh? Silly...)

--

Howard Chu Principal Member of Technical Staff
hyc@locus.com PLATINUM technology, Los Angeles Lab

# 1152. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199701181513.a40665@do2.maus.de>
Source record: 129817

KHEA>for a beginner. Rufus is more comfortable to set up, but has got less
KHEA>features.

Forget about Rufus because the author dropped support a few years ago.
CoNnect 95 or STarcall should be a better alternative.

Tschuess
Frank

# 1153. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: john@whalley.demon.co.uk
Message-ID: <853631734_OASIS_@whalley.demon.co.uk>
Source record: 129818

In article <26571_DCroker@mettav.demon.co.uk>
DCroker@mettav.demon.co.uk (Derryck Croker) said:-

>Owners of the Frontier/Marpet "Forget-me-clock" will find that the clock
>cartridge is also "millenium aware" but the utility for setting the time/date
>of the cart is not.

Are Marpet still going and if so does anyone know if they are likely
to update the software?

TTFN
John

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

# 1154. CD-R Media for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: angie@tccs.net
Message-ID: <5bp53b$ak5@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 129865

We have the following CD-R media for sale.

Brand: Pioneer
Type: Printable Media (Surface is blank for printing or labels)
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.99
Minimum Order: 10

Brand: Pioneer
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Maxell
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: TDK
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Hewlett Packard
Type Gold on Gold
Size: 74 min (650 mb)
Price: 7.15
Minimum Order: 10
Lifetime Warranty

The Copy Cat Shop has all your CD duplication, replication, recorders,
software, and media needs.

If you have any questions or comments feel free to call.

Cordially,

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

Email: angie@tccs.net

# 1155. FS: Atari Computer Goods! More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <5bpbjo$non$1@nadine.teleport.com>
Source record: 129866
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got Monitors for your Atari 8 Bit like Commodore CM-141 "Like the Commodore 1802" And Disk Drives for the Atari 8 Bit like Stock 1050 and a 1050 Duplicator Drive for Backing Up Software. Plus I've bought out the Game Cartridge Gorf for the 400 & 800 & the Educational Math Game Cartridge Space Journey for any Classic 8 Bit Atari Plus I've cornered the Market on New Copies of Print Shop and some Print Shop related Items! That's Gorf, Space Journey & Print Shop All New Copies, All for the Atari 8 Bit! And for the Atari ST & newer Computers I've added to my HardWare Catalog Supra Hard Drives, Spectre GCR Mac Emulators and Indus (Future) GT Disk Drives. I've also updated the ST Software Catalogs. Updated and more Software Titles added such as Brand New copies of Ultima V for those of you fanatic Ultima Collectors for the ST & for those who like Battling in Mechanized Combat, their's BattleTech, OGRE & OMEGA! And for those of you with more productive things on your Mind, PrintMaster & PageSTream!

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking. And something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

## 1156. Re: Anyone still playing?

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc04e4$52c618a0$LocalHost@default>
Source record: 129867

glen varley <glen@cbl.leeds.ac.uk> wrote in article
<32DB72D5.3D12@cbl.leeds.ac.uk>...
> Does anyone still play st games?If so,what do you play?
>

I trying to finish Armour-Geddon. I have tried many strategies and all
have failed.
I play SimCity too. Drakken. (The Chineese tile game). There is a rpg
with the same name, I think.
Frontier, Elite II.
The list goes on..

# 1157. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-18 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc04e3$bee50a60$LocalHost@default>
Source record: 129868

Mike Scholman <mikescholman@geocities.com> wrote in article
<01bc01d7$29ac85e0$fc39d9a5@mikehome>...
>>
> Programs which did not work because of incomplete VT emulation:
> VanTerm 3.8
> OpusTerm
>

I thought Vanterm had the best VT52 emulation, although the capture buffer
was the worst. What did you find incomplete about it?

## 1158. Powerful Mass Mailing Software

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: info@mailloop.com
Message-ID: <5bs7v6$1s9@news.mia.bellsouth.net>
Source record: 129670

```
Mailloop v2.0 is an industrial strength bulk mailer.

Using it is easy:

1) Create a message (http://www.mailloop.com/editor.html)
....by using the pull down menus or
....by using any editor

2) Create a newsgroups list (http://www.mailloop.com/news3.html)
....by filtering an NNTP server or
....by importing from any text file or
....by manually creating with any editor or
....by extracting from any FTP file or
....by extracting from any HTTP file

3) Create an e-mail list (http://www.mailloop.com/em3.html)
....by extracting from newsgroups or
....by importing from any text file or
....by manually creating with any editor or
....by extracting from a WHOIS response or
....by extracting from a fingering response or
....by extracting from a UNIX response or
....by extracting from any FTP file or
....by extracting from any HTTP file or

4) Broadcast the message
....to the e-mail list or (http://www.mailloop.com/embc.html)
....to the newsgroup list (http://www.mailloop.com/ngbc.html)

5) Then process the remove requests
....by using the mailbox processor (http://www.mailloop.com/pop.html)

For more info visit http://www.mailloop.com
```

# 1159. PAPYRUS GOLD & FALCON GAMES FS

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: michaelk@pacifier.com
Message-ID: <5bu9sb$174@news.pacifier.com>
Source record: 129671

Atari Stuff:

Papyrus Gold V3.0 (Ultimate word Processor & more!) $30

Games: never used in original cartons .....(I'm only selling these because
I found they require the Atari color Monitor which I don't have)..

$10 each

Pinball Dreams

Ishar: Legend of the Fortress

Midi stuff:

Boss SE-50 effects processor, great shape with manual, power supply
and original carton ..... $210

buyer pays all shipping charges

BTW : I live in Vancouver, Washington NOT Canada

# 1160. Re: Defragment HD? Virus Software for HD?

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_be78a47e_Claes.Holmerup@p5.dada.ct.se>
Source record: 129672

Mykle wrote this to All about Defragment HD? Virus Software for HD?:
M> Is there defragmenting software and virus software for Atari
M> hard drives?

Hi there,
I'd recommend Diamond Edge (commercial) or CHKHD3 (PD) for the
de-fragmentation, and UVK (commercial) for the virus checking.

Best regards,

Claes

********** New Equipment: Philips CDD2000 CD-writer **********
e-mail claes@dada.ct.se * Atari Falcon 030/36MHz+16MB+5.5GB+Zip
fidonet 2:200/136.5 * 6.7*CD+UPS+OL400+Samsung17GLsi+USR33600
fujinet 7:102/105.5 * Cubase Audio+FDI+JAM8+MO4+various synths
nest 90:1102/116.5 * These are essential working tools in my
saknet 79:121/103.5 * recording studio-with many other uses also
**********

# 1161. Re^2: How Fast is your Falcon SCSI?

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_be78a56d_Claes.Holmerup@p5.dada.ct.se>
Source record: 129673

Rich Tietjens wrote this to All about How Fast is your Falcon SCSI?:
RT> In article <Pine.BSI.3.95.970116170545.11642B-
RT> 100000@usr03.primenet.com>, Katherine L Ellis
RT> <kellis@primenet.com> wrote:
>> from from what I saw RATEHD is not teh prog to test the speed
>> your drives.. Here it is totally inaccurate..
>> For a JAZ it says 850kb/sec!!!!
>> When my old scsi1 340 meg do 1000kb/sec in ratehd..
>> And the JAZ can do up ( min 3.4 meg/sec- max 6.5meg/sec)
>> If I use Howfast the results are totally different..

I haven't followed this discussion, but I feel I have to add a few things:
The 6.5MB/s transfer with the Jaz can only be reached with a really fast SCSI-controller, which the Falcon doesn't have. According to the technical reference and schematics, the SCSI-bus has a theoretical limit of 2MB/s (which means a little slower in the real world) and if I check my 2.1GB SCSI-disk with Howfast, it shows about 1.9MB/s, when my Quantum Fireball EIDE-disks show about 2.8MB/s... Yes, that's right! the IDE-bus is faster than the SCSI-bus, and the computer was designed that way.
Maybe these speeds can be enhanced when you speed up the bus with an FX-card or a Nemesis or similar?
An explanation of the difference between different test programs is that they probably use different size of blocks to read from the HD. Previously I've used SCSI-tools from Hard&Soft (now I use HDDriver) and they have a speed test program built-in, which checks the speed separately for small and large blocks - and there is a BIG difference sometimes between these values, depending on which HD is tested. I've found that Howfast is the most reliable speed-test for HD's.

Best regards,

Claes

********** New Equipment: Philips CDD2000 CD-writer **********
e-mail claes@dada.ct.se * Atari Falcon 030/36MHz+16MB+5.5GB+Zip
fidonet 2:200/136.5 * 6.7*CD+UPS+OL400+Samsung17GLsi+USR33600
fujinet 7:102/105.5 * Cubase Audio+FDI+JAM8+MO4+various synths
nest 90:1102/116.5 * These are essential working tools in my
saknet 79:121/103.5 * recording studio-with many other uses also
**********

## 1162. Monty Python ST,have it?

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <01bc066c$0e9f8060$763bd4cc@Primenet.Primenet.com>
Source record: 129674

I want to buy Monty Python for the ST from someone.Just name the price and e-mail me.Its a platform type game where you have to find your brain.-Satcom2

# 1163. Re: Q: From WK1 or LDW to *.STS

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32E2C822.3DF4@huey.cadvision.com>
Source record: 129675

FPINTO wrote:
>
> Hell-o:
>
> I have LDW power that makes *.LDW files. There's a conversion PRG
> that converts them to *.WK1 (lotus) but Atari Works cannot read it as
> spreadsheet files. Is there any conversion PRG that does this? From *.LDW
> or WK1 to *.STS or something that the Works can digest? ;).
>
Phil... Print to file in LDW using the *.LDP extension. This creates
an ASCII text file which you can import into Works. You'll have to
reformat once you get to the spreadsheet and import the ASCII text.

Keith

# 1164. Re: Notator on a TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5bu394$sri@news.Hawaii.Edu>
Source record: 129676

Mike McGowan (jmmcgowan@worldnet.att.net) wrote:
: I have been using Notator for years on ST machines.I have tried the
: Logic "upgrade", thank you, but prefer Notator. Can you run Notator on
: a TT or Falcon. I found a place that has both machines at a good price,
: but I am not sure about compatability.

As far as I know, Notator cannot be run on a Falcon. A very serious
oversight on the part of Atari when the Falcon was being designed. I'm
not sure about the TT.

---
Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing
---

# 1165. Re: Falcon IDE partition curruption

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5bu3va$5oh$2@nadine.teleport.com>
Source record: 129677

>In <32E06468.4EF4@owens.ridgecrest.ca.us> Michael Grove wrote :
>
>>Rich Tietjens wrote:
>[...]
>>> I could be wrong (it's happened before with embarrassing frequency!),
>but I
>>> beleive you must use Diamond Edge 3 or later to do anything with an IDE
>
>I thought the current version was 2. How can I upgrade to version 3?

I would contact Oregon research, the US distributor - I'm not certain
who (if anyone) distributes it anyplace else.

Oregon Research
16200 SW Pacific Hwy Ste 162
Tigard, OR 97224

(503) 620-4919
(503) 624-2940 Fax

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# 1166. Re: Atari storage questions - please help..

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5bu4ho$5oh$3@nadine.teleport.com>
Source record: 129678

>Can someone clue me in as to the HD situation with an Atari?
>
>(1) Is that a SCSI port on the back of the thing? Can I use my old SCSI
>external drive from my Mac?

Almost. It's "ACSI" and requires a host adapter for any
non-Atari-brand hard drive. ICD's The Link-2 or Norbert's Link96
would be perfect for usign a Mac drive (The Link-1 won't work, Mac
drives use parity and that HA doesn't handle parity).

>(2) Would I be able to use a Zip Drive instead?

Yes, with the same requirements.

>(2.1) If so, is an Iomega Driver available? I've not seen one on my
>travels.

Not required. SCSI drives do not require special drivers on Atari
systems (and even on PCs, a generic driver is usually enough).

>Also, I've got a 3.5" DD that is formatted to just over 800K - yet when
>I format using the OS, I only get about 706K of space. I need to back up
>the 800+K disk (which has 805K of (crucial)) files on it! Shit! Any
>method of formatting to 810K or something?

Locate and ftp Hcopy or one of the many other floppy copiers. The TOS
desktop formatter is convenient but quite limited. If the disk can be
backed up file-by-file, you can also use the HDformat.CPX to create an
extended density diskette, and then do the file backup.

>PS.. Also looking to get my hands on a manual for such machine

The manual is only slightly better than useless. Instead, take a look
at the References and FAQ links on my Web page. And continue to ask
questions in the newsgroups!

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------------------ftp://ftp.teleport.com/users/atari----------------------

# 1167. RGB To Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: r.pignatelli@agora.stm.it
Message-ID: <5btsgo$gc@devil.stm.it>
Source record: 129679

Hi!
Is there a cable to connect a Falcon to a Philips CM8833 RGB
monitor?

Thank you.
### _____
### R.Pignatelli@agora.stm.it Atari Falcon 030
# # # Tel/Fax/Modem: +39 (81)7771083 Atari Jaguar 64
# # # Fidonet Org: 2:335/226.20 Atari VCS 7800

## 1168. "Current Notes" ST mag

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: DuaneOD@atlantis-bbs.com
Message-ID: <5btqeb$a4n@news.wco.com>
Source record: 129680

Is "Current Notes" still being published? I haven't seen a new issue in several months, and their web site is down.

Duane

# 1169. Re: DUftp or Aftp??? which one to choose?? they ar

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HATVDHVUUp@tos.ak.planet.gen.nz>
Source record: 129681

In <853637860_OASIS_@ping.be> wrote :

> In article <Pine.BSI.3.95.970118193611.14449E-100000@usr02.primenet.com>
> Katherine L Ellis <kellis@primenet.com> said:-
>
>>I have a dilemna, which one do you think is the best?
>>I keep alternating both and can not choose...
>>What do you think, what are the pros and cons??
>>Anyway, I would like to thank both authors... THANKS for these!!!
>>
>I've used both but my preference goes to aFTP because

I would have to agree.

>*for some reason I can't use ftp.uni-paderborn.de. If I try the > program
seems to hang. For paderborn I must use the numeric address.

I access ftp.uni-paderborn.de with aFTP without any trouble at all.

>*The graphical environment isn't quite nice.

Well, IMHO it's better than DuFTP.

>*The manual is in very bad Engish (at least the manual I have)

Not that you need any manual, it's so easy to use.

And apart from that, aFTP is not nearly as buggy as DuFTP.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

## 1170. drive belt- Help!

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <736_please@no.spam.mail.here>
Source record: 129682

Hi caul@concentric.net, on 18 Jan 97 you wrote:

c> I have a SF354 single sided drive and I need a new belt for it. Is
c> there anywhere I can get one or is there a belt from something else
c> (audio equipment,etc.) that I can use to replace it?

Uhhh! Belt? What belt? I thought these things were direct drive.

However .... Maplin/Tandy and hi-fi shops will sell cassette drive belts of
different sizes - take the drive along.

Roger
rcain@nest.demon.co.uk

--

Send email replies to :Roger Cain@nest.demon.co.uk (Roger Cain)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 1171. Seagate SCSI HD.. Will it work on a ST with ICD Link

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Mike Harvey <mike.harvey@worldnet.att.net>
Message-ID: <32E30367.6954@worldnet.att.net>
Source record: 129683

I've been trying to locate a workable replacment for the
Quantum 540 meg SCSI HD that crashed on me..

I got it replace under warrenty, but I got a 1 GIG Quantum Fireball
which according to what I read hear awhile back, required bus arbiration
(so it's hooked up on my clone for now) and a new driver.

I'd like to be able to maintain using my ICD drives if possible.

I found a source for a Seagate ST1480N 400+ meg SCSI 3.5 inch HD.

Does anyone know if these will work, the Seagate webpage shows that
it has a jumper for partiy, but I believe some of these on not to
disable
partity, but just for the HD not to check it upon booting.

I have lots of Syquest EZ-135's with my backups, but would like to get
all
my files back on-line so I can get everything cataloged. Was finally
getting somewhere when I try experement with my Quantrum on another
computer and
it lost it's ability to keep the setting of diabled parity.

If anyone has a good source for HD's that are not to expensive and range
from 340-540 megs with the ability to work on a Mega ST and ICD Link 1,
I'd like to hear from you. (PS, I do have a TT and ADSCSI + Host to be
able
to run the patch to diable the parity).

E-mail to: mike.harvey@worldnet.att.net

Thanks Mike

## 1172. fs Mega ST4

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5bthma$mn6@macaw.cyberport.com>
Source record: 129684

email if interested, shipping is not included in price and is
a factor

ATARI Mega ST4...(3 platform ST, MAC sys 6.5, DOS 4.01) $500

Omniswitch , for NEC 3D or similar multisync monitor, or two atari monitors,
along with sound and floppy ports.
100 meg Micropolis SCSI external 5.25 hard drive,
ICD LINK scsi interface, with cable and latest software.
New Uninstalled (spare) Best Heavy duty power supply for Mega ST.
((enough power to drive internal scsi drive with icd micro scsi host))
Spectre GCR Macintosh system 6.5 emulator, complete, latest version.
Super charger IBM emulator, 1 meg RAM disk or PC emulator,
Complete, with DOS 4.01 and software, docs.
External floppy for ST, 720k, 1/2 height, not Atari, much smaller
Wico Command Control Joystick

software: all included free with Mega4, not for sale individually
About 400 720k backup floppies, ST/GCR/DOS (have to count to be sure)
Page Stream v 1.82
Dragon FORTH
PC Ditto software PC emulator.
OmniRes, mono software emulator
Phasar Home Accounting and Budgeting
Word UP, ver 3.0
ATARI Word Flair, complete
Time Works Word Writer ST, complete
ST Talk Professional, disks, manual (1200 baud modem, if you want it
works good)
Algebra 2, volume 1 and 2
PHASAR home budgeting and accounting
(will include PC version also, still supported)

GAMES...$5 ea, all free with Mega4 purchase, all for sale
individually.

Star Glider, complete
F-15 Strike Eagle, complete
F-16 Combat Pilot, complete
F-29 Retaliator , complete
Terror Pods, disk, manual
Shuffle puck Cafe, disk, manual
OIDS, disk, manual
Sierra Manhunter, 5 disks, docs
Gunship Apache simulator, complete
Chessmaster 2000, complete

StarGlider, complete
Wayne Gretsky Hockey, complete
Brattacus docs only, bad disc
Populous 1 and 2, box #2, docs
Advanced Dungeons and Dragons, Hillsfar and Heros of the Lance, docs,
no box.

ST Games, disks with docs $3 ea...all free with Mega4 purchase.

Bards Tale
I Ludicrus
Times of Lore
Ivanhoe
Legend of William Tell
Prince
Defender of the Crown
Wizards Crown
Bad Company
Iron Lord
Demons Winter
Rogue
ST Karate
Gauntlet, no docs
Dungeon Master, no docs, Tonys Hintdisk & gaming aids.
Empire
Dragons Breath
Kult
Leisure Suit Larry, Land of the Lounge Lizard
Gunship
Hitchhikers guide to the Galaxy
International Karate +
Typhoon Thompson, search for the Sea Child
Sword of Kadash
Two on Two Basketball
Soldier 2000
Alien Fires
Bride of the Robot
Artura
Galdregons Domain
Blood Money
TV sports Football
Space quest
F-40 Pursuit
STRYX
Thunder Blade
ST Road Raider
Sky Chase
Renegade
BattleTech
Battle chess
Roadwar Europa

Superstar Ice Hockey
James Bond license to Kill
SkyFox
The Running Man
Hostages

ST Books, included only with MEGA purchase, not for sale individually

ST Basic Source book and Tutorial
ST Logo Source book
Abacus ST Internals
Abacus Gem Programmers Reference
Computes 3 volume ST Programmers Reference set
vol 1, VDI
vol 2, AES
vol 3, TOS
The Concise 68000 Programmers Reference guide.
Motorola 68000 Programmers Reference manual
Motorola 68000 Data Book
Motorola 68000 Programmers quick reference card
Motorola 68000 Principles and Programming

## 1173. Atari Connections?

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <735_please@no.spam.mail.here>
Source record: 129685

Hi marcf@cableinet.co.uk, on 17 Jan 97 you wrote:

m> Am getting an ST at the weekend (without a monitor). Can someone
m> advise me on the VDU connections for such a computer? Do they have TV
m> tuners, VGA, phono, etc?

Depends on the model.

If it's an STM then there is a built-in modulator and you can just connect to
TV with co-ax.

Otherwise video/audio comes out the back as a 13-pin DIN socket.

There are 3 video modes:

Hi-res monochrome for which you will need a special monitor because of high
frame rate. Look for SM124 SM125 or equivalent.

Medium/Low res colour. Best get an RGB monitor or connect to TV SCART.

Roger
rcain@nest.demon.co.uk

--

Send email replies to :Roger Cain@nest.demon.co.uk (Roger Cain)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 1174. Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <853683008_OASIS_@harold.eastky.com>
Source record: 129686

What was the last version of the Happy Discovery Cart. software?

--

E-Mail---> phantomm@harold.eastky.com
---

# 1175. Re: 4Mb Now game won't run??

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <853689452@p24.f101.n323.z205.mbh.org>
Source record: 129687

Mr Maddog wrote:

>> Hi all,
>>
>> I upgraded my 1Mb 1040 STf to 4Mb and all works OK except the one
>> game I'd keep my ST for al time for !! :.-(
>
> Very few games have a problem running on anything more than 1Mb on a ST,
> because they were programmed to run "exactly" om 1Mb machines instead
> of more than 512K. Cybernetix and Monkey Island are prime examples.
>
> There is a thing called MAKE1MB.PRG that will fool your 4Mb ST into
> being 1Mb and I use this for running Cybernetix. Should be on most FTP
> sites, but if you need it I'll send it toyou through e-mail. Hope this
> helps...

A thought the original poster of this message already used make1mb trying to fix the game. The game worked fine on a 1Mb machine but threw with bombs on a 4 Mb machine. This happens when a stupid programmer is trying to detect the memory size himself instead of believing the hardware register at $ff8000.

To detect the amount of memory he uses a algorithm like this:

```
memsize=512*1024 ; half a meg
loop:
poke memsize+1,123 ; test patern
if peek(memsize+1)=123 then ; is there memory at memloc+1
memsize=memsize+512*1024 ; give half a meg extra
goto loop
endif
```

When the algorithm finishes memsize contains the right value for the memory size, except on a 4 Mb machine, because poking at 4Mb+1 will cause a bus error (2 bombs).

The way to fix a game using a routine like this is by fixing the wrong code or installing a handler in the bus error trap that returns without crashing the machine.

The only game I know having this problem is sidewinder.

Bye, Hans Wessels

## 1176. Strange Drive problem

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <5brouh$35v@netnews.mis.net>
Source record: 129688

Lately, when copying, moving, or unzipping a file on the external SCSI hard drive with my Falcon, I have noticed that the hard drives data light will stay on and my CD Rom drive will restart.
I have been using ExtenDos v. 2.4, Geneva 1.05 and NeoDesk 4.05.
Today I tried copying a 13+ meg file from a CD to the hard drive. The HD froze in the middle of copying the file, and my CD Rom drive restarted. Then I got errors like, the disk has been removed.
I rebooted with Geneva and NeoDesk disabled. And from TOS 4.04 I tried copying the same 13+ meg file to the same HD partition and it worked with no problems.
I deleted the file, then ran NeoDesk from the Desktop and tried copying the same file to the same place. Well it froze the hard drive until the CD-Rom drive restarted, then it tried to copy the rest of the file but I got drive errors again.
I then exited NeoDesk and tried copying the same file from the CD to the HD and it worked again with no problems.
It seems that NeoDesk is the problem here. But that is strange because I have used it for a long time without any problems. The only thing I can think of is that NeoDesk has become corrupted. But I can't find anything else wrong with it. Before I re-install NeoDesk,
Has anyone experienced this problem?

phantomm@harold.eastky.com

Net-Tamer V 1.08XB - Test Drive

# 1177. Atari Tax Program F/S

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <5brs8n$s09@news.chatlink.com>
Source record: 129689

...Atari Tax Wizard II+ is nearly ready to ship to users. Prior owners have already received their discount card by mail. New purchases can be handled by chargecard or check, and item not cashed or charged until the program is shipped.

...TaxWizardII+ inlcudes all the forms that an individual return requires to file the USA Federal return. All the math isautomatic and the forms are interactive. Full GEM interface, Itemization capability, auto look up tables for taxes and EIC allowances. Includes 38 popular forms used for preparing US Federal Taxes. Do it on an Atari. Call for more information any weekday Noon to 5PM at one of the numbers below.

...NEW this year is official tax advice from our resident licensed tax preparer. So if you have specific questions you can email us for answers or use your own dime to call us. Sorry no consulting on the 800 line.

"Keep on Keepin' On", Rod MacDonald, LTP
MacDonald Associates | stinformer@chatlink.com | Tel: (541)476-0071
A&D Atari Software | GEnie: ST-INFORMER | Fax: (541)479-1825
909 NW Starlite Place | CIS: 75300,2514 | Order(800)800-2563
Grants Pass, OR 97526 | www.chatlink.com/~stinformer| MC/Visa/Discover

# 1178. Free MIDI program

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Rolf Nilsson / RONI MUSIC <roni@mbox317.swipnet.se>
Message-ID: <32E177B9.17C6@mbox317.swipnet.se>
Source record: 129724

Hello,

Roni Music Home Page offers free down load of the Sweet Sixteen MIDI
Sequencer for Windows and Atari computers.

Sweet Sixteen is a comprehensive and powerful MIDI sequencer for
PC/Windows and
Atari ST/STE range of computers.
Sweet Sixteen offers Piano Roll, List and Transform edit pages as well
as a
dedicated Mixer page you can use for your favourite synthesizer.

Two versions are available:
1. A demo version which is a complete version of Sweet Sixteen with all
file saving disabled.
2. A "lite" version which lets the user save files but certain other
functions are disabled.

Check it out at: http://home1.swipnet.se/~w-11396

--
---
Rolf Nilsson / Roni Music <roni@mbox317.swipnet.se>
Nybogatan 21, S-212 32 Malmoe, Sweden
Phone: +46-40+494411
URL http://home1.swipnet.se/~w-11396

# 1179. Re: DUftp or Aftp??? which one to choose?? they are the best!

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <853637860_OASIS_@ping.be>
Source record: 129725

In article <Pine.BSI.3.95.970118193611.14449E-100000@usr02.primenet.com>
Katherine L Ellis <kellis@primenet.com> said:-

>I have a dilemna, which one do you think is the best?
>I keep alternating both and can not choose...
>What do you think, what are the pros and cons??
>Anyway, I would like to thank both authors... THANKS for these!!!
>
I've used both but my preference goes to aFTP because

pros aFTP
=========
*if you use an AV-server like Thing v1.09 (not Neodesk 4) you can
down- and upload things just by drag and drop what isn't possible
with DUftp.

*One can sorted things on the remote system by date, name etc.
Isn't possible with DUftp.

*aFTP is still supported what AFAIK can't be said of DUftp.

*Works good together with CAB

*One can upload things what isn't possible with DUftp

*One can view textfile just by double clicking

*Easy to use

Cons aFTP
==========
*for some reason I can't use ftp.uni-paderborn.de. If I try the
program seems to hang. For paderborn I must use the numeric address.

*The graphical environment isn't quite nice.

*The manual is in very bad Engish (at least the manual I have)

Hope this help to make your choose

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 1180. Re: NEWSIE & PPPkit

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <853639924_OASIS_@ping.be>
Source record: 129726

In article <HARLCDWMUp@tos.ak.planet.gen.nz>
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-

>
>Actually, PPP-Kit _is_ MiNTNet, but in an easy to install and use package.

Easy to use??? My expericience with the PPP-kit isn't quite
satifactory. On several occasions I've tried to install the kit but I
never could bring the whole thing to a happy end.
For me it was a lot easier to install the TAF-package.
Nevertheless I hope to get the PPP-kit working someday.
--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 1181. Re: Monitors - NEC 5D

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5bs3jd$7af$1@nadine.teleport.com>
Source record: 129727

>I've recently been offered an NEC 5D monitor for a very good price and am
>wondering whether to have it.

Even if it won't work on the ST (and I think it will), you can always
resell it.

----------http://www.teleport.com/~atari----------
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email for subscription details and further information
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 1182. Atari storage questions - please help... I'm going nuts!

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Marc Fotheringham <marcf@cableinet.co.uk>
Message-ID: <32E1671A.2D54@cableinet.co.uk>
Source record: 129728
Cross-posted to: uk.comp.misc,comp.sys.atari.st

Hi,

Another of my posts to do with the Atari ST! Excuse my ignorance of this system - I'm so good at other systems ;)

Anyway, now that I've gotten my hands on one (520 FM), I discover I need to have a hard disk or something to make life a bit easier (for Cubase).

Can someone clue me in as to the HD situation with an Atari?

(1) Is that a SCSI port on the back of the thing? Can I use my old SCSI external drive from my Mac?

(2) Would I be able to use a Zip Drive instead?

(2.1) If so, is an Iomega Driver available? I've not seen one on my travels.

Also, I've got a 3.5" DD that is formatted to just over 800K - yet when I format using the OS, I only get about 706K of space. I need to back up the 800+K disk (which has 805K of (crucial)) files on it! Shit! Any method of formatting to 810K or something?

Thanks for your patience with my previous posts... I'm not used to these old systems... I'm only a young thing! :)

PS.. Also looking to get my hands on a manual for such machine
--
You have received this grammatically-correct message from:
Marc Fotheringham, (i96mf@tay.ac.uk)
in Dundee, Scotland.

If you're offended by the truth, then you probably shouldn't visit the Homepage at http://www.virtual-pc.com/room101/index.html

## 1183. Thing Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: faehnle.3@osu.edu
Message-ID: <5bsa4p$rea@charm.magnus.acs.ohio-state.edu>
Source record: 129729

How do I add to my icons.rsc in THING? I tried using ORCS, but it told me that this was not an .rsc file. I would like to use some of the icons from MAGXDESK actually. Is this possible?

Also, has anyone seen the .png pictures on the homepage of HP-penguin? In these pictures, there appears to be icons on the desktop stacked with a 3d look. According to the button bar at the bottom of the pictures, THING is running, but this doesn't look like any version I have ever seen. I am currently using version 1.09e. Are these just unique icons? If so, do you know where I could get them?

Thanks

# 1184. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <5bsaj9$2n3@thoth.nilenet.com>
Source record: 129730

Thomas R. Mccartney (tmccartn@freenet.calgary.ab.ca) wrote:

: The absolute best terminal program for VT-100 emuLation has to be connect.
: It is faster and gives better results than any comparible program on my
: PC. (at least shareware - I will confess that PC anywhere does a prity
: decent VT-100). It is _not_ really hard to set up. But is powerfull
: enough to give pretty good results.

Does it do decent X, Y and Z modem from within the program? Also, does it
handle Lnyx OK? I have been using STORM for Denver Freenet, but it
doesn't do Zmodem correctly!

# 1185. need 4meg st

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: world in motion <teepee@interport.net>
Message-ID: <32E1B3B5.651D@interport.net>
Source record: 129731

ok,
my friends atari with 4megs just crapped out in a large way, he is
looking to buy a replacement, if anyone is selling or knows of a good
souce please e-mail me,
thanks,
paul pimsler

# 1186. Re: CAB is killing me!! Please HELP!

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: justinw@corona.laa.com.au
Message-ID: <5bsgv5$27e$1@merki0.connect.com.au>
Source record: 129732

>Ok.. I'm having a hell of a time getting cab to run!
>STiK is setup properly as I can use AtarIRC and other external prgs.
>But CAB will not work! With CAB 1.31 I keep getting a F:\WWW\CACHE error
>I guess it can't locate the CACHE folder.. and YES I did set CACHE path
>in the CAB 'OPTIONS' menu.
>
>And with CAB 1.5 I can load it up fine and then when I click on URL I get
>3 bombs!
>
>I have a 1040STe, 4megs, 80meg h/d, HSModem6.
>
>I'm using hardly anything in the AUTO folder so nothing will conflict..
>I read the docs a hundred times over.. I don't think I'm doing anything
>wrong? I even Re-InSTalled it quite a few times.. and even re-did it
>with WWW-Installer 1.00 but to no avail!
>
>Please help me outta CAB HELL!!!
>
>Please also send Help to my e-mail address! dooley@infomatch.com
>
>Thanks
>Johnny
>
>.

You probably do not have the new cab.ovl!

Download the new one from Filnny home page

BYe

justin wolthers (justinw@corona.laa.com.au)

## 1187. I figured it out!

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Richard Wegner <richardw@dmapub.dma.org>
Message-ID: <Pine.SV4.3.91.970119010722.14186A-100000@dmapub.dma.org>
Source record: 129733

I finally figured out about my lazer printer. I was making one big mistake. I turned on the printer first. I thought to turn on the hard drive first then the printer then the rest of the equipment (via power center) and IT WORKS! I haven't printed anything out yet, but the green light on the printer unit is on now and I am so happy. THANKS TO ALL WHO HELPED ME OUT!

---

Richard Wegner - Dayton Microcomputer Association - richardw@dma.org

http://members.aol.com/PenneyGuy/richard1.html

---

## 1188. Kaiser

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Pharao <Pharao@Bigfoot.com>
Message-ID: <01bc05c4$007185e0$2865a8c0@holodeck-3>
Source record: 129734

Does anyone have the Game "Kaiser" for the Atari ST?
--

Pharao

*** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
If winning is not important... then why keep score?
The Warp Core: http://www.geocities.com/Area51/Vault/2378/
Largest Genesis and SNES Rom Collection on the Web
*** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***

# 1189. Re: New WEB HTML browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5bsk77$dci@irk.zetnet.co.uk>
Source record: 129735

On 18 Jan 1997 17:34:33, Zork wrote:
>
>OK well, now WebSpace (v 1.45 downloadable Tue 21 Jan) works with
>ET-4000 cars on 256 and TC modes.
>

Is this an English version?

When are the details going to be produced as to when a working version will
be ready and how much it will cost?

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

## 1190. Re: DUftp or Aftp??? which one to choose??

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5bsk7a$dci@irk.zetnet.co.uk>
Source record: 129736

On 18 Jan 1997 17:39:03, Katherine L Ellis wrote:
>I have a dilemna, which one do you think is the best?
>I keep alternating both and can not choose...
>What do you think, what are the pros and cons??
>Anyway, I would like to thank both authors... THANKS for these!!!
>
>

I assume these are ftp programs :-)

Do they run on a Falcon?

Are they any good?

Where can I get them from?

ATM I am stuck with the very flakey MG-FTP 1.03, I would like something better
:-)
Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

## 1191. Q: From WK1 or LDW to *.STS

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970119012242.11795A-100000@acs2.byu.edu>
Source record: 129737

Hell-o:

I have LDW power that makes *.LDW files. There's a conversion PRG
that converts them to *.WK1 (lotus) but Atari Works cannot read it as
spreadsheet files. Is there any conversion PRG that does this? From *.LDW
or WK1 to *.STS or something that the Works can digest? ;).

Yours: Phill.

( ( ( ( ( ( -F. ) ) ) ) ) )
UTAH * USA * 1997

PS: Please post info about the best way to upgrade a F030.

# 1192. Re: Where are they? I want them!

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: stef1683@club-internet.fr
Message-ID: <stef1683-1901971009120001@ppp-196-237.neuilly.club-internet.fr>
Source record: 129738
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

In article (Dans l'article) <32DD8C05.138D@con2.com>, mykle@con2.com wrote
(�crivait)�:

>hi,
>
>I am in search of these games that you have in your closet, up in the
>attic or under the leg of an uneven table. Get some cash for those games
>that you don't play anymore. Sell them to me. If you have any of the
>titles below I will buy them. They have to be in working order of course
>and for the Atari ST. Thanks! Waiting to hear from you. Contact me at
>mykle@con2.com
>
Hello
Yes I have some of them,but how can I contact you,I'm in France,is it
a problem?

Bye

A bientot

Lionel Anger
(Yvelines)
France

# 1193. SLM804 DRUMS/TONER ??

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: sanskrit@techunix.technion.ac.il
Message-ID: <E4918I.4wr@discus.technion.ac.il>
Source record: 129739

Can someone tell me where one can purchase SLM-804
Drums or Toner ? Or if anyone has an old drum w/o
scratches, please let me know.

Thanks.
Pradeep

# 1194. Re: Messed up GEM text-display

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Mark Slagell <sluggo@ames.net>
Message-ID: <32E1FB31.22D8@ames.net>
Source record: 129740

Hallvard Tangeraas wrote:
> So the problem lies within certain GEM programs then? It's not a bug in my
> system or setup in some way?
> I don't know what you mean by "virtual workstation", but I can remember
> seeing this phrase in "Hyperpaint" (painting program by Atari)- it's like
> different "buffers", where you can cut/paste between different images.
> And I often seem to get the problem with a "messed up screen" after having
> run it.
I think it's caused by a combination of things, so it can be a little arbitrary saying exactly where the bug lies. You might say for example, Hyperpaint has an "oversight" of some kind, I'm guessing, in failing to close VDI workstation(s) on exit. Then TOS 2.06 may have a certain "lack of robustness" in dealing with programs that have that particular oversight. Then Everest's author may make an "unwarranted assumption" about VDI attributes being a certain way when a workstation is opened. Put all three together, you get a symptom, or a "bug" -- but whose fault is it (and who's still in business and can fix it)?

> As for Everest's author; I looked up the "readme" file with it, and it
> doesn't mention any email address, but the following might help:
>
> >Suggestions may also be Emailed to: Christian_Dalichow@ki.maus.de
>
> You might also try to contact Joe Connor who's in charge of registration in
> the UK: jconnor@cix.compulink.co.uk

I wrote Joe about this very problem after registering Everest with him a couple of years ago; he said he'd "pass it along", and that was the last I heard about it. I also wrote Christian Dalichow, and got a one-line reponse back in German: "Empfenger Christian Dalichow @ KI unbekannt!" . . . maybe I should double-check the address.

-- Mark

# 1195. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HATKCHWQUp@tos.ak.planet.gen.nz>
Source record: 129741
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <Pine.A32.3.91.970117205825.2333B-100000@pallas.amp.uni-hannover.de> Peter Rottengatter wrote :

>On Fri, 17 Jan 1997, Mario Becroft wrote:
>
>> Either way, it seems that you are right in saying that the machine may not
>> even be connected to the internet. In that case, it would be necessary to
>> obtain two IP addresses, one for the machine you actually want to use, and
>> one for the intermediate machine (in answer to the original query which
>> started this thread).
>
>If you can get another IP address from your ISP then that's certainly the
>way to go. With those "unused" addresses you can connect if the machine
>with the proper IP address can do IP masquerading. But you'd still have
>addressing problems, if you want to communicate from Intra- to Internet or
>vice versa. However, there is no TCP/IP stack for Ataris yet that can do
>this. But, who knows, maybe one day we'll build it into STiK ? ;-)

In this case, the "intermediate" machine was running Linux.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 1196. Re: Falcon IDE partition curruption

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HATKCHWUUp@tos.ak.planet.gen.nz>
Source record: 129742

In <32E06468.4EF4@owens.ridgecrest.ca.us> Michael Grove wrote :

>Rich Tietjens wrote:
[...]
>> I could be wrong (it's happened before with embarrassing frequency!),
but I
>> beleive you must use Diamond Edge 3 or later to do anything with an IDE

I thought the current version was 2. How can I upgrade to version 3?

[...]
>When he first made the post I commented that to utilize Diamond Edge
>properly, you have to prepare a restore disk before problems occur
>for best performance. It's not much use after the data has been damaged
>except for recovering files that have been accidently deleted and have
>not yet been overwritten. It sounds like he wants to save the other
>partitions however.......with luck.....and a weeks work or so....
>Probably best to suffer the loss and just do as you say.

Actually, DE2 and DADE can be used to recover data even if you don't have
an "emergency disc". While DE2 on its own is next to useless for recovering
after a "major" corruption, DADE and an understanding of the GEMDOS
filesystem often lets you recover everything. It doesn't normally take a
weeks work or a lot of luck. You just have to know what you are doing.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 1197. Re: DUftp or Aftp??? which one to choose?? they are the best!

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <853666064_OASIS_@ping.be>
Source record: 129743

In article <5bsk7a$dci@irk.zetnet.co.uk>
rgoring@zetnet.co.uk (Roy Goring) said:-

>I assume these are ftp programs :-)
>
Right you are.

>Do they run on a Falcon?

I suppose they run on a Falcon IF and only IF you've installed
MiNT/Mintnet. Both programs only works with that.

>Are they any good?

Yes, one better than the other. See also my previous mailing. But
remember aFTP is still under developement and contains some bugs. I've
spoke with the programmer and he has promish me that the future
version will have some very exciting new possibilities.

>Where can I get them from?
>
ftp.uni-paderborn.de /pub/atari/MiNT/mintnet

look for duftp1_1.lzh and aftp10b2.lzh

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 1198. Re: Thing Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <853666474_OASIS_@ping.be>
Source record: 129744

In article <5bsa4p$rea@charm.magnus.acs.ohio-state.edu>
faehnle.3@osu.edu (Matthew C. Faehnle) said:-

>
>How do I add to my icons.rsc in THING? I tried using ORCS, but it told me
>that this was not an .rsc file. I would like to use some of the icons from
>MAGXDESK actually. Is this possible?

I use Interface to create of copying icons into Thing. If Magxdesk
has an icon.rsc it's surely possible.
>
>Also, has anyone seen the .png pictures on the homepage of HP-penguin? In
>these pictures, there appears to be icons on the desktop stacked with a 3d
>look. According to the button bar at the bottom of the pictures, THING is
>running, but this doesn't look like any version I have ever seen. I am
>currently using version 1.09e. Are these just unique icons? If so, do you
>know where I could get them?

AFAIK: it's Thing 1.09 that is running in conjunction with N.AES
(mutitasking system based on a much improved multitos). Some icons
used are existing ones but other are created.
I know one can find some beautiful color icons on the Net but I
can't remember me where they are placed. The only thing I still
know is that they were designed for the Falcon desktop.

CU
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
***************************

## 1199. ExtenDOS Pro problem

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <853671632_OASIS_@ping.be>
Source record: 129745
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've installed ExtenDOS Pro v2.4a and now it seems I have a problem.
With the most CD's the driver works but with one CD he refuse to open
one directory, The CD (Artworks professional) contains 5 main dirs. I
can open 4 of then but I can't open the fifth.
On my friend's Falcon with Metados the CD is fully readable, so I
suppose the CD itself is oke.
Also it seems the same if I use or not all my usual autoprogs and
acc's so I suppose that I haven't an autoprog or acc that cause the
problem.
I also tried the UNI_BDDS.DOS driver with no luck.
I've notice when I access the CD via a fileselector (Freedom) the name
of the dir I can't open is written in lowercase.
Trying to access the CD with Kobold 3 results give me the following
warning (free translation from German to English)
"the mediumparameters of drive P can't be read
it's possible you can read it in GEMDOS-MODE"
In GEMDOS-MODE I can open the CD but not the fifth dir.
I've installed ExtenDOS Pro on a TT030 4/16 with 19" monochrome
screen. I've NVDI 4 and I normally use Thing or Thing/N.AES

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 1200. FS: Atari ST/Falcon/Lynx & Gameboy stuff & books

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.011997.131718.23@wxs5-16.worldaccess.nl>
Source record: 129746

This is the January 17th version of the list of Atari stuff that I have
for sale.

Because the past month must have been an expensive month for everyone, what
with Christmas and New Year and all...all items in this message have been
drastically reduced in price, until January 31st (SOME OF THE STUFF IS
DIRT-CHEAP NOW)! After that, the prices will be normal again.

ALL THE TITLES BELOW ARE ORIGINALS, PRE-PROD COPIES, OR EVALUATION
COPIES (so you might not be able to upgrade all utilities).
NONE OF THESE TITLES ARE PIRATE COPIES!

---

FIRST CATEGORY: GAMES FOR ST, WITHOUT MANUAL, WITHOUT BOX

Games with + are excellent games that I've played for hours and hours...

+Airball
Airball Construction Kit
Arena (2 disks, Psygnosis)
+Arkanoid (Imagine/Ocean) (SOLD)
Backlash (Paul Woakes, Novagen)
+Barbarian (2 disks, Psygnosis)
Black Lamp (Firebird)
+Blood Money (2 disks, Psygnosis, bloody excellent game)
Brattacas (Psygnosis, classic hi/med res game)
+Bubble Bobble (disk will handled, was my absolute fave game) (SOLD)
+Chaos Engine (2 disks, disks patched for use on Falcon, can't press any keys
until the game starts or it won't work; don't know if it still works on the ST)
(SOLD)
Deep Space (2 disks, Psygnosis)
Defender II (ARC/Atari, by Jeff Minter, classic game, but difficult to play)
(SOLD)
Dragonflight (Thalion, 2 disks, double-sided drive required) (SOLD)
+Dungeon Master (SOLD)
+Enchanted Land (Thalion) (SOLD)
Extensor 3.3 (Tron-like game, monochrome only, by Golden Games, ancient)
+Formula One Grand Prix (excellent game, 3 disks, includes manual that you need
for the copy protection - passwords)
+Gods (superb game, two disks, by Bitmap Brothers)
+Goldrunner II (boot/game disk plus data disk, by Microdeal, 2 disks in total)
+Goldrunner II Pete Lyon data disk
Goldrunner II some other guy official data disk
+Gridrunner by Llamasoft, excellent game by Jeff Minter (SOLD)
Hitchhiker's Guide to the Galaxy, the original Infocom adventure (alas, no

gadgets anymore, I lost 'em all) (SOLD)
Jambala, the Seven Gates of (Thalion, DS disk version)
+James Pond (by Steve Bak, Millenium Software, preview copy, but is a full one)
(SOLD)
Jupiter Probe (legendary Steve Bak shoot-em-'up with Rob Hubbard Music)
The Killing Game Show (Psygnosis, 2 disks)
+Leatherneck (Microdeal shoot-em-up, really cool, you have to disconnect
printer to
get it to work, does not work on Falcon, alas)
+Lemmings (need I say more?) (SOLD)
+Oh No! More Lemmings (totally addictive) (SOLD)
+Lemmings 2 (more addiction) (SOLD)
+Lethal XCess (absolutely great shoot-em-up from the author of Wings of Death,
by Eclipse, 2 disks)
+Little Computer People (Activision, really cute game) (SOLD)
+Magic Pockets (great Bitmap Brothers game, one disk)
Monster Business (platform game, Eclipse design)
+Nebulus (by John Phillips, excellent game) (SOLD)
+Obliterator (2 disks, Psygnosis)
Photon Storm (hellishly difficult Jeff Minter game) (SOLD)
+Prehistoric Tale (Thalion game, coded by The Lost Boys, platform thing)
+Return to Genesis (the first true horizontal smooth scrolling shoot-em-up by
Steve Bak, excellent graphics, great game)
+Revenge of the Mutant Camels, registered version for 1 Mb ST
+Rick Dangerous (pre-prod copy, looks dodgy but is full version, and legal too.
Heavily used, was one of my fave games)
+Rick Dangerous II (also a fave!)
The Sentinel (legendary Firebird game with 10000 levels or whatever) (SOLD)
Shaolin, Chambers of (Thalion, Martial arts game, 2 disks)
+International Soccer (Microdeal, I think it's the best soccer game ever on the
ST)
Spaceport (like Fort Apocalypse on the C-64, great concept, dodgily programmed)
Starglider (the legendary Jez San game!)
ST Karate (great graphics, old karate game by Paradox)
Stone Age (really nice puzzle game by Eclipse, excellent graphics, DOUBLE
FORMAT, WORKS ON ST AS WELL AS AMIGA!!)
STrikey (Pacman clone by STRIKE-a-LIGHT, ancient)
Teramis, Leavin' (vertical scroller, shooting about spaceship, Thalion game)
Terrorpods (2 disks, graphically impressive, Psygnosis)
Virus (legendary David Braben 3D game, by Firebird, doesn't work on all disk
drives (sometimes you have to press the 'eject' button lightly) (SOLD)
+Warhawk (budgetware shoot-em-up by Silverbird, with Rob Hubbard music)
+War in Middle Earth (RPG "Lord of the Rings", *really* impressive, 3 disks,
Melbourne House)
Warp (nice Thalion shoot-em-up, graphics by ES of TEX)
+Wings of Death (truly great 2 disk shoot-em-up, by Thalion, several levels
have graphics by ES of TEX)

COSTS: Remember, no manuals and packaging. All I'll be sending you is the
disks. I am selling all this stuff at 1.5 British pound per disk. Refer to the

end of this text for more details. This includes postage and packaging.

---

SECOND CATEGORY: UTILITIES

These are sold without manuals either, unless specified. All original stuff, no pirate stuff.

1st Word Plus, 3.20 TT (2 disks) *
1st Extra (1 disk, version 1.03, allows index/contents etc. for 1st W+)
Crypt It (old Tommy Software encryption thing)
Degas Elite (Batteries Included) *
Diamond Edge, the latest version 2 ** (with manual) (SOLD)
Diamond Back 3 ** (with manual) (SOLD)
Ed Hak (editor) *
FastCopy Pro 1.2 * (works on Falcon)
G.I.S.T. the Sound Tool
Desktop Butler James *
Geneva ** (1 disk, but this one counts as 2 disks), latest patched version, manual available) (SOLD)
Imagecopy 2 * (2 disks)
Imagecopy 3 ** (3 disks)
Imagecopy 4 ** (2 disks) (with manual) (SOLD)
K-Rhyme (rhyming accessory) * (SOLD)
Mortimer (desk thing by Omikron)
Mortimer Plus * (see above)
Mouse Tricks 2 *
Neodesk 4 ** (1 disk, but this one counts as 2 disks), latest patched version, manual available) (SOLD)
Positive Image ** (2 disks, version 1.0, manual available)
Protext 5 ** (4 disks, and I also have the manual)
Le Redacteur ** (4 disks) (SOLD)
Spectrum 512 * (512 colour drawing program, regular ST only)
Turbo ST (screen speeder, ST only)
Universal Item Selector III
View II * (by DMJ software, good stuff)
Warp 9 ** (3 disks, version 3.81, best for ST)
Xboot 3.10 *

COSTS: The regular ones cost 1.5 English pounds per disk. Titles with one * cost 3 English pounds. Titles with two ** cost 5.5 English pounds extra. If you want the manual sent, add 2 extra pounds). Do note: Protext/Le Redacteur manuals are big whoppers of things, so those will cost 4 pounds extra instead of 2.

---

THIRD CATEGORY: DEMOS.

This is basically a collection of demos that I have. The price varies per demo, and is given for each title. The price specified is in British pounds, so if you want to make another currency of it, check the "additional payment

details", below. All demos are ST only!
!! These demos can only be fill-up orders, or orders if you have ordered more than 10 British pounds worth of the first and second category !!

BIG Demo (with handwritten text by ES of TEX, ST only) price: 2
Amiga Demo (ST only): 1
California Beach Girls (fantastic monochrome slide show of girls by the Denise Team. Classic old demo, requires DS disk drive, monochrome only!): 1
Thalion Sound Demo (a copy-protected rare Thalion sound demo, done in 1988, with Mad Max music. Never officially released. You can't put this in a PD library because it's copy-protected!): 1
FNIL (large DS disk drive demo by TNT crew): 1
DEF Demo (1 meg version of the first TLB demo, with hand-written label by Tim of the Lost Boys himself!): 2 (SOLD)
TCB New Year's Demo: 1
Union Demo: 1
Cuddly Demos: With hand-written stuff by Nic of TCB: 1
Whattaheck Demo: With hand-written stuff by NIC of TCB: 1
Decade Demo by Inner Circle: With hand-written stuff by Griff of Inner Circle, final version of 12 sep 1990, STE compatible: 1
Dark Side of the Spoon (by ULM, megademo, with custom ULM label): 1
Lightning Demo (by pendragons, with handwritten label by pendragons): 1
Punish Your Machine (two disk demo, excellent, by Delta Force): 3
Ultimate Muzak Demo (by PHF), volumes I through V, five disks, only sold as a set, all with hand-written labels by Grazey of PHF: All five for 5
Ventura Demo (2 disks, I think it's by ST Connextion, with hand-written labels by them): 2
Reality is a Lie: 1
Black and White: Rare Polish megademo, with hand-written stuff and pix by them on label: 1.
Colorz: By Haemaroids, hand-written label by them: 1.
Froggies over the Fence: Three disk "last of the true megademos", released september 1993, with custom Overlanders "Froggies over the Fence" graphic labels": 7 for all three disks.
The Beginning of the Ending demo by Flexichron: Handwritten label by Offbase of Flexichron: 1.

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FOURTH CATEGORY: MISCELLANEOUS

ATARI CD ROM

I also have for sale the Suzy B's Software Treasury, a double CD ROM with over 1000 Kb of Atari stuff, too much to even begin to summarize here. It's yours for 15 British pounds (or the equivalent), including postage (2.5 British pounds - or equivalent - extra in case you live outside Europe).

ATARI ST CARTRIDGES

And then there's the "Multiface II" and "Ultimate Ripper" cartridges. I also have those. They're ST-only, NO FALCON COMPATIBILITY. I haven't got the

manuals anymore either. If you're interested, email me with an offer (I had in mind about 5 British pounds each).

LYNX CARTRIDGES

The following Lynx games are available for 3 British pounds each:

(No manuals and boxes)

Gauntlet (SOLD)
Ninja Gaiden
Rampage
Robosquash (SOLD)
Todd's Adventures in Slimeworld (SOLD)

I am willing to swap any of those for Battlewheel.

GAMEBOY CARTRIDGES

(No manuals and boxes)

The following Nintendo Gameboy games are available for 3 British pounds each:

Bubble Bobble (difficult to play, a real challenge)
Dragon's Lair (beautiful graphics, difficult to play)
Hyper Lode Runner (the classic game)

I am willing to swap any of these for that old tennis-game that was released for the Gameboy in 1989 or 1990.

BOOKS

Books in German:

Atari ST/STE/TT Profibuch (Sybex) THE programming bible, in mint condition. Asking price 25 Dutch guilders or 25 German marks.

Das Buch Zum Atari Falcon 030 (Data Becker). Asking price 10 Dutch guilders or 10 German marks.

Das Grosse ST Viren Schutzpakket (Data Becker) Originally with disk, but I haven't got that anymore. Asking price 10 Dutch guilders or 10 German marks.

GfA Basic (book by Frank Ostrowski, including disk). 10 Dutch guilders or 10 German marks.

GfA Handbuch TOS & GEM (GfA Systemtechnik). 10 Dutch guilders or 10 German marks.

Atari ST Floppy und Hard disk (excellent book, Data Becker, hardcover). 20 Dutch guilders or 20 German marks.

Das Grosse GfA Basic Buch (Data Becker, hard cover). 15 Dutch guilders or 15 German marks.

Scheibenkleister II (by Claus Brod, THE mass storage media bible, with disk).
20 Dutch guilders or 20 German marks.

Book in Dutch:

Programmeren van Basic naar C (Data Becker). 10 Dutch guilders.

If you're interested, please email me (please also mention the country where you live, so I can estimate the postage costs). ALL BOOK PRICES MENTIONED HERE ARE WITHOUT POSTAGE!!

- READ THE BITS BELOW!! READ THE BITS BELOW!! ------------------------------

ADDITIONAL PAYMENT DETAILS:

I would like people in Europe to pay in British pounds or German marks (German marks = British pounds multiplied by three). People from the Netherlands can pay in Dutch guilders (British pounds multiplied by three). I have to request people outside Europe have to pay in American dollars (British pounds multiplied by 2). No cheques, just cash or International Money Orders from the post office.
I don't like to receive any coins, so fill up your order to the nearest paper bill if necessary. If you pay with Dutch guilders or German marks, make sure the amount is divisible by 10. If you pay in dollars, simply round off the amount to the next whole dollar and use US$ 1 bills.

GUARENTEE

I can't give any guarentees. Some of the games are old, and some of them have been sitting in my disk boxes for quite a while. All ST-specific titles have not been played since 1993 or so. I am not out to rip anyone off. I have been doing "ST NEWS" and have been doing (and will be doing ) "Ultimate Virus Killer" for quite some time and I hope people know that I can be trusted.

WANT SOME?

Email your order and WAIT FOR CONFIRMATION (DON'T SEND ANY MONEY YET). The quickest mailer gets the first right on a given title. I'll mail back to confirm and then you can send off the dosh. I will despatch the disks by return mail.

--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\------------------------------------------------------------/

## 1201. Re: CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: ebaiz@qtm.net
Message-ID: <5bt6b1$3c5$3@news2.qtm.net>
Source record: 129747

> I'm running CAB on a TT. Very often, it seems to pause on
> "Formatting text", when the page seems to be fully displayed.
> That is, no further text is diaplyed when the "Formatting
> text" message goes away. Anyone know why CAB does this? It
> seems to delay the loading of web pages from the cache also.

That happened to me on my Hades 060 clone sometimes. I really do not care about it as long as the website loads. What version of CAB and CAB.OVL are you using. Try switching to another version of CAB.OVL and see it that helps.

# 1202. Re: What's the best HW upgrade for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HATIAJBIUP@data.rhein-main.de>
Source record: 129748

In <32DFE1F3.167EB0E7@ena-east.ericsson.se> Brian Hutchinson wrote:

>I've seen a few messages on the news group about BlowUP FX,
>Afterburnner 040 and a Nemisis or something like that.

Nemesis, i don't no. I don't have a board.
Aferburner is expensiv, but very fast..

>What is the best upgrade for the Falcon? I'd like to get or
>be directed to some information so I can check these upgrades

For a privat user i think the FX-Board are the best way.
Easy to fix, not expensiv, standard 30pin simms.
and compatible with all my software.

40Mhz are enough for a falcon.

>I want to get a 882 FPU so I can run Linux (I know about the

That's only for floating point operations!
Not more..

Regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____________________________________________________
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 1203. Re: Newbie needs help getting started!

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HATIAJBLUP@data.rhein-main.de>
Source record: 129749

In <32DFDFE5.41C67EA6@ena-east.ericsson.se> Brian Hutchinson wrote:

>I have checked out the Net and I can't find anything that would give a
>newbie like me an intro to ST, Falcon, TT or anything (ex: file systems,
>how to boot from floppy, change from 16Mhz to 8Mhz etc.) I started out
>with the 600 & 800XL 15 years ago but I never got a 16 bit machine.

Take DOITF03H.ZIP (Release V 4.8 HTML)

You found a lot of german/english informations about the F030.
(More about the Hardware and also)

http://www.rhein-main.de/people/robert/homepage.htm

Regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 1204. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e2377ebadb92@sn.no>
Source record: 129750

On Sun 19-01-97 05:14, John Norton (jnorton@nilenet.com) wrote:

>Thomas R. Mccartney (tmccartn@freenet.calgary.ab.ca) wrote:
>
>: The absolute best terminal program for VT-100 emuLation has to be connect.
>: It is faster and gives better results than any comparible program on my
>: PC. (at least shareware - I will confess that PC anywhere does a prity
>: decent VT-100). It is _not_ really hard to set up. But is powerfull
>: enough to give pretty good results.
>
>Does it do decent X, Y and Z modem from within the program? Also, does it
>handle Lnyx OK? I have been using STORM for Denver Freenet, but it
>doesn't do Zmodem correctly!

Yes, it handles Lynx just fine (I use it every day) and Zmodem as well (I
use that every day as well to download/upload my email/news.
As for X or Y modem... I have to check this, because I never use it.
If it's not included in the program itself you can install external
programs for it (I've done that for "Kermit", just in case I need it some
day).

I also used STorm prior to Connect, but like you I experienced Zmodem not
working (even with the new "fix" patch installed!).

The only annoyance/problem I have with Connect is that when I access pages
with accented characters (or any character outside the usual English
alphabet, such as Norwegian, Swedish, German, French etc.) the program
automatically changes over to the "Graphic" character set, so those
characters get messed up.

In those cases I have to go back to the "character set" menu, set it back
to like it was and do a "screen refresh/reload". Irritating!
The author of the program told me that the UNIX server sends some sort of
control codes to Connect to do this, but apparently something is set up
wrong since I'm not supposed to get access to graphic characters when the
ISO character set should be used instead....
I hope a solution to this problem comes by.

Other than that I'm very happy with Connect, so I'd say- try it out and use
it for a while (you can use it for 30 hours without registering!).
If you register you'll get a user manual and access to some extra features
(like automatic login etc.).

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>

-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1205. Complete list of viruses recognised by UVK (big)

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.011997.165844.32@wxs5-12.worldaccess.nl>
Source record: 129751

THE KNOWN VIRUSES ON ATARI AND THEIR SYMPTOMS

This is a systematic description of all viruses that are
recognized by the "Ultimate Virus Killer". It is of a rather
technical nature; in case you are interested but you don't know
what to do with all the various phrases you get hurled at you,
please refer to books on the subject.

Name: Official name of the virus. When several different versions
of one virus exist, their difference is indicated by one additional
character - "A" for the earliest or most widely spread version, "B"
for the next, etc.
Type: The description of the virus fitting the most common virus
classification.
Discovery date: The date when the virus was earliest reported to
be seen. If the discoverer is known, his/her name is added between
brackets.
Virus can copy to drive(s): This indicates to which drives the
virus can copy itself. "Current drive" implies that the virus
copies to the drive that is currently in use of the ones listed.
Virus attaches itself to: Here it is mentioned which system
vector(s) the virus attaches itself to. When indicated to be
'undocumented reset-proof', this refers to the undocumented method
for programs to become reset-resistant through the $12123456
method.
Disks can be immunized against it: Informs of whether a virus
cannot be immunized against, or whether it can be immunized
against. In the latter case, it is indicated how one can immunize
against it. The format of the immunization method is: Offset
(hexadecimal), Byte/Word/Longword, and the hexadecimal value
expected at that offset.
Disks can be immunized with UVK: Indicates whether or not a
particular virus' immunization was capable of being including in
the "Ultimate Virus Killer" advanced immunization method.
What can happen: Lists the effect that the virus is programmed to
cause to occur.
When does that happen: Specifies when the above will happen
(ahem).
Reset-proof: Tells you whether or not the virus can survive a warm
reset.
Can copy to hard disk: Tells you...er...well...this is pretty
obvious, actually.
Remarks: Here all the other things worth mentioning are summed up.

BOOTSECTOR VIRUSES

Virus #1

Name: Signum/BPL Virus A.
Type: Memory-resident bootsector virus.
Discovery date: November 22nd 1987 (Klaus Seligmann).
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: Hdv_bpb vector.
Disks can be immunized against it: Yes (0.W $6038).
Immunizable with UVK: Yes.
What can happen: Not known.
When does that happen: When key is found on other disks (this has never been found - yet).
Reset-proof: No.
Can copy to hard disk: No.
Remark: This is the most widely spread virus; an approximate estimate brings it to at least 1.5 million copies worldwide! It is also known as the Emil 1A virus.

Virus #2

Name: Mad Virus A.
Type: Memory-resident bootsector virus.
Discovery date: March 26th 1988 (Eerk Hofmeester).
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: Hdv_rw vector.
Disks can be immunized against it: Yes (0.B $60).
Immunizable with UVK: Yes.
What can happen: Fools around with screen or bleeps with the sound chip.
When does that happen: After it makes five copies of itself, and then at every disk access.
Reset-proof: No.
Can copy to hard disk: No.
Remark: A relatively harmless virus, therefore also sometimes referred to as 'FUN Virus'. This is improper, however, as there already is a virus sometimes called 'Fun Virus', too (the Merlin Mad Virus, #60). For more remarks on the 'Mad Virus', see Mad Virus B (#49). Weirdly, the Mad Virus is also known as Emil 2A Virus.

Virus #3

Name: Signum/BPL Virus B.
Discovery date: Summer 1988 (Anton Raves).
Symptoms: Disk on which the virus is present is unreadable due to a damaged BPB.
Remark: This is no true other virus, but a virus that was corrupted while active in the system. For more info see the Signum/BPL Virus A.

Virus #4

Name: ACA Virus.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: June 29th 1988 (Little Joe).
Virus can copy to drive(s): Boot device.
Virus attaches itself to: Undocumented RESET-resistant.
Disks can be immunized against it: Yes (0.B $60 or 4.W $4143)
Immunizable with UVK: Yes.
What can happen: Track 0 is cleared (BPB, bootsector and FAT).
Data is then irretrievably lost.
When does that happen: After it has made 10 copies of itself.
This is done each time you press reset.
Reset-proof: Yes.
Can copy to hard disk: No.
Remark: This virus is made by the ACA crew (ACA stands for Anti
Copyright Association) from Sweden. In April 1990 it became known
that this ACA crew also made a virus killer (with lotsa graphics
and a scroller in the lower border). This killer could allegedly
also SPREAD viruses when you pressed a certain key combination! In
a 1988 issue of the German "ST Magazin" an interview with ACA was
published, in which they stated to have written (but not spread)
even worse viruses.

Virus #5

Name: Freeze Virus.
Type: Memory-resident bootsector virus.
Discovery date: July 12th 1988 (Carsten Frischkorn).
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: Hdv_rw vector; also installs MFP
interrupt.
Disks can be immunized against it: Yes (0.B $60).
Immunizable with UVK: Yes.
What can happen: The system slows down more and more, until it
freezes.
When does that happen: Right from the beginning on, increasing at
every access of logical sector 11 (directory).
Reset-proof: No.
Can copy to hard disk: No.

Virus #6

Name: Screen Virus.
Type: Memory-resident bootsector virus.
Discovery date: July 12th 1988 (Carsten Frischkorn).
Virus can copy to drive(s): A.
Virus attaches itself to: Hdv_bpb vector; 200 Hz System Clock
vector; Etv_critic vector.
Disks can be immunized against it: Yes (executable).
Immunizable with UVK: Yes.
What can happen: Screen is blackened.
When does that happen: 54 minutes after virus installation.
Reset-proof: No.

Can copy to hard disk: No.
Remark: Only works on 02.06.1986 ROMs (German pre-blitter TOS).

Virus #7

Name: C'T Virus.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: Summer 1988 (Wim Nottroth).
Virus can copy to drive(s): Any (including hard disk).
Virus attaches itself to: Undocumented RESET resistant.
Disks can be immunized against it: Yes (executable).
Immunizable with UVK: Yes.
What can happen: Deletes FAT of floppy-and hard disk (all data irretrievably lost).
When does that happen: If date stamp is 1987.
Reset-proof: Yes.
Can copy to hard disk: Yes.
Remark: This virus was featured in a German magazine called "Computer & Technik". The author claims he 'found it' on one of his disks. A listing was included, so that people could reproduce and adapt the virus with ease. It writes the message "ARRRGGGHHH Diskvirus hat wieder zugeschlagen" on the screen when it is activated. Due to the fact that it forgets to check whether or not the device is higher than "B", it can also copy itself to hard disk (which will most likely cause permanent damage).

Virus #8

Name: Maulwurf I Virus B (English TOS version).
Type: Reset-proof memory-resident bootsector virus.
Discovery date: September 3rd 1988 (Joerg Kruse).
Virus can copy to drive(s): A of B (current drive).
Virus attaches itself to: Reset vector, Hdv_bpb vector and VBL vector (this virus operates out of the VBL!).
Disks can be immunized against it: Yes (0.W $601C or 2.W $001C, AND must be executable).
Immunizable with UVK: Yes.
What can happen: Message on screen "Maulwurf I - SSG (Subversive Software Group)" and computer locks up.
When does that happen: If original Hdv_bpb vector is re-installed, or when someone changes the Hz200 counter.
Reset-proof: Yes.
Can copy to hard disk: No.
Remark: This virus was made by the Subversive Software Group in Germany. It is also called "Caterpillar Virus", as that is its name in English.

Virus #9

Name: Bayerische Hacker Post (BHP) Virus.
Type: Memory-resident bootsector virus.
Discovery date: September 10th 1988 (Henrik Alt).

Virus can copy to drive(s): A or B (current drive)
Virus attaches itself to: Hdv_bpb vector
Disks can be immunized against it: Yes (ANY value on 0.W)
Immunizable with UVK: Yes
What can happen: Nothing. It only copies itself
When does that happen: Never (how could it?)
Reset-proof: No
Can copy to hard disk: No
Remark: Made by the Bayerische Hacker Post. This is a small
computer user's group in Germany that also publishes a small club
magazine. In that magazine, the virus was said to reset- proof,
and that it would 'write through the write-protect notch'
(haha!). None if this is true. It checks the WP notch, however, in
a way that only works successfully on pre-blitter TOS versions
(i.e. TOS version before 1.02). The Bayerische Hacker Post
address: c/o BASIS, Adalbertstra�e. 41b, D-8000 M�nchen 40,
Germany.

Virus #10

Name: Lab-Virus.
Type: Memory-resident bootsector virus.
Discovery date: September 10th 1988 (Henrik Alt).
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: Hdv_bpb vector.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Screen is made entirely black.
When does that happen: After copying itself 10 times.
Reset-proof: No.
Can copy to hard disk: No.
Remark: Checks the write-protect status address in an illegal way,
and will therefore not work correctly on any TOS version above
1.04. This virus seems to be an adapted version of the BHP virus.

Virus #11

Name: FAT-Virus.
Type: Reset-proof memory-resident bootsector call virus.
Discovery date: May 1st 1988 (Stephen E. Schneider).
Virus can copy to drive(s): A.
Virus attaches itself to: Hdv_bpb and reset vector.
Disks can be immunized against it: Yes (executable).
Immunizable with UVK: Yes.
What can happen: Random memory accesses, resulting in blots
appearing on the screen and current programme running crashing.
When does that happen: After three hours, and then at the first
time $114 is changed from its original value (this is the MFP
Interrupt 5 vector).
Reset-proof: Yes.
Can copy to hard disk: No.

Remark: Only works on 02-06-1986 ROMs (German TOS 1.00). It uses time delays to make it more difficult to detect. This virus spreads easily and rapidly. It is bigger than just one bootsector and also uses the last FAT sector to write itself on. It is probably made in Switzerland, and is also called "Swiss"-or "Blot"-virus.

Virus #12

Name: Ghost Virus A.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: November 20th 1988 (Carmen Brunner).
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: Hdv_bpb and resvector; it is also non-documented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Mouse Y directions are inverted.
When does that happen: After copying itself 10 times. At every further five copies, the mouse movements are inverted, then normalised, then inverted again, etc.
Reset-proof: Yes.
Can copy to hard disk: No.
Remark: RUMOURED to be made by someone called Pash in Doncaster, England. It is very widely spread (England, Holland, Sweden and West Germany in particular). It is also called "Mouse" virus and "Inversion" virus.

Virus #13

Name: 5th Generation Virus.
Type: Memory-resident bootsector virus.
Discovery date: December 6th 1988.
Virus can copy to drive(s): A.
Virus attaches itself to: Trap #13 vector.
Disks can be immunized against it: Yes (executable).
Immunizable with UVK: Yes.
What can happen: Writes trash in the first 34 sectors of a disk, lethally corrupting the bootsector, FAT, and directory.
When does that happen: When the virus has reached its fifth generation.
Reset-proof: No.
Can copy to hard disk: No.

Virus #14

Name: OLI Virus.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: December 10th 1988.
Virus can copy to drive(s): Boot device.
Virus attaches itself to: Hdv_rw and trap #14 vector; also non-documented reset-resistant.

Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: The text "OLI-VIRUS installed ." appears on the screen. Then, it starts slowing down the ST by hooking itself on an interrupt vector. In certain cases, it can also corrupt disk data.
When does that happen: After having made 20 copies of itself.
Reset-proof: Yes.
Can copy to hard disk: No.

Virus #15

Name: Maulwurf I Virus A (German TOS version).
Discovery date: January 1st 1989.
Symptoms and remark: See virus #8. Only three branch addresses are different, so as to work on German instead of English TOS.

Virus #16

Name: Kobold #2 Virus A.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: January 2nd 1989.
Virus can copy to drive(s): A (?).
Virus attaches itself to: Hdv_bpb and resvector; Vbl_queue; also undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: The mouse UP and LEFT directions will be slightly distorted, resulting in the user slowly moving it off the desk.
When does that happen: Whenever XBIOS functions are called.
Reset-proof: Yes.
Can copy to hard disk: No.
Remark: This is the toughest virus yet. Not many statements can be made about it with certainty. It installs itself in memory on booting, and only after ANOTHER reset will it install the vectors mentioned above. Then, it will also print the text "KOBOLD#2 AKTIV!" (this leads to the belief that the virus is German). Confusingly, there is also a "Kobold AntiVirus". This is a "virus free" disk written by the German fast file copy program "Kobold". It is no true Antivirus.

Virus #17

Name: Mad Virus C.
Discovery date: January 1989 (Frits Couwenberg).
Symptoms: See virus #2.
Remark: Some of the last screen fiddle/sound routines in this virus have been corrupted by alien code. It will therefore crash when these routines are executed.

Virus #18

Name: Mutant Antivirus #1 A.
Discovery date: January 28th 1989.
Symptoms: Copies itself to other disks (except when they're executable). Some of the latter half of its code is corrupted by alien code, however, and may/will result in a system crash.
Remark: Read further for more info about anti-viruses.

Virus #19

Name: Goblin Virus A.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: April 3rd 1989 (Clive Duberley).
Virus can copy to drive(s): A or B (drive used by disk access call).
Virus attaches itself to: Hdv_bpb and resvector; also non-documented reset-resistant.
Disks can be immunized against it: Yes (1A2.L $27182818).
Immunizable with UVK: Yes.
What can happen: It puts the message "The Green Goblins Strike Again" on the screen; it can also mess up the display.
When does that happen: The message appears after 128 copies of itself have been made; the messing up of the display is done after 16 copies of itself have been made.
Reset-proof: Yes.
Can copy to hard disk: No.
Remark: Probably made in England.

Virus #20

Name: Mutant Antivirus #1 B.
Discovery Date: March 6th 1989 (Thomas Gathen).
Symptoms: System crashes, mainly. This is just a gigantically busted AntiVirus #1, and really can't do anything decent. Most probably doesn't even multiply...

Virus #21

Name: Counter Virus.
Tyoe: Memory-resident bootsector virus.
Discovery Date: May 1989.
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: ?.
Disks can be immunized against it: ?.
Immunizable with UVK: ?.
What can happen: Nothing.
When does that happen: Never (would it?).
Reset-proof: No.
Can copy to hard disk: No.
Symptoms: This virus keeps a generation counter, but doesn't do anything more.

Virus #22

Name: Help Virus.
Type: Memory-resident bootsector virus.
Discovery date: September 1988.
Virus can copy to drive(s): None.
Virus attaches itself to: ?.
Disks can be immunized against it: ?.
Immunizable with UVK: ?.
What can happen: Screen is filled with bombs.
When does that happen: At booting.
Reset-proof: No.
Can copy to hard disk: No.
Remark: No real virus, because it actually cannot multiply without external help. Since it resides in the bootsector, since another virus killer classified it as a 'virus' and since it does something a computer user would not like, it is still listed here as a 'virus'.

Virus #23

Name: Exception Virus.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: September 1988.
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: Hdv_bpb vector, undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: System crashes due to random values written to random memory locations.
When does that happen: About 22 minutes after a vbl routine is installed, which happens after accessing a non-write protected disk in drive A or B.
Reset-proof: Yes.
Can copy to hard disk: No.
Remark: Does not work when Hdv_bpb points at an address below $FFFF (generally this is the case when a hard disk is installed). It was previously also known as Random virus, and it only works on TOS 1.00 and 1.02.

Virus #24

Name: Gauweiler Virus.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: July 12th 1989 (Harald Wend).
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: Hdv_bpb; undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Writes "AIDS?" on the screen and zeroes track 1 of a floppy disk (irretrievably destroying bootsector, FAT, and directory).
When does that happen: After the first reset after booting it.

Reset-proof: Yes.
Can copy to hard disk: No.
Remark: Version 3.0 of this virus (version number contained in boot code) is supposed to be programmed on July 7th 1988 (also contained in boot code). So it was almost exactly one year old when it was discovered...

Virus #25

Name: Evil Virus.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: May 23rd 1989 (Jeremy Hughes).
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: Resetvector and Hdv_bpb.
Disks can be immunized against it: Yes (0.L $60380666).
Immunizable with UVK: No.
What can happen: Screen colours inverted.
When does that happen: After 100 copies of itself are made.
Reset-proof: Yes.
Can copy to hard disk: No.
Remarks: Contains the text " EVIL ! - A Gift from Old Nick". It is written in England. Obviously, the author acquired a copy of an earlier version of the "Ultimate Virus Killer" - he made sure the virus was recognized to be an Atari system disk! Very cleverly done, by using the recognition bytes somewhere in the virus code. I am glad to say that we're now at least ONE step ahead of this guy!
This virus is very often found in Scandinavian countries.

Virus #26

Name: P.M.S. Virus.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: May 20th 1989 (Chris Dudley).
Virus can copy to drive(s): A.
Virus attaches itself to: XBIOS trap vector and reset vector.
Disks can be immunized against it: Yes (1B4.L $2A2A2A20).
Immunizable with UVK: Yes.
What can happen: Text "*** The Pirate Trap ***, * Youre being watched *, *** (C) P.M.S. 1987 ***" (sic) appears on the screen.
When does that happen: At each fiftieth copy of itself that is made.
Reset-proof: Yes.
Can copy to hard disk: No.
Remark: Contains a copyright message for 1987 (!). This virus might thus be VERY old and it is a miracle that is had slipped through the attention of ALL virus killers thus far. It is thought to be made by a software vendor to prevent people from copying software in his shop. Due to obvious reasons, it is also called "Pirate Trap Virus".
This virus patched the XBIOS vector in such an effective way that,

once the virus is in memory, it even patches bootsector reads to hide its presence. It copies itself at each use of Floprd (XBIOS 8)!

Virus #27

Name: Ghost Virus B.
Discovery date: June 15th 1989 (R. de Groen).
Symptoms: See Virus #12 (Ghost Virus). This virus has a few damaged bytes and will therefore crash easily.

Virus #28

Name: Arnold/Rambo Virus.
Type: Memory-resident bootsector virus.
Discovery date: November 1989.
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: Hdv_bpb vector.
Disks can be immunized against it: Yes (0.B $60).
Immunizable with UVK: Yes.
What can happen: Nothing.
When does that happen: After five copies were made.
Reset-proof: No.
Can copy to hard disk: No.
Remark: This virus was actually designed to have precisely the same effects as the Mad virus, but due to a wrong branch and a non-working counter this does not work.

Virus #29

Name: Monitor Virus.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: November 1989.
Virus can copy to drive(s): A or B.
Virus attaches itself to: ?.
Disks can be immunized against it: ?.
What can happen: Random lines are put on the screen.
When does that happen: ?.
Reset-proof: Yes.
Can copy to hard disk: No.
Symptoms: Some random lines are put on the screen, which are probably meant to hint at a busted monitor. Of course, this virus doesn't harm the monitor at all.

Virus #30

Name: Anti-ACA Virus.
Type: Memory-resident bootsector virus.
Discovery date: December 28th 1989.
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: GEMDOS trap vector.
Disks can be immunized against it: Yes (0.W $601C).
Immunizable with UVK: No.

What can happen: Text "GREETINGS TO ACA, THE FIRST GROUP TO BE GREETED IN A VIRUS! (AND THEY ARE THE GUYS WHO MADE THE 1ST ST VIRUS" on screen, followed by the computer crashing.
When does that happen: After four copies of itself are made.
Reset-proof: No.
Can copy to hard disk: No.
Remarks: This virus was written in Norway by someone called himself The Lazy Lion (as were viruses 31-36!). Actually, unlike this virus claims, the first virus on the ST was not that of the ACA (but who cares).
All these viruses patch the GEMDOS trap vector, and will get active and/or copy themselves at any Fopen or Fsfirst GEMDOS call.

Virus #31

Name: Chopin Virus.
Type: Memory-resident bootsector virus.
Discovery date: December 28th 1989.
Virus can copy to drive(s): A.
Virus attaches itself to: GEMDOS trap vector.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Music of Chopin's Death March start playing endlessly and system freezes to a halt. At each music end, it also prints the message "FUCK! YOU'VE GOT A VIRUS!" on the screen.
When does that happen: After 26 copies of itself are made.
Reset-proof: No.
Can copy to hard disk: No.

Virus #32

Name: Cookie Monster Virus A.
Type: Memory-resident bootsector virus.
Discovery date: December 28th 1989.
Virus can copy to drive(s): A.
Virus attaches itself to: GEMDOS trap vector.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Writes "YOU KNOW WHAT? I WANT A COOKIE!" on the screen, and then waits for the user to type COOKIE. After having done this, it will enable the user to continue whatever he was doing. After each 20 further copies, it appears again.
When does that happen: After 30 copies of itself are made.
Reset-proof: No.
Can copy to hard disk: No.

Virus #33

Name: Cookie Monster Virus B.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: December 28th 1989.
Virus can copy to drive(s): A.

Virus attaches itself to: GEMDOS trap vector and resvector.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: See virus #32.
When does that happen: See virus #32.
Reset-proof: Yes.
Can copy to hard disk: No.
Remark: The only difference with virus #32 is that it is reset-
proof.

Virus #34

Name: Puke Virus A.
Type: Memory-resident bootsector virus.
Discovery date: December 28th 1989.
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: GEMDOS trap vector.
Disks can be immunized against it: Yes (0.W $601C).
Immunizable with UVK: No.
What can happen: First file deleted from current floppy drive.
When does that happen: After five copies of itself are made.
Reset-proof: No.
Can copy to hard disk: No.
Remark: The boot code also includes the address of a well known
member of the ST society, who was supposed to be blackmailed using
this virus (but who did NOT write it!).

Virus #35

Name: Puke Virus B.
Type: Memory-resident bootsector virus.
Discovery date: December 28th 1989.
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: XBIOS trap vector.
Disks can be immunized against it: Yes (19E.L $70756B65).
Immunizable with UVK: Yes.
What can happen: Track 1 gets the memory contents of $78000 (screen
memory on half meg machines) written on it (irretrievably
corrupting bootsector, FAT and directory sectors).
When does that happen: After making five copies of itself, and
then after each second copy.
Reset-proof: No.
Can copy to hard disk: No.
Remark: See virus #34.

Virus #36

Name: Upside Down Virus.
Type: Memory-resident bootsector virus.
Discovery date: December 28th 1989.
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: GEMDOS trap vector.

Disks can be immunized against it: Yes (0.W $601C).
Immunizable with UVK: No.
What can happen: Screen turns upside down.
When does that happen: After four copies of itself are made, and
then after each second copy.
Reset-proof: No.
Can copy to hard disk: No.
Remark: Due to a small bug, it seems to write only non- executable
copies of itself?

Virus #37

Name: Mutant Antivirus #4.
Discovery date: Autumn 1989.
Symptoms: As this is an anti-virus with almost 50 percent of its
code destroyed, it probably only crashes the system on boot-up.

Virus #38

Name: G-DATA Virus.
Type: Memory-resident bootsector virus.
Discovery date: May 5th 1990.
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: Hdv_bpb vector.
Disks can be immunized against it: Yes (0.B $60).
Immunizable with UVK: Yes.
What can happen: Nothing.
Reset-proof: No.
Can copy to hard disk: No.
Remark: This virus was not written by G-Data (which is a German
company that has also made a virus killer), but owes its name to
the fact that it contains the message "ANTI-VIREN KIT 3KEIN VIRUS
IM BOOTSECTOR" (translation: "ANTI-VIREN KIT 3NO VIRUS IN THE
BOOTSECTOR"), suggesting that it is a disk immunized by the G-Data
virus killer (which, of course, it isn't). It's based on the
Exception Virus.
It's also called "G-DATA Laxy Virus".

Virus #39

Name: Media Change Virus.
Type: Reset-proof memory-resident bootsector viruses.
Discovery date: October 27th 1989.
Virus can copy to drive(s): All boot devices.
Virus attaches itself to: Mediach (Media Change) vector, and
undocumented reset-resistant.
Disks can be immunized against it: Yes (executable).
Immunizable with UVK: Yes.
What can happen: Text turns to screen colour.
When does that happen: Every fifth copy.
Reset-proof: Yes.
Can copy to hard disk: Yes.

Remark: Since it does not check for drives higher than B, and
since it uses the BIOS Rwabs call, it can also copy to hard disk
when you have booted from that!

Virus #40

Name: Ghost Virus C.
Discovery date: March 9th 1990.
Remark: A version of the original Ghost Virus in which three bytes
have been corrupted, causing the branch to be (non-fatally) misled
and the mouse reversion routine to malfunction. It copies without
any problems, though, and is indeed reset-proof.

Virus #41

Name: Bat Virus.
Type: Non-executable reset-proof memory-resident bootsector call
virus.
Discovery date: March 17th 1990 (George Woodside).
Virus can copy to drive(s): Current drive.
Virus attaches itself to: Hdv_bpb vector, timer vectors, reset
vector. Also undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Last sectors of directory can be destroyed if the
directory is very long. The mouse pointer will turn into a batman
logo.
When does that happen: The directory bit can happen each time it
copies itself; the mouse pointer will change after one hour.
Reset-proof: Yes.
Can copy to hard disk: ?.
Remark: Written by some kid for a French journalist. He's an author
who has e.g. written articles about viruses, and he has probably
done this virus to check how fast they can multiply and to check
how good virus killers are. Previously, this virus was considered
to be 100% safe by ALL virus killers, as the bootsector is NOT
executable - yet it is a bootsector virus! It is really a very
ingenious viruses, but the "Ultimate Virus Killer" is ahead of its
prey!

Virus #42

Name: Grim Reaper Virus.
Type: Memory-resident bootsector virus.
Discovery date: May 9th 1990 (John).
Virus can copy to drive(s): Drive A only.
Virus attaches itself to: Hdv_bpb vector.
Disks can be immunized against it: Yes (0.W $6A38, 3A.W $41FA).
Immunizable with UVK: No.
What can happen: De-installs itself, screws up the screen, prints
garbage on the screen and writes to contents of memory at $78000
(screen address on half megabyte machines) to the first 20 sectors

of a disk, lethally corrupting bootsector, FAT and directory.
When does that happen: After 47 copies of itself are made.
Reset-proof: No.
Can copy to hard disk: No.
Remark: A nasty one, this virus. Its installation structure is
identical with George Woodside's Antivirus "VKill Guard". The
bootsector also contains the text " -= The Jumper strikes again =-
Pirates, the grim reaper draws near ".

Virus #43

Name: Megacunt V2.0 virus.
Type: Memory-resident bootsector virus.
Discovery date: December 1989 (Dave Moss).
Virus can copy to drive(s): Current drive (floppy only), and only
to immunized disks.
Virus attaches itself to: Hdv_bpb vector.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Acid-colours will be on the background screen
colour, done by the level 4 interrupt.
When does that happen: After 20 copies of itself are made.
Reset-proof: No.
Can copy to hard disk: No.
Remark: Written by a chap calling himself Alcoholica, and only
copies to immunized disks (!crikey!). Several other versions of
this virus are believed to exist, but none have been sighted.

Virus #44

Name: Horror Virus.
Type: Non-executable reset-proof memory-resident bootsector call
virus.
Discovery date: August 23rd 1990.
Virus can copy to drive(s): Drive A.
Virus attaches itself to: Hdv_bpb vector, timer C vector. Also
undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Screen will switch colours, sound will be heard.
When does that happen: At a certain time after copying itself
five times.
Reset-proof: Yes.
Can copy to hard disk: No.
Remark: Written by a member of ULM from Luxemburg, for test
purposes. He did this early spring 1990. It has never been spread,
but he gave it to me 'just in case'. Previously, this virus was
considered to be 100% safe by ALL virus killers, as the bootsector
is NOT executable - yet it is a bootsector virus (see 'Batman
Virus')!

Virus #45

Name: DJA Virus.
Type: Memory-resident bootsector virus.
Discovery date: Summer 1990.
Virus can copy to drive(s): Current drive.
Virus attaches itself to: Hdv_bpb vector.
Disks can be immunized against it: Yes (0.W $6038).
Immunizable with UVK: Yes.
What can happen: Message will be displayed on screen ("Du ar
smetted av DJA viruset Generatio....(generation number)") and
system will lock up.
When does that happen: After a fourth disk is found with the virus
on it (or any disk starting with $6038 - including immunized
ones!).
Reset-proof: No.
Can copy to hard disk: Yes.
Remark: Written in Norway or Denmark, as the text it prints means
"You are infected by the DJA virus" in one of these languages). A
good thing is that it does not copy to immunized disks - but
unfortunately these immunized disks DO trigger the 'destruction'
routine!

Virus #46

Name: TOI Virus.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: November 10th 1990 (George Woodside).
Virus can copy to drive(s): Current drive.
Virus attaches itself to: Hdv_bpb and resvector; it is also non-
documented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Inverts the vertical mouse movements (just like
the "Ghost" virus which is it's previrus). After that, it also
toggles the bits of a random memory location (this leads to
unpredictable crashes and small things going wrong).
When does that happen: After five copies of itself have been made.
Reset-proof: Yes.
Can copy to hard disk: No.
Remark: An adapted version of the "Ghost" virus. The name comes
from the TOI programming group in Denver, Colorado, USA, who are
reported to be responsible for this one.

Virus #47

Name: Flying Chimp Virus.
Type: Memory-resident bootsector virus.
Discovery date: December 15th 1990 (Les Neidig).
Virus can copy to drive(s): Drive A.
Virus attaches itself to: Hdv_bpb vector.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Message will be displayed on screen ("Zapped by

Waldo the Flying Chimp!").
When does that happen: After it has multiplied itself five times,
or when it has had 20 bootsector accesses.
Reset-proof: No.
Can copy to hard disk: No.
Remark: Thought to have been written in the USA. Also known as the
"Waldo Virus".

Virus #48

Name: Reset Virus.
Type: Memory-resident bootsector virus.
Discovery date: Summer 1988 (Volker Shnitz).
Virus can copy to drive(s): ?.
Virus attaches itself to: Hdv_bpb, Hdv_rw and Hdv_mediach vectors.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: It writes a message "Ihr Rechner hat Aids" (German
for "Your computer has AIDS") on the screen and then freezes the
system.
When does that happen: Three hours after booting.
Reset-proof: No.
Can copy to hard disk: No.
Remark: Strangely enough, this virus will not copy itself when
you've got a cartridge installed with the word "Dent" at address
$FA0066.

Virus #49

Name: MAD Virus B.
Discovery date: December 1987 (Volker Shnitz).
Symptoms: See virus #2.
Remark: Published in a magazine called "Atari Spezial" (German),
and therefore also known under the name "Atari Spezial Virus".
This is the original MAD virus, which is exactly the same as MAD
virus A (which was spread the most) except for the offset of most
code. It was written by J. Schuppener, and it was published
towards the end of the year 1987 in the mentioned magazine. The
magazine now seems to be defunct, but the publisher used to be
CAV-GmbH, He�stra�e 90, D-8000 M�nchen, Germany.

Virus #50

Name: Ghost Virus D.
Discovery date: February 17th 1990.
Symptoms: See Virus #12 (Ghost Virus). This virus has a few
damaged bytes and will not work properly - may even crash.

Virus #51

Name: Ghost Virus E.
Discovery date: April 1991.

Symptoms: Principally it's the same as the Ghost Virus (#12), but
the symptoms are different. It does something with the vertical
blank queue and leaves the mouse alone. Unfortunately the precise
symptoms are unknown as the copies of this virus that were found
were both damaged.

Virus #52

Name: Ghost virus F.
Discovery date: April 1991.
Symptoms: See virus #12 (Ghost Virus), Unfortunately, there is some
corrupted code in the virus copy routine so that it can cause a
disk to be corrupted (the bootsector can be written wrongly, not
corrupting the actual data but making it inaccessible).

Virus #53

Name: Megaguru & Argo 2 Virus.
Type: Memory-resident bootsector virus.
Discovery date: June 22nd 1991 (Paolo Munarin).
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: Hdv_bpb vector.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: At booting, writes the text "* MEGAGURU & ARGO 2
001 * ANTEPRIME ATARI E AMIGA PRESENTANO :" on the screen. When
things go 'wrong' the screen inverts and a bleep sounds.
When does that happen: At each disk with an executable bootsector
that is accessed - with the exception of disks that have the virus
on them.
Reset-proof: No.
Can copy to hard disk: No.
Remark: This virus is from Italy. It was found on a disk which
contained a text file from a hacker called Megaguru, who (quote)
"would like to swap Amiga and ST software". Even his phone number
was on it!

Virus #54

Name: Ghost virus G.
Discovery date: June 1991 (Kai Holst).
Symptoms: See virus #12 (Ghost Virus). This seems to be an adapted
version of the Ghost Virus, and the pre-virus to most recent
mutant Ghost Viruses (of which there are rather an absurd lot).

Virus #55

Name: Finland Virus.
Type: Memory-resident reset-proof bootsector virus.
Discovery date: Early July 1991 (Steffen Fischer).
Virus can copy to drive(s): A.
Virus attaches itself to: Hdv_bpb vector, resvector. Also
undocumented reset-resistant.

Disks can be immunized against it: Yes (executable).
Immunizable with UVK: Yes.
What can happen: Fiddling with the screen colours (this comes down to the green and white colours of the desktop being reversed when in colour mode).
When does that happen: After is has done each 12th copy of itself. The virus only copies to non-executable disks, or executable disks that have viral symptoms (i.e. other viruses and itself) or that have the word 'Boot' contained at hexadecimal offset $82 (any disk 'protected' by the boot program of the German PD virus killer "Sagrotan" has the word 'Boot' at this offset!).
Reset-proof: Yes.
Can copy to hard disk: No.
Remark: This virus was coded by a chap called Toubab, on August 30th 1990. It got sent to me by two people almost at the same time after the virus was almost one year old! Both occurrences, however, were in Scandinavia (i.e. disks from Finland and Norway) so this leads me to believe it was written in Scandinavia. It was a real pain in the posterior, as it started with a longword '00000000' value, that lead the "Ultimate Virus Killer" to not finding it suspect!

Virus #56

Name: Ghost virus H.
Discovery date: August 5th 1991 (Harald Uenzelmann).
Symptoms: See virus #12 (Ghost Virus). This is principally exactly the same as the standard Ghost Virus, but someone apparently found it necessary to change the Branch into BLS instead of BRA - which has the same result when executed but which effectively caused it not to be recognized.

Virus #57

Name: Signum Virus C.
Discovery date: September 25th 1991 (Darren Laidler).
Symptoms: See virus #1 (Signum Virus A). This is exactly the same with regard to symptoms and the way it works. The only reason why it is basically different is that someone (probably someone in England) optimized it a bit, and some machine code instructions have been replaced by others.

Virus #58

Name: Joe Virus.
Type: Memory-resident bootsector virus.
Discovery date: November 25th 1991 (ACN).
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb vector.
Disks can be immunized against it: Yes (0.W $4E71).
Immunizable with UVK: No.
What can happen: When it finds itself with a specific value in the

fourth and fifth byte, it will execute itself again, probably cluttering up the system.
When does that happen: When it finds itself again, and then every second time.
Reset-proof: No.
Can copy to hard disk: No.
Remark: As this virus has no particular characteristics, it was called "Joe Virus" as I was listening to Jimi Hendrix' "Hey Joe" when I disassembled it.

Virus #59

Name: Directory Waster Virus.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: Unknown (Michael Schussler).
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb vector, resvector; also undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: First twenty tracks of your disk get destroyed (both side 0 and side 1!) When does that happen: After each twentieth copy it made of itself.
Reset-proof: Yes.
Can copy to hard disk: No.
Remark: The name is quite improper, as it destroys about 25% of a disk and not just the directory. Initially, this virus only installs itself on the standard reset vector. After the first reset, it bends the hdv_bpb vector and becomes reset-resistant in the undocumented way.

Virus #60

Name: Merlin's Mad Virus.
Type: Memory-resident bootsector programme.
Discovery date: Unknown (Mike Mee).
Virus can copy to drive(s): Not at all.
Virus attaches itself to: Nowhere.
Disks can be immunized against it: No need to immunize.
Immunizable with UVK: Not applicable.
What can happen: See the Mad Virus - it does the same things with the screen and/or makes a sound.
When does that happen: When booting with a disk containing this 'virus'.
Reset-proof: Not applicable (i.e. "no").
Can copy to hard disk: Not applicable.
Remark: This is no virus at all, but it has been classified here as Mike Mee sent it to me who classifies it as a virus in his "Professional Virus Killer" programme. It was written by Merlin the Welsh Wizard, and it's TOTALLY HARMLESS. It can not copy itself, and only fiddles around with the screen in the same

fashion as the "MAD Virus" after which it is called.

Virus #61

Name: Wolf Virus.
Type: Memory-resident bootsector virus.
Discovery date: February 4th 1991 (Carsten Frischkorn).
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: BIOS vector.
Disks can be immunized against it: Yes (0.W $EB34).
Immunizable with UVK: No.
What can happen: RAM memory amount it halved (this does not imply you actually LOSE RAM, it just means that it makes the computer THINK it has less RAM!).
When does that happen: After the eighth generation is found.
Reset-proof: No.
Can copy to hard disk: No.
Remark: A rather nasty virus. For starters, it starts off with the bytes you'd normally find on an MS-DOS disk, i.e. all virus killers think it's an MS-DOS bootsector. Second, it fools the user by putting the message "Kein Virus im bootsector!" on the screen at booting. This is the boot message of the virus-free bootsector of the German virus killer "Sagrotan". It de-installs itself after three infections (i.e. your computer will think you've got 1/8th of your actual amount of RAM memory by then!).

Virus #62

Name: Ghost virus I.
Discovery date: October 5th 1991 (Frank Jonkers).
Symptoms: See virus #12 (Ghost Virus), Unfortunately, there is some corrupted code in the virus copy routine so that it can cause a disk to be corrupted (the bootsector can be written wrongly, not corrupting the actual data but making it inaccessible).

Virus #63

Name: Menace Virus.
Type: Reset-proof memory-resident bootsector call virus.
Discovery date: Spring 1992 (David of H-Street).
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Xbios vector, Hdv_bpb vector and interrupt level 4 interrupt; also undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Overwrites the bootsector of your floppy disk with a message in an Elfish language (Tolkien).
When does that happen: After having made ten copies ot itself.
Resetproof: Yes.
Can copy to harddisk: No.
Remark: This virus uses TWO sectors on disk, sector 1 and 10. It's rather cleverly written and thought to come from Malta. Several

versions are believed to exist.

Virus #64

Name: Ashton Nirvana Virus.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: Spring 1992 (David of H-Street).
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb vector; also undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Random sectors will be read from the current drive (including hard disk!) and written back with the word "ASHTON" in it. This obviously corrupts your media, at one sector per Hdv_bpb use.
When does that happen: Each time a floppy/hard disk is read from or written to.
Resetproof: Yes.
Can copy to harddisk: No.
Remark: Perhaps this virus was written by the same person as the "Menace" virus. It's a nasty one as it can corrupt hard disks as well!

Virus #65

Name: Lietuva Virus.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: Spring 1992 (Paragraph Headquarters).
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Vbl queue, resetvector; also undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Bootsector will be zeroed.
When does that happen: After the first eight copies of itself are made, and every six copies afterwards. A copy is made every time a disk's bootsector is read/written.
Resetproof: Yes.
Can copy to harddisk: No.
Remark: Written by a chap in the former U.S.S.R. who now lives in Lithuania. It does not bend any actual system variable which makes it rather revolutionary.

Virus #66

Name: Signum Virus D.
Discovery date: March 25th 1992 (Volker Shnitz).
Remark: This is an optimized version of the original Signum A virus, which is also somewhat smaller in size. It is no longer immunizable with the standard Signum immunization (0.W $6038) but instead requires to be immunized with 2.W $07C4. This effectively

makes it impossible to immunize it with the "Ultimate Virus
Killer"...

Virus #67

Name: Zorro Virus A.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: June 1992 (P. van Zanten)
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_rw, Hdv_bpb, resvector and also
undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: System will lock itself.
When does that happen: After a specific number of copies are made.
Resetproof: Yes.
Can copy to harddisk: No.
Remark: A very complex virus that evaded virus killers previously
by being recognized as an MS-DOS bootsector. It's heavily coded
and installs itself in memory in a very complex way. On top of
that it seems capable of installing differently coded versions of
itself so that per definition each copy of this virus differs from
all other copies of it.

Virus #68

Name: Zoch Virus.
Type: Memory-resident bootsector virus.
Discovery date: December 1992.
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb.
Disks can be immunized against it: Yes (0.L $5A4F4348, "ZOCH").
Immunizable with UVK: No.
What can happen: Text on screen (The Night Force Virus Breaker by
Zoch), and copies itself.
When does that happen: Text appears on installation. It copies
itself to all disk it is not on already.
Resetproof: No.
Can copy to harddisk: No.
Remark: To all intent and purpose this virus was written as an
antivirus. Unfortunately it copies itself across ALL bootsectors
it finds with the exception of ones it finds itself on. This
means that it will destroy any previous program in the bootsector,
whether needed or virus!

Virus #69

Name: Macumba 3.3 Virus.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: February 1993 (Chris Brookes).
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb, undocumented reset-resistant.

Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: The system freezes totally and abruptly.
When does that happen: After a specific number of copies have been made of itself.
Resetproof: Yes.
Can copy to harddisk: No.
Remark: This virus also codes itself and also fakes to be an MS-DOS disk (just like the Zorro Virus). Quite naughty.

Virus #70

Name: Zorro Virus B.
Discovery date: February 17th 1993 (Kenneth Elofsson)
Remark: Virtually identical to Zorro Virus A, so refer to information given there. Only a few bytes have been changed.

Virus #71

Name: Beilstein Virus.
Type: Reset-proof memory-resident bootsector call virus.
Discovery date: March 16th 1993 (Volker Shnitz).
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb, Vbl_queue, Hdv_rw, Hdv_boot, Gemdos, Xbios, regularly reset-resistant AND undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen, and when: 1) It can delete specific files when these are loaded by the user. These files are 'SAGROTAN', 'MDISK', 'FCOPYIII', 'FCOPY3??', 'DISKUS', 'DISKDEMO', 'TED_???' and 'G_COPY', 2) It can clear partition "C" of your hard disk when the virus in memory discovers that you are trying to trace it (trace bit set, for example in a debugger), 3) It can create garbage on your screen, 4) Keyboard, mouse and joystick can be disabled, 5) Mouse movements can be inverted (like with the "Ghost Virus"), 6) Printer output can be corrupted, 7) Modem output can be corrupted, 8) A bomb error can be created, 9) The system can be frozen until you enter the password "Apokalypse", 10) Memory can be cleared, followed by a reset, 11) The first hundred sectors of a floppy disk can be cleared, and 12) It can delete a folder. These are quite an amount of things that can go wrong!
Resetproof: Yes.
Can copy to harddisk: No.
Remarks: This virus also codes itself and also fakes to be an MS-DOS disk (just like the Zorro Virus). On top of that it uses an ingenious system where bits of its code are swapped around and where different bootsector offsets are used to make things extra difficult. Even when not yet coded, there are at least 10 different versions that this virus can generate of itself. With coding added, over 650,000 versions of this virus can exist. But

that's not everything: The bootsector that was on the disk before it got infected (e.g. a virus free disk) is stored somewhere else and executed after the virus installs itself. This means that the message "this is a virus free disk" will STILL appear even after the disk has been infected! It is a very complex virus that, apart from the bootsector, uses four other sectors on disk that are marked BAD in the FAT to make sure they're not overwritten. The use of these four extra sectors enable the virus to be bigger (hence the many different destruction routines) and also allow it to buffer the original bootsector previously present on the disk. The last naughty bit about this virus is that, when it bends system variables, it supplies regular XBRA ID codes of popular harmless applications to itself (for example HABO, VREP, VIRA, CB2K, SBTS and WINZ). The "Ultimate Virus Killer" correctly recognizes it anyway!
This is without a doubt the most nasty virus yet. It was written by a student from Beilstein, a town in South Germany (hence its name). It has only been supplied to specific virus killer programmers and has so far not actually been spread as such. Let's hope it will stay that way!

Virus #72

Name: Temporary Madness Virus.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: March 16th 1993 (Volker Shnitz).
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb, undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen, and when: Every 65536 vertical blanks (on colour that means about every 22 minutes) the mouse movement is inverted for about 10 seconds.
Resetproof: Yes.
Can copy to harddisk: No.
Remark: In Germany, this virus is known as the "Mouse Coordinate" virus.

Virus #73

Name: Darkness Virus A (Nightmare of Brooklyn #2 'Darkness').
Type: Reset-proof memory-resident bootsector virus.
Discovery date: July 17th 1993 (Piotr Kowalczyk).
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb, undocumented reset-resistant, resvector, vbl_queue.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: It can write garbage on the first 9 sectors of a random track between 1 and 79. The first of those sectors will then contain the text between quotes mentioned above with 'Name'.

Additionally, the virus can screen black.
When does that happen: The disk track garbage writing happens every other 8 copies that it writes of itself. The screen blackening happens every 32768 vertical blanks (i.e. after about 11 minutes on colour monitors, about 7.5 minutes on monochrome).
Resetproof: Yes.
Can copy to harddisk: No.
Remark: First discovered in Poland. This virus uses an intricate coding method which, like other recent viruses, allows it to create hundreds of differently recognizable versions of itself.

Virus #74

Name: Small Virus.
Type: Memory-resident bootsector virus.
Discovery date: Autumn 1993 (Chris Brookes).
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Nothing harmful actually. It has no destruction routine nor a trigger routine.
When does that happen: Never.
Resetproof: No.
Can copy to harddisk: No.
Remark: Named after the fact that it is very small, less than half the bootsector size. Only copies itself. Nothing else.

Virus #75

Name: Ghost Virus J.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: Autumn 1993 (ORQ Computer Group).
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb and resvector; it is also non-documented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Most likely nothing. It is changed (or has mutated) so that it manipulated a wrong memory value. The mouse pointer Y direction is NOT inverted.
When does that happen: After copying itself 10 times.
Resetproof: Yes.
Can copy to harddisk: No.
Remark: It is almost identical to "Ghost Virus A", much more than the other variants. It was discovered in Australia, and also known as "Silent Virus".

Virus #76

Name: Zorro Virus C.
Type: Reset-proof memory-resident bootsector virus.

Discovery date: November 2nd 1993 (Piotr Kowalczyk).
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_rw, Hdv_bpb, resvector and also
undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: System will lock itself.
When does that happen: After a specific number of copies are made.
Resetproof: Yes.
Can copy to harddisk: No.
Remark: Although it does almost exactly the same as Zorro Virus A,
it is much more different from it than Zorro Virus B. For starters
all its individual routines are interchanged, causing the uncoded
virus start to be quite different too. It also installs itself on
a different location in memory. This virus is believed to have
been done in Poland, which seems to indicate that all Zorro
viruses were coded there. It also goes by the name of "Wredniak"
(which is Polish for "Nasty Virus").

Virus #77

Name: Lucky Lady 1.02 Virus.
Type: Memory-resident bootsector virus.
Discovery date: February 1994.
Virus can copy to drive(s): Floppy drive A only.
Virus attaches itself to: Hdv_bpb and vbl queue.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: A message ("Lady Luck rules forever!") is printed
continuously on the screen, locking your system. A reset is the
only way out.
When does that happen: After about an hour (on monochrome 70 Hz) or
an hour and fifteen minutes (colour 50 Hz).
Resetproof: No.
Can copy to harddisk: No.
Remark: Coded by a female programmer who goes by the name of Lady
Luck of Sector MP Inc. from Ljubljana, Slovenia (in former
Yugoslavia). She has initiated some sort of bizarre 'war', and has
vowed to write many more viruses to test both her talent at
writing them and my talents at killing them. She sends her latest
creations to me by registered mail without specification of the
sender. Nothing more is known about her, other than that she
studies at Ljubljana University. This virus is actually prettily
clumsily written, and used to get a VPF of 220% because it used
three separate instances of "rwabs", among other things. I have
mixed feelings about all this, and all I can say is that I'd love
to kill her creations softly.

Virus #78

Name: Lucky Lady 4.12 Virus.
Type: Reset-proof memory-resident bootsector call virus.
Discovery date: March 1994.
Virus can copy to drive(s): Floppy drive A only.
Virus attaches itself to: Hdv_bpb, resvector, vbl_queue.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: 1) It puts message "Lucky Lady forbids you to load the UVK!" on screen, then erases "UVK_x_x.PRG" files from current drive when you try to load the "Ultimate Virus Killer" 2) Mouse cursor is changed from TOS arrow to Lucky Lady's logo (LL) 3) Screws up the screen 4) Logical clusters 351 & 352 are overwriten and marked as 'bad' in the FAT (Every cluster entry after 351 is thus a "floating entry" if there was a file (data lost) present before on a disk).
When does that happen: Message and UVK file erasing happens every time you want to load the "Ultimate Virus Killer". Mouse cursor is changed after approximately 35 minutes on monocrome (a bit longer on colour). Clusters 351 & 352 are lost during cloning i.e. during every drive A access.
Resetproof: Yes.
Can copy to harddisk: No.
Remark: Like "Lucky Lady 1.02", this virus is written by a girl from Slovenia as part of her bizarre 'war' (see previous virus remarks). It's not called "Luckly Lady B" and the other one "Lucky Lady A" because the viruses are totally different despite their similar name. This virus is much more complex and also a lot more dangerous. It seems only to work on English versions of TOS 1.00, where the file name of the file currently being loaded is at a specific location.
News is that this Sector MP Inc. has set up a virus coding school in former Yugoslavia. Things are beginning to get out of hand.

Virus #79

Name: Anaconda Virus A.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: February 1994.
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb, resvector and also undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: The virus seems to be designed to print a message on the screen, "MAUI viens de vous niquer" (this means something like "MAUI has just made fun of you"). However, there is reason to believe it will in fact get fed a bogus text address and will thus print garbage instead.
When does that happen: After 10 successful copies are made of itself, and after that after every 5 copies.
Resetproof: Yes.
Can copy to harddisk: No.

Remark: Virus is located at $140, but after the first reset it relocates to phystop-$8200. It is believed to have been written by the Replicants, a cracking group from France, but this is in no way certain. The text seems to indicate a French origin anyway.

Virus #80

Name: Lucky Lady Virus 1.03.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: April 1994.
Virus can copy to drive(s): A.
Virus attaches itself to: Hdv_bpb, undocumented reset-resistant, resvector, vbl_queue.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: The message "Lucky Lady's your empress" appears on screen after which your system locks up.
When does that happen: Virus activates itself after approximately 80-110 seconds; the system will lock itself somewhere between 45 and 65 minutes.
Reset-proof: Yes.
Can copy to hard disk: No.
Remark: Like the other viruses of a similar name, this was written by a Slovenian girl calling herself Lucky Lady. It cleverly disguises itself as an "ST Format Cover Disk" - the virus is a personal revenge against writer Clive Parker - and is Falcon-compatible.

Virus #81

Name: Anaconda Virus B.
Type: Reset-proof memory-resident bootsector virus.
Discovery date: Spring 1994.
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb, resvector and also undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: The virus prints the text "AKO-PADS" on the screen. Also, the virus will corrupt the disks it copies itself to.
When does that happen: After 10 successful copies are made of itself, and after that after every 5 copies.
Resetproof: Yes.
Can copy to harddisk: No.
Remark: This is either an adapted version of Anaconda A, or the other way around. There is no way to proof either. The virus is also known as "Ako Pads" virus.

Virus #82

Name: Pashley Virus.
Type: Memory-resident bootsector virus.
Discovery date: December 4th 1993.
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Screen flashing red. The virus will copy itself across all non-executable bootsectors.
When does that happen: The flashing happens each time you boot with an infected disk in the boot drive.
Resetproof: No.
Can copy to harddisk: No.
Remark: Contains the texts "VIRUS KILLED BY S.C.PASHLEY" and "ENGLAND" which are never printed on the screen. Hence the virus name. Virus bootsectors are actually left alone by the supposed anti-virus as they are normally executable. Maybe this virus was written by S.C.Pashley, but probably not. It is *not* an anti-virus because it copies itself and does nothing against viruses as such.

Virus #83

Name: Gotcha Xeno Virus.
Type: Reset-proof memory-resident
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb, resvector and also undocumented reset-resistant.
Disks can be immunized against it: Yes ($1E.L $263C0000).
Immunizable with UVK: No.
What can happen: The virus will write garbage, headed by the text "GOTCHA!" on random tracks (1-64) and sector (0-7), thus damaging data.
When does that happen: After 10 successful copies are made of itself, and after that after every 5 copies.
Resetproof: Yes.
Can copy to harddisk: No.
Remark: It is unclear whether this is actually the Pre-Virus of Anaconda, or perhaps just another virus developed from it. Some of its characteristic (such as the fact that it fully works and that it can principally be immunized against) warrant classifying it as a separate virus.
The reason that it can not be immunized against by the "Ultimate Virus Killer" despite location $1E not being occupied by any other bits of the immunization scheme is that, officially (i.e. according to Atari's standards), bootsector programs should not start prior to offset $3A. To rule out possible problems, I decided to avoid it altogether.

Virus #84

Name: UVD Virus.
Type: Potentially reset-proof memory-resident bootsector virus.
Discovery date: October 1994.
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb *or* hdv_mediach.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: The screen will display a text. Depending on its configuration it can lock up the system afterwards.
When does that happen: After about 45 (monochrome 70 Hz) to 65 (colour 50 Hz) minutes.
Resetproof: Depends on its configuration.
Can copy to harddisk: No.
Remark: This is a series of viruses that can be created by the "Ultimate Virus Designer", a program written by the Slovene Stonewashing Organisation. It claims almost 200 different versions of this can be made, depending on various configurable parameters such as "offset", "resetproof yes/no", "hide behind MS-DOS header yes/no", "location in memory", "attach to hdv_bpb or hdv_mediach" as well as two different 'destruction' routines or 'no' destruction routine. All these versions can be recognized.

Virus #85

Name: Tiny Virus.
Type: Memory-resident bootsector virus.
Discovery date: September 1994.
Virus can copy to drive(s): Floppy drive A only.
Virus attaches itself to: Hdv_bpb and vbl_queue
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Nothing. This virus just copies itself.
When does that happen: Well...never.
Resetproof: No.
Can copy to harddisk: No.
Remark: This is the smallest virus so far, occupying only 34% of a bootsector. It was written by Lucky Lady.

Virus #86

Name: Kobold #2 Virus B.
Type: Memory-resident reset-proof bootsector virus.
Discovery date: October 10th 1994 (Dejan Orehek).
Virus can copy to drive(s): A (?).
Virus attaches itself to: Hdv_bpb and resvector, vbl_queue; also undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: The message "I LOVE JADRANKA" appears on the screen.
When does that happen: Upon installation.
Resetproof: Yes.

Can copy to harddisk: No.
Remark: This is an adapted version of the Kobold #2 Virus, which will henceforth be known as Kobold #2 Virus A. The destruction routine was removed so all this virus does it copy itself and display that message at startup. The text message is encoded within the virus with a hexadecimal decoding value of $21111968, which would lead to thinking that November 21st 1968 is the birth date of either the author of Kobold #2 Virus B or this mysterious girl, Jadranka.
This virus is probably of Balkan origin, and might be as old as from 1991.

Virus #87

Name: Signum Virus E.
Discovery date: September 19th 1994 (Mike Holmes).
Remark: This is a corrupt version of the original, with a different branch offset and faulty startup code, most likely leading to a system crash upon installation. It cannot multiply effectively.

Virus #88

Name: Macumba 5.2 Virus.
Type: Memory-resident reset-proof bootsector virus.
Discovery date: August 1994.
Virus can copy to drive(s): A or B (current drive).
Virus attaches itself to: Hdv_bpb and undocumented reset-resistant.
Disks can be immunized against it: Yes (executable or 0.L $EB909047).
Immunizable with UVK: Yes.
What can happen: This is not exactly known. Probably a crash?
When does that happen: Probably not too long after a reset.
Resetproof: Yes.
Can copy to harddisk: No.
Remark: To my shock, I ran across a collection of "Macumba Virus" installation and recognition files, leading to the following conclusions. First of all, it's written by someone from the Netherlands. Second, there are at least *19* different versions of virus (0.9, 0.9a, 1.0, 2.0, 3.0, 3.1 TT, 3.2 TT, 3.3 TT, 3.4 TT, 3.5 TT, 3.6 TT, 3.7 TT, 3.8 TT, 3.9 TT, 4.0 TT, 4.0b TT, 5.0 Falcon and 5.2 Falcon). It seems we are dealing with some TT compatible and Falcon compatible viruses here. Viruses 0.9, 0.9a and 1.0 have bugs in them, so might not work/multiply properly. I am currently trying hard to get my hands on the versions that are not yet recognised by the "Ultimate Virus Killer" (i.e. all of them with the exception of 3.3 TT and 5.2 Falcon).

Virus #89

Name: Vaccin-Gillus Virus.
Type: Memory-resident reset-proof bootsector virus.

Discovery date: August 18th 1994 (Mike Holmes).
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb, resvector, and undocumented
reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: Prints the text "VACCIN-GILLUS" on the screen
whilst showing wobbly colour thingy bars.
When does that happen: At booting with an infected disk.
Resetproof: Yes.
Can copy to harddisk: No.
Remark: This was probably supposed to be an anti-virus, or at least
to look like one. It copies itself right across any other
bootsector, however, and does not work against any other viruses.

Virus #90

Name: Valkyrie Virus.
Type: Memory-resident reset-proof (?) bootsector'n'link call virus.
Discovery date: Late 1994.
Virus can copy to drive(s): Current drive (A, B or C). Can also
copy via LAN or MIDI networks.
Virus attaches itself to: Xbios and vbl_queue.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: A variety of things. The part of this particular
version that was found will cause the "Kobold #2" Virus to be
found on a disk upon reading the bootsector, and the "Lucky Lady
1.03" to be written when writing to the bootsector.
When does that happen: During bootsector access.
Resetproof: Not known.
Can copy to harddisk: The virus as a whole can, but this particular
segment only affects floppy disk drives.
Remark: This virus has not been properly encountered. The UVK does
not recognise it on disk but only recognises the segment that
attaches itself to the XBIOS vector, when the virus is already in
memory. See also at end of this file.

Virus #91

Name: Goblin Virus B.
Discovery date: May 1995.
Remark: See Goblin Virus A (#19). The only thing changed about this
version if the initial branch code, now preceeded by a longword
zero, with an adapted BRA. This virus, together with the next two,
was sent in one batch by someone anonymous who probably made these
variations himself. They all have in common that only the branch
commands have been modified, effectively disabling them from
recognition by the UVK so far.

Virus #92

Name: Tiny Virus B.
Discovery date: May 1995.
Remark: See Tiny Virus A (#85) and Goblin Virus B (#91). The branch was changed to a NOP followed by the regular branch, adapted.

Virus #93

Name: Darkness Virus B (Nightmare of Brooklyn #2 'Darkness').
Discovery date: May 1995.
Remark: See Darkness Virus A (#73) and Goblin Virus B (#91). The branch was changed to BPL.

Virus #94

Name: Pharaoh Virus.
Type: Memory-resident reset-proof bootsector call virus.
Discovery date: Spring 1996.
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb, resvector and undocumented reset-resistant.
Disks can be immunized against it: Yes, though it is not known exactly how.
Immunizable with UVK: Very likely. It copies to none of the immunized disks I tried to have it infect.
What can happen: Noise is made, as well as a high frequency sound.
When does that happen: After five copies have been made.
Resetproof: Yes.
Can copy to harddisk: No.
Remark: A particularly devious virus, which uses two 32-bit random values to double-encrypt itself. It can also start at 13 different locations in the bootsector, and the initial instruction can be one of 2048 different ones. This results in a total of (2^32) * (2^32) * 13 * 2048 different versions that it can make of itself (when multiplied that's 4.9112611*10^23...). It is also MS-DOS mimicking.
It was sent to me anonymously, with an Arnhem (Netherlands) postmark. The virus is Falcon-compatible but does not copy to high density disks. As it fiddles around with BPB FAT values, programs such as "FCopy" and "Knife ST" may fail to operate properly on infected disks because they may find the manipulated BPB values hard to swallow.
It is also known as "The Curse Virus" or "Klatwa Virus" (this is Polish for "Curse", and was used to make it appear as if it was written in Poland).
Disks once infected with the "Pharaoh Virus" will never be completely regular because of the virus having rearranged various values in FAT and BPB. Copy all files you need to retain off them, then perform a soft or hard format, and copy the files back.

Virus #95

Name: Carpe Diem Virus.
Type: Memory-resident reset-proof bootsector virus originating from

a Trojan Horse.
Discovery date: Spring 1996.
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb, resvector, vbl and undocumented reset-resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: The text "BO[BJOF" appears at the top left of the screen. Your computer can crash.
When does that happen: The text is displayed 2048 vertical blanks after system start-up (on a 50 Hz colour monitor that would be after about 40 seconds). The crash can (and will) happen any time after that.
Resetproof: Yes.
Can copy to harddisk: Yes, but only in a file form ("~.PRG", see below).
Remark: This virus has an interesting history. It originally came in a ZIP archive called "CARPDIEM.ZIP". It contained a file called "CARPDIEM.PRG" (normally 91,750 bytes in size) and a small text file with the contents "Sease the day, and run this great falcon enhanced game!!" (sic). Upon running this 'game', nothing would appear to happen (though a quick eye would see the text "Ruth Marcs Development Inc. (Dedicated to the memory of Lucky Lady)" flicking on and off the top of the screen). The 'game' wouldn't run, and the desktop would be displayed again. The virus, however, would have installed itself in memory and on the current floppy disk, and would have written the "~.PRG" file (see below) in C:\AUTO\. Useless, the "CARPDIEM.ZIP" file and related items would be thrown away. So this virus actually arose from what is commonly known as a "Trojan Horse". Even if you'd get rid of all virus occurrences on floppy disks, the "~.PRG" file would reinstall it on floppy every time you reboot. Likewise, the floppy version of the virus would reinstall the "~.PRG" file! So it is quite impossible to let the "Ultimate Virus Killer" on its own completely get rid of the virus for you.
HOW TO PROPERLY GET RID OF THE "CARPE DIEM VIRUS".
You have to remember that, on an infected system, there are a potential number of three copies of the virus: One on your floppy disk, one in the hard drive C:\AUTO\ folder and one in memory. These are the steps:
1) First you have to reboot without a disk, or with a disk that is guarenteed to be virus free. Turn your system off for half a minute. This will get rid of two of the possible three copies of the virus in your system (in memory and on floppy). Make sure the floppy disk is write-protected.
2) Turn your computer back on. Press [CONTROL] during the booting process. This way - at least with the Atari hard disk driver - the hard disk will be installed and accessible, but the programs in the \AUTO\ folder will *not* be executed. If you have another hard disk driver installed, simply try to bypass hard disk installation

altogether (pressing [CONTROL], [LEFT SHIFT] and [ALTERNATE] simultaneously usually ought to do the job) and install the hard disk driver from floppy. This, too, will not install any of the \AUTO\ folder programs. If you have a Claus Brod hard disk driver installed, all you need to do is simply boot off another partition, like D:.
3) Now you have to get rid of a file called "~.PRG" in the \AUTO\ folder of hard disk partition C:. It can't be located anywhere else. Unfortunately, the file is hidden. That means you can't delete it until you can see it, and you can't normally see it. There are probably quite a few ways to delete it:
i) With "GfA Basic". Go into "direct mode", "chdrive" to drive C and "chdir" to the \AUTO\ folder. Now, with "files", you can display the full directory, including hidden files. You can now use the "kill" command to delete "~.prg".
ii) With the alternative file selector "Selectric". Turn the "display hidden" option on, and simply delete the file from "Selectric" itself. "Selectric" can be started from the desktop, without needing to start it from the AUTO folder. You might have to switch to a higher resolution first, though.
iii) In the absence of the two options mentioned above, you can use any command line interpreter (such as "COMMAND.PRG"). These may not allow you to delete the file, but this is no problem. Using the "ren" command you can rename the file, for example to "file.xxx". This will not remove the file from the \AUTO\ folder, but will render it completely harmless - after all, only programs with the "prg" extension are executed when the \AUTO\ folder is invoked.
4) Now, with a clean and uninfected system, you can get rid of all occurrences of the virus on all your floppies with the "Ultimate Virus Killer".
IMPORTANT: The floppy-based version of the "Carpe Diem Virus" is recognised without further ado. To recognise the tiny (1024-byte) "~.PRG" file from the link virus check (both the "CARPDIEM.PRG" mother file and the "~.PRG" file are recognised, regardless of what name they might currently have) you have to set the lowest limit of the link virus check to 1 Kb (this will cause only files below 1 Kb not to be scanned). By default, this value is set to 3 Kb, which would cause the "~.PRG" file to be skipped. The lowest link virus check limit can be altered by means of the "UVK.CNF" file (see the appropriate manual section). A line containing ".001" (without the quotes) added at the end of the file (using a text editor, for example) will do the job.

Virus #96

Name: Mad Virus D.
Discovery date: Autumn 1996.
Remark: See Mad Virus A (#2). This virus version could be written by a "Bootsector Re-Installer" utility (by Tronic of Effect, alias of John Cove). The difference is that it is located at an extra

offset of $1C bytes from the beginning of the bootsector.

Virus #97

Name: Kobold #2 Virus C.
Discovery date: Autumn 1996.
Remark: See Kobold #2 Virus A (#16). This virus version could be written by a "Bootsector Re-Installer" utility (by Tronic of Effect, alias of John Cove). The difference is that it is located at an extra offset of $1C bytes from the beginning of the bootsector.

Virus #98

Name: Signum Virus F.
Discovery date: Autumn 1996.
Remark: See Signum Virus A (#1). This virus version could be written by a "Bootsector Re-Installer" utility (by Tronic of Effect, alias of John Cove). The difference is that it is located at an extra offset of $1C bytes from the beginning of the bootsector.

LINK VIRUSES

Virus #1

Name: Milzbrand.
Type: Non-resident non-overwriting link virus.
Discovery date: Spring 1988 (Wim Nottroth).
Symptoms: When the date stamp is set to 1987, it clears track 0 of your floppy disk, destroying all FAT data and filling the bootsector with a message "Dies ist ein Virus!" ("This is a virus!"). Also, it display six "viruses" on the screen. Symptoms can vary because the virus was offered as a, fully documented, type-in-listing (!) in the German mag "Computer & Technik" and the reader could easily adapt the routines himself.
Remark: This virus was written by Eckhard Krabel, who lives in Berlin, Germany. The editorial address of C'T Magazine is Verlag Heinz Heise GmbH, Helstorfer Str. 7, Postfach 61 04 07, D-3000 Hannover 61, West Germany. Telephone (Germany) (0)511/5352-0. It's also called "Anthrax Virus" (which is English for the original name in German).

Virus #2

Name: Virus Construction Set Part II.
Type: Non-resident non-overwriting link virus.
Discovery date: September 4th 1988 (Frank Lemmen).
Symptoms: These vary from the message "You have ten seconds to find out how to prevent a reset" (after which a countdown follows and a reset) to routines that can be written by the user himself - the "Virus Construction Set" is a programme with which the user can create his own viruses! Symptoms are therefore without limit!

Remark: The "Virus Construction Set Part II" was published by GFE R. Becker KG, Knigsteiner Str. 76, D-6232 Bad Soden am Taunus, West Germany. It used to be for sale at 80 German Marks, but isn't any more.

Virus #3

Name: Uluru.
Type: Memory-resident non-overwriting link virus.
Discovery date: November 1988.
Symptoms: Installs itself in memory but is not reset-resistant. It infects every programme that will be started once an infected programme has caused it to be installed, and only does this on drive A or B, and on files that are at least 10,000 bytes in size. After a certain time, it writes a dummy text file on disk when infecting a file. This text file contains the sentence ";-) As MAD Zimmermann will be watching you )-;".
Remark: Also called "Mad Zimmermann Virus", for obvious reasons.

Virus #4

Name: Papa & Garfield.
Type: Memory-resistant reset-proof non-overwriting link virus.
Discovery date: November 1988.
Symptoms: This is a reset-proof virus, that installs itself in memory when an infected programme is loaded. After that, every other programme that is loaded into memory is infected. It can be recognized by a flashing pixel in the left top corner of the screen and the message "Garfield and Papa was here", preceded by a bleep sound.
Remark: Probably only works on one megabyte machines (or higher) since it uses the absolute screen address $F8000.

Virus #5

Name: Crash.
Type: Memory-resident reset-proof non-overwriting link virus.
Discovery Date: March 20th 1989 (Claus-Peter Moeller).
Symptoms: A reset-proof virus, that also installs itself in your system and then infects every programme you load in afterwards. Is

only active on the current drive, but can copy itself into any folder. It can even infect files that have been immunized with the "Ultimate Virus Killer".
Remark: Probably programmed in Switzerland.

ANTI-VIRUSES

An Anti-virus is a small programme that works just like a virus, but that doesn't format your disk, clear FAT sectors, lock up the system or do anything of the kind. Instead of doing evil things, it e.g. warns you when it finds an executable disk in the drive (it can then for example start bleeping and flashing). This is a good

way to find out if a disk has an executable bootsector or not
(which does not mean that it has or hasn't a virus!). For First Aid
help, anti-viruses are quite neat. They also copy themselves to
other disks (not to hard disk), except when these already contain
an executable bootsector (in which case they warn you).

Anti-virus #1

Name: AntiVirus.
Remark: There are sixteen different versions of this AntiVirus,
which were all written by Helmut Neukirchen. The following table
includes them all. They are all recognized by the UVK, and the
English versions of 5.1 can be written using the 'REPAIR DISK'
option. The texts vary slightly and are not specified here. None
of them copy to hard disk, and none of them are reset-proof.
* Version 3.0GB
Discovery date: August 8th 1988.
Written on May 3rd 1988.
Symptoms: On system boot-up, a message appears on your screen:
"This Anti-virus beeps and flashes if the actual bootsector is
executable then that might be a virus! Remove this Anti-virus by
reset!" It multiplies itself to other, non-executable floppy
disks.
* Version 3.0NL
Remark: This was a simple translation job by yours truly.
* Version 4.0
Written on August 21st 1988.
* Version 4.1
Written on September 21st 1988.
Remark: Also recognizes IBM disks on which it does not copy
itself.
* Version 4.2
Written on September 21st 1988.
Remark: A version of 4.2 that does not copy itself to other disks.
* Version 4.5
Written on October 18th 1988.
Remark: There are German and English versions of this AntiVirus.
* Version 4.6
Written on October 18th 1988.
Remark: A version of 4.5 that does not copy itself to other disks.
* Version 4.8
Written on December 5th 1988.
Remark: Uses XBRA structures, completely reprogrammed.
* Version 4.10
Written on May 19th 1989.
Remark: Calls itself 'VirusLhmer'.
* Version 4.11
Written on June 24th 1989.
Remark: A version of 4.10 that does not copy itself to other
disks.

* Version 5.0
Written on May 12th 1989.
Remark: This was a version released by mistake, and actually older
than 4.11.
* Version 5.1
Written on April 23rd 1990.
Remark: There are cloning and non-cloning versions of this
AntiVirus, each in in a German and an English version. Recognizes
mutation, and recognizes disks that are immunized using the UVK.
* Version 5.2
Written on ?
Remark: Helmut has in the mean time stopped developing the
AntiVirus.

Anti-virus #2

Name: Antivirus #2.
Discovery date: September 10th 1988.
Symptoms: On system boot-up, a message appears on your screen at
the top line: "ANTI-VIRUS". It multiplies itself to other non-
executable disks, except when it's already present on them. When
an executable bootsector is found, it inverts all colours and
bleeps.

Anti-virus #3

Name: Antivirus User V1.4.
Discovery date: May 30th 1989 (Carmen Brunner).
Symptoms: Installs itself in memory and warns you when it finds
certain disks: RED = Virus 1 (Signum Virus), PURPLE = Virus 2 (Mad
Virus), BLUE = Bootsector, WHITE = Nothing. It multiplies itself
to WHITE disks on drive A only. Its virus recognition is very
bad, and many other disks are also suspected of being RED or
PURPLE - including perfectly harmless ones.
Remark: Written by someone called Le Fele.

Anti-virus #4

Name: Antivirus #4.
Discovery date: June 28th 1989 (Wim Maarse).
Symptoms: This antivirus is reset-proof. It probably only works on
German Blitter TOS (TOS 1.02 version from 22.04.87), since it uses
an absolute ROM jump address to the Get_BPB routine of that TOS.
It copies to other disks.

Anti-virus #5

Name: Terminator V1.0.
Discovery date: March 1990.
Symptoms: Does not copy itself, and is reset-proof. Automatically
checks disks for executable bootsectors, and checks memory for
resident programmes.

Remark: Written by Claus-Georg Frein for a commercial copy
programme called "Turbobooster".

Anti-virus #6

Name: Pashley Antivirus.
Discovery date: January 18th 1990 (Terry Simmons).
Symptoms: Copies itself to other disks, and will flash the screen
and beep when an executable bootsector is found.
Remark: Written by Simeon Pashley.

Anti-virus #7

Name: Powell Antivirus.
Discovery date: July 30th 1989 (George Woodside).
Symptoms: Does not copy itself to other disks. Will bleep and
flash the screen when an executable bootsector is found.
Remark: Written by virus killer programmer Mark S. Powell.

Anti-virus #8

Name: The Killer V2.0.
Discovery date: March 18th 1990 (George Woodside).
Symptoms: Does not copy itself. Gives out messages in French when
executable bootsector is found.
Remark: Written by Emmanuel Collignon/Omikron France.

Anti-virus #9

Name: VKill Guard.
Discovery date: May 14th 1990.
Symptoms: Does not copy itself, yet installs itself in memory and
flashes and beeps when executable bootsectors are found. Its sign-
on message is 'This Guard remains active until reset. If it
detects an executable bootsector, it will beep and flash the
screen.'
Remark: Written by George Woodside for his programme "VKill".

Anti-virus #10

Name: New Order Antivirus 1.02.
Discovery date: May 22nd 1990 (Glenn Robison).
Symptoms: Prints message and locks up the computer when a virus is
found to bend a bector. It checks the following vectors: Hdv_init,
Hdv_bpb, Hdv_rw, Hdv_boot, Hdv_mediach, BIOS and XBIOS.

Anti-virus #11

Name: Floppyshop Antivirus.
Disovery date: April 29th 1990 (Kevin Brown).
Symptoms: Beeps and flashes the screen when an executable
bootsector is found that doesn't contain itself. Doesn't multiply.

Anti-virus #12

Name: Protector II Antivirus.

Anti-virus #13

Name: Incoder Antivirus.
Discovery date: July 1990.
Symptoms: Checks the bootsector for the occurrence of the Hdv_bpb address ($472). Checks if Hdv_bpb points at $FCxxxx or not (will therefore imply something is wrong when you work on an STE, ST Book or when you use a hard disk). If things are wrong, it colours the screen and locks the system. If things are OK it will print "The Incoders - safe boot" and flash one colour.

Anti-virus #14

Name: Auntie-Virus.
Discovery date: Summer 1990 (David Heiland).
Symptoms: Same as Anti-virus #1. Only the texts have been changed.
Remark: Probably made in England.

Anti-virus #15

Name: Shadow Antivirus.
Discovery date: July 1990.
Symptoms: Checks the system for reset-resistant programmes in memory on boot-up. Not resident, does not copy itself.
Remark: Written by the Shadow of the Dynamic Duo, England.

Anti-virus #16

Name: Fury Antivirus.
Discovery date: August 24th 1990.
Symptoms: Same at Antivirus #13, of which it is an adapted version.
Remark: Made by Fury of Legacy (ex-Replicants).

Anti-virus #17

Name: Unicorn Anti-Virus-Reset Antivirus.
Discovery date: December 11th 1990.
Symptoms: It is a resident programme that will clear all reset vectors upon reset.
Remark: Probably written in Holland.

Anti-virus #18

Name: Zarko Berberski Antivirus.
Discovery date: Unknown (Mike Mee).
Symptoms: There are two different versions of this. One copies itself and one doesn't. They both have the additional ability to wait 'x' seconds until the hard disk has finished booting.
Remark: Written by Zarko Berberski from what used to be Jugoslavia.

Anti-virus #19

Name: Odie Antivirus.
Discovery date: Unknown (Mike Mee).
Symptoms: Puts a picture of Odie (dog character in Garfield cartoons) on the screen. Is resident, and checks for executable disks. It will copy itself on non-executable disks, and it will warn when it finds an executable disk that does not have itself on it (the screen is turned red).
Remark: Uses the XBRA protocol.

Anti-virus #20

Name: TDT 4.0 Antighost.
Discovery date: June 1992.
Symptoms: Is a resident antivirus that copies itself across a bootsector that it finds the Ghost virus on.
Remark: Written by Altair in France.

Anti-virus #21

Name: Caledonia Exorcist 2.0.
Discovery date: December 1992.
Symptoms: At startup it will put the message "Caledonia Exorcist 2.0" on the screen. Whenever an executable bootsector is found during it being resident in memory, it will warn you. At any time you can press ALT-HELP to have this antivirus install itself on the current disk. It will not copy itself without you wanting it to.
Remark: Written for/by the Caledonia PD library. The copy routine crashes on my system. Not to be confused with some virus free disks of the same name made by some French hackers.

Anti-virus #22

Name: Agrajag Boot 2.
Discovery date: July 1993.
Symptoms: At startup it will put the message "AGRABOOT 2" on the screen. Whenever an executable bootsector is found while it is present in memory, the screen will flash. It will flash RED when such a bootsector is suspicious. Upon starting it will also find reset-proof programs and the like. It will not copy itself to any other disks of its own accord.
Remark: Written by Michael James from Glasgow, autumn 1992. Quite a good Anti-virus actually.

VIRUSES KNOWN TO EXIST BUT NOT RECOGNISED BECAUSE NOT ENCOUNTERED YET

Unknown virus #1-#17: Macumba Virus

Several different versions of the Macumba Virus (Cf.) exist, none of which have been spotted so far and can therefore not be recognised yet. The following versions are known to exist but cannot be recognised: 0.9, 0.9a, 1.0, 2.0, 3.0, 3.1 TT, 3.2 TT, 3.4 TT, 3.5 TT, 3.6 TT, 3.7 TT, 3.8 TT, 3.9 TT, 4.0 TT, 4.0b TT and 5.0

Falcon.

Unknown virus #18: Valkyrie Virus

This is an especially dangerous hybrid kind of bootsector/link
virus that spreads to hard disk files, floppy disk bootsectors and,
via LAN or MIDI networks, even to other systems connected. It hides
itself effectively, and there are a few versions of it that have
varying destruction routine symptoms. The common denominator was
that, on January 8th (birthday of its programmer, Lucky Lady from
Slovenia), the screen would clear and the message "I will never
love again!" would appear on the screen. A system infected with the
Valkyrie Virus will have a partition C volume name with "VLKY"
encoded in it; files infected with it have "VLKY" as last longword
value.
In memory, it is partly recognised by the UVK.

--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\------------------------------------------------------------/

## 1206. Re: drive belt- Help!

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <5bthji$p1d@nnrp1.news.primenet.com>
Source record: 129752

caul <caul@concentric.net> wrote:
: I have a SF354 single sided drive and I need a new belt for it. Is there
: anywhere I can get one or is there a belt from something else (audio
: equipment,etc.) that I can use to replace it?

: Thanks!

As an accident of geography, I get such things from Detroit Ball Bearings.
Any vendor of bearings and seals for machines has o-rings, one of which
will be a good enough fit for the job. That is where I get rubber things
to repair audio equipment, and bearings and bushings to fix disk drives.

Look in the phone book under "bearings", and go there, old part in hand.

--------------------------------------------------_-----------------------
jimd1 __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

## 1207. Re: drive belt- Help!

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970119171200.MAA03048@ladder01.news.aol.com>
Source record: 129753

Who makes you SF354 disk drive. As fas I I know all the 354 and 314 drives have a direct drive motor in them. This will be a first in the ST drive world.

# 1208. Re: SLM804 DRUMS/TONER ??

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970119172301.MAA03573@ladder01.news.aol.com>
Source record: 129754

Brad at Best Electronics sell them. His address is:

Best Electronics
2021 The Alameda, Suite290
San Jose, Ca. 95126
(408) 243-6950

If it was made for Atari, he has it.

## 1209. Notator on a TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Mike McGowan <jmmcgowan@worldnet.att.net>
Message-ID: <32E25A80.E87@worldnet.att.net>
Source record: 129755

I have been using Notator for years on ST machines.I have tried the Logic "upgrade", thank you, but prefer Notator. Can you run Notator on a TT or Falcon. I found a place that has both machines at a good price, but I am not sure about compatability.

Thanks in advance (so please respond!)

# 1210. Re: NEWSIE & PPPkit

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <E49nKC.JFG@cix.compulink.co.uk>
Source record: 129756

In message
<Pine.BSI.3.95.970118194707.14449F-100000@usr02.primenet.com>kellis@primenet.com,
kellis@primenet.com said:

>==========
>hmm I've had more problem to install and get PPPkit working than
>installing the full MINT/mintnet with KGMD.
>And when it was, the PPP connection was not reliable at all. :(
>Bye..
>
>_____________________________________________________________________________
>Email:Kellis@primenet.com
>Web http://www.primenet.com/~kellis/
>_____________________________________________________________________________
>

I have never got this to work 100% - I got the batch files to work OK
eventually, but my system does not seem happy with ppp2.2.0f. It fails diring
the PPP configuration/negotiation phase waiting for a response to something. I
am running fine with the TAF ppp2.1.2 - based system and a minix FS.

So, to rephrase the question a bit, is anyone running ppp2.2.0e/f successfully?

Regards,

---------------------------------------------------------------------
Ian Smith smithic@cix.compulink.co.uk
i-smith@mail.zynet.co.uk
---------------------------------------------------------------------

# 1211. Re: Falcon IDE partition curruption

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: dougb@dsoe.com
Message-ID: <5btkqp$fhk@scipio.cyberstore.ca>
Source record: 129757

>Hi All,
>After recently suffering a partition crash on my internal Falcon IDe
>drive, I ordered Diamond Edge 2 to fix it. However it won't even
>recognise the drive, with the message 'unrecognisable' boot sector'.
>I've given up hope of repairing the data, I just want to be able to
>use the partition again. I use HD Driver v6.
>Any help?
>Thanks,
>Dave B.

Hmm...I've used DE2 on my Falcon on SCSII and IDE drives for 3 years
now with great success. I also use HD Driver (4.6). (As well as
previously using DE2 with ICD Pro and AHDI).

Are you trying to Optimize the drive when it tells you that the boot sector is
unrecognizable? You should be in the disk medic menu, and when testing
the partition, it asks you if you want the boot sector rebuilt.

If this doesn't work, I'd say that your drive is toasted! :-(
You do make backups, don't you?

Diamond Back 2 is excellent for making backups-especially with Syquest
or Zip drives. Once you define the options for a backup set, a couple
of mouse clicks is all you need to do an unattended backup. I backup
the files in the uncompressed state. This way, if a program gets
corrupted, a backup can be easily copied from the Syquest EZ135 drive
in a few seconds/minutes. Because it's so quick and easy, I backup
daily. Believe me when I have had a whole drive die, it's nice to just
restore the backup. Better than pulling hair out!

Good Luck! :-)

# 1212. Re: CD Drives For The Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: dougb@dsoe.com
Message-ID: <5btkrg$fhk@scipio.cyberstore.ca>
Source record: 129758

>ExtenDos Pro.
>If you simply want to transfer the songs onto the HD, it can be done with the
>help of CD-tools (I don't know if ExtenDos supports audiotransfer via SCSI),

The newer versions of Extendos(3.4a) let you record off CD and save to
hard disk in the AVR sample format.

# 1213. Re: LZH decompression problems. Help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970119131716.19108C-100000@viking.cris.com>
Source record: 129759
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

Get lha310, it has a nice shell app with it and even though it gripes
about 24 bytes or so of garbage at the end of some older lzh files it
works flawlessly!

On Fri, 17 Jan 1997, Mykle wrote:

>Hello all,
>
>I'm sitting on a load of lzh files that i can't seem to decompress. I
>have LZH201L.TTP and ARCSHELL but I'M stuck. Sometimes I get cryptic
>error messages (sorry, I didn't write them down) about the archives not
>existing. I'm sure of the path and procedure so I'm perplexed.
>
>All i really want is a down and dirty little utility that will
>decompress these lzh files. Please help me!
>
>Thanks in advance
>
>Mykle
>
>

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

## 1214. atari software

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Tim Vanns <sumo@zetnet.co.uk>
Message-ID: <19970119183226709 38@zetnet.co.uk>
Source record: 129760

anyone looking for games etc for their atari computers should check
out Cash Converters in the UK. the average price per game is only 4.

## 1215. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: "Tony Greenwood"
Message-ID: <32e18497.28551065@news.airtime.co.uk>
Source record: 129761

Anyone using the 4.50 or less Gemulator demo should rush along to the web site and download the latest version, Gemulator 4.6 demo, it is definatly FASTER and this demo amazingly allows full screen?

http:\\www.emulators.com

Dunno what all the fuss is about installing, I have 2 files? the Gemulator demo exe file, and a tos image, thats it?

Anyway its a definate improvement,

STATUS :from saving up to buy Gemulator, to willing to beg steal or borrow the money to buy it <smile>

*IF* anyone outside the knitting class is interested, I have STOS and compiler and compiled STOS programs all running on Gemulator!

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 1216. Re: For Sale-Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Daniel Fangmann <dfangmann@msn.com>
Message-ID: <01bc063d$1e79c600$38072399@default>
Source record: 129762

Following for-sale:

1040STF 1meg/720k floppy, good clean, working condition...$65.
(mouse not included)
Used Keyboards for ST/STF/STE, good, clean working, no broken
keys...$15ea. (not for MEGA or TT)

SC1224 Color Monitors-for Atari Computers- 'refurbished'-original
box&docs, like new...$65.

'Used' SC1224's, good clean, working condition...$50.

PCM124 Atari PC monitor - new-in the box- 9 pin connector...$65.

AlberTT Video Card for MEGA STE or TT - 1024x768, 16 colors fron a
palette of 4096, driver software and install instructions
included...$125.

Jaguar & CD Player, like new, original boxes/doc's, includes CD
'pack-in' software titles PLUS Raiden Cartridge, Highlander CD,
BrainDead 13 CD...$175.

Aerochopper R/C Flight simulator, airplane and helicopter simulator,
includes 4 channel R/C Futaba transmitter contoller, software,
original box, plugs into the 'cartridge slot' on an ST computer, like
new...$125.
Buyer Payes shipping. Payment made by check/money-order or COD.
Will ship to US & Canada only!
Atari Computers are A-1!!!

Dan Fangmann send e-mail to: dfangmann@msn.com

Do not send me e-mail to my old delphi.com address.-DF

# 1217. Hawk CP14 Scanner help!

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Jan Sjoberg <jansjobe@algonet.se>
Message-ID: <32E29B08.32B3@algonet.se>
Source record: 129763

Does anybody have or know anything about this ancient relic?

A GDPS-driver? Any driver?

All help much apreciated!!!

Greets

Jan Sjoberg, Sweden
jansjobe@algonet.se

## 1218. How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <5btp5r$2ca@thoth.nilenet.com>
Source record: 129764

I have a unix shell account that for some reason failed to un-MIME a file
I received as an e-mail attachment. Is there something for the Atari that
will unMIME it if I d/l it from my internet provider?

# 1219. Re: TT/MSTe LAN port (was Re: Atari used in skiing

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HATVDHVWUp@tos.ak.planet.gen.nz>
Source record: 129765

In <Pine.LNX.3.95.970117230324.20065C-100000@moose.erie.net> Dennis McGuire wrote :

>
>
> I have tried two networking programs to connect my TT and Mega STe
>through the LAN ports. One was Duet. It didn't work at all, but I have
>used it successfully though the MIDI ports. I don't recall the other
>program, but it didn't work either.
>
> Dumb question: Why is connecting through the LAN port so
>difficult? It's basically just another serial port, isn't it?

Well, I use the LAN ports with MiNTNet and with CoNnect and never have any
problems. So, in my experience, the LAN port _is_ as easy to use as any
other serial port.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 1220. Re: Atari storage questions - please help... I'm going nuts!

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970119230609.7934.qmail@mail.ptd.net>
Source record: 129766

> From: Marc Fotheringham <marcf@cableinet.co.uk>
>
>Can someone clue me in as to the HD situation with an Atari?
>
>(1) Is that a SCSI port on the back of the thing? Can I use my old SCSI
>external drive from my Mac?

That's Atari's own custom posrt for their hard drives. You need to get
ICD Link to use any SCSI device.

>(2) Would I be able to use a Zip Drive instead?

If it's SCSI, then see above... :)

>(2.1) If so, is an Iomega Driver available? I've not seen one on my
>travels.

Last I heard, Hi-Soft were making drivers for the ST. Someone may have
better info.

>Also, I've got a 3.5" DD that is formatted to just over 800K - yet when
>I format using the OS, I only get about 706K of space. I need to back up
>the 800+K disk (which has 805K of (crucial)) files on it!

>Any method of formatting to 810K or something?

There are alot of formatting programs that will format up to the space
you want. They let you choose from 80 to 82 tracks and 9 or 10 sectors.
Go 81 tracks and higher, then there's a chance the drive will ruin the
disk. I say go with 80 tracks and about 10 or 11 sectors.

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

# 1221. Re: Thing Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: mcooke@tyndale.apana.org.au
Message-ID: <5btvoh$619@posgate.acis.com.au>
Source record: 129767

>
>How do I add to my icons.rsc in THING? I tried using ORCS, but it told me
>that this was not an .rsc file. I would like to use some of the icons from
>MAGXDESK actually. Is this possible?
>
>
>Also, has anyone seen the .png pictures on the homepage of HP-penguin? In
>these pictures, there appears to be icons on the desktop stacked with a 3d
>look. According to the button bar at the bottom of the pictures, THING is
>running, but this doesn't look like any version I have ever seen. I am
>currently using version 1.09e. Are these just unique icons? If so, do you
>know where I could get them?
>
>
>Thanks
>.
Hi There,

Thing Icons file can be edited using INTERFACE works a treat. I use
this to edit all resorce files and modify Icon files.

Regards


___ _____ _____ _ _ ____ ____
/ __)( _ )( _ )( )/ )(_ _)( ___)
( (__ )(_)( )(_)( ) ( _)(_ )__)
___)(_____)(_____)(_)_)(____)(____)
Malcolm Cooke email: mcooke@tyndale.apana.org.au
Snail mail: 7 Naas Rd Tharwa 2620 Australia :-)
http://www.spirit.net.au/~mcooke

# 1222. Re: Joust

Newsgroup: comp.sys.atari.st
Date: 1997-01-19 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970119233844.8344.qmail@mail.ptd.net>
Source record: 129768

> From: "Pharao" <Pharao@Bigfoot.com>
>
>
>Hi!
>
>I'm looking for "Joust"... it's quite an old game, but
>it used to be one of my favorites...

I have a copy of Joust I can send you through e-mail if you want. It used to be a commercial release by Atari but now the game's PD. It is very much like the arcade version with even better looking background graphics. This port really gives the one on Williams Greatest Hits a run for it's money, and 'that' is the actual arcade game! :)

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or automatic.

# 1223. Re: e-mail address soundpool

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Curt Johnsen <cjohnsen@delphi.com>
Message-ID: <53C2OcZ.cjohnsen@delphi.com>
Source record: 129572

compuserve:101233.3213

# 1224. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: JEDI
Message-ID: <5c0hjm$e05@lana.zippo.com>
Source record: 129573
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-2001970121210001@metricom37.ucsc.edu>, bwanga@cats.ucsc.edu says...
>
>In article <5bg55g$ll5@lana.zippo.com>, JEDI wrote:
>
>>In article <bwanga-1301971809380001@metricom59.ucsc.edu>,
>bwanga@cats.ucsc.edu says...
[deletia]
>> Unix can do the same and is quite likely older than you are.
>
>Linux on the same machine does not maintain foreground response in the

Nice.

[deletia]
>Oh, come on. The point is that it's there if you need it. I'd rather
>have VM around so that I don't have to worry nearly as much about running
>out of memory.

If your OS is 'modern', running out of memory shouldn't be a problem.

If, on the other hand, it is likely to go down in a ball of flames:
then it's a problem.

>
>> Virtual memory was developed in one context and then applied to another.
>> This is a simple matter of computing history and architecture for those
>> who know and understand the issues involved.
>
>I would be very surprised, based on your postings, if you had much of a
>grasp of computer architecture. If you do, you sure aren't using it.

I have enough to know that SCSI fast wide (or even RAID) doesn't quite
compare to multiple IO channels or solid state disk.

Furthermore, such knowledge really isn't required. All that I have
said can be demonstrated empirically with no technical understanding
needed.

[deletia]
>You're really exxagerating the performance hit quite well. I congratulate
>you on your use of polemics.

Then I challenge any interested parties to test for themselves.

8ms is a lot faster than 150ns no matter what kind of spin you
try to put on things.

[deletia]
>
>>>server to have decent performance, you must put enough RAM in it so that
>>>it doesn't have to swap often, or else users will complain that the
>>>machine is a slug).
>>
>> Two words: Resin Fire.
>
>And what the hell is that non sequitur supposed to mean?

It means that some of us have been doing this for awhile and
have actual empirical knowledge of the subject that trumps
quite a bit of what academia may be feeding you. It's a shame
they don't quite feed you enough.

>
>Oh, wait, I get it. You're trying to make an obscure and clever reference

Amongst memory consumers, the reference is by no means obscure.

>to the scare that artificially inflated memory prices a while back.
>Unfortunately, as a response to the point I was making, it falls flat on
>its face.

Money is never irrelevant. Perhaps this is the reason Mac is in its
current state. When I got my first ST, you could buy a new car for
less than some Macs. They're trapped in an academic mentality and
aren't capable of real engineering.

We are just fortunate that RAM doesn't impose the same kind of
constraints that it once did. To believe that it never will again
to the same extent is grossly naive.

>
>>>So what's your point? That we should stay mired in the backwaters of
>>>computing just to be absolutely guaranteed that a disk swap operation will
>>>never happen?
>>
>> So? How is TOS a backwater? One has yet to address that. All you
>> MacVocates can come up with are application level toys.
[deletia]
>> then great OS sophistication really isn't
>> required. There is little that MacOS or Win95 has that cannot be
>> grafted upon TOS at the applications level. Most of what they have
>> are bells and whistles.
>
>There are many things which cannot be grafted at the application level.

Like What?

[deletia]
>Does it have VM? No? Well, that's an obvious start. Does it have much

It's a poor start. VM is not at all necessary. In microcomputers,
it only serves to allow developers to be immensely sloppy.

Memory Management would be a much better 'modern' requirement.

>in the way of network support? No? Does it have memory protection? No?

Actually, MagiC does. Network support can exist on the application
level and has been existent on the ST's for quite some time.

>Sounds like a limitation to me. (Maybe things have changed, but in my
>Atarian days there was little to no support for any of these things, and I
>haven't seen evidence of them in my fiddling with MagiCMac.)

I'll consider this methodology the next time I fire up the PC
Mac emulator: Executor. '-p

>
>Does TOS have a 3D graphics API? Does it support hardware acceleration
>for it? MAJOR limitation. This is hardware of today we're talking about.

API's are all applications level.

Although 3D hardware acceleration would be a nice addition.
However, this could also be added to TOS with no problems.

NVDI-3D.

>
>Does TOS have anything like QuickTime?

For those parts of QT that actually get used: yes.
Although, this is applications level as well.

# 1225. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: fvuotto@laplaza.org
Message-ID: <5c0o27$p23@laplaza.org>
Source record: 129574

My point being that on previous versions these ports are enabled.

>That's because it a shareware DEMO version. The full, registered version
>has everything activated.
>
>Brad.
>
>Frank Vuotto <fvuotto@laplaza.org> wrote in article
><32e2cffd.2447794@laplaza.org>...
>>
>> Faster yes, but the the serial and printer ports seem to be disabled.
>>

# 1226. Re: What's the best HW upgrade for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5c0peb$qav@einstein.ebicom.net>
Source record: 129575

Someone told me there is a nice set of gadgets out of France...
The one that sounds like a winner to me is the Centek board.
I've heard it's in the $300 or less price range...will fit inside
the regular Falcon case, boosts the CPU, DSP, VIDEL, and the BUS speeds
all four to somewhere around the 25mhz mark. It's supposedly compatible
with all Falcon software from CuBase to Apex Media/Expose. Also heard
you can easily put a Nemisis on top of this if desired. Sounds like
a great option for the mid-range user who would like to use the higher
resolutions occasionaly without slowing the system to a crawl or adding
a $400 Nova card. If you compare the price of this one board with
the costs of putting a power-up and a Screen blaster (both slightly faster
but no BUS increase) you come out about the same...but get a bit more
performance due to the BUS speed up.

Now...if I can find out where to get this from here in the US.
Keep your eyes peeled...someone here in the news groups who is fluent
in French is looking into a way to get the Centek in the US. Hopefuly
an English order form and install docs are on the way :)

If you can read French, I saw a text file on ftp.cnam.fr called Centek.
It might have order information on it...I tried, but couldn't read it,
so I've no clue what it says!

Brian

# 1227. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5c057r$blk@m1.cs.man.ac.uk>
Source record: 129576

In article <yvvsp43j7rq.fsf@emw.ericsson.se>, Magnus Kollberg <emwoll@emw.ericsson.se> writes:
[stuff about ST-based business card vending machines deleted]

>There is (was) one of those at the Central train station in Gothenburg if someone is >interrested and I have seen them on other places as well. They are rather cool I must >say.

Would be even cooler if they started using Hades060 with 24-bit TC graphic boards and colour laser printers ;-) A set of cards would probably cost you an arm and a leg though...


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

## 1228. How much the afterburned cost?

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970120151059.30450B-100000@acs2.byu.edu>
Source record: 129577

The 040 with the 040 built in; Is it CAF compatible? Which prgs
will not use the alternate ST ram? limits?

Is there any info on line about this boards?

Regards:
( ( ( ( ( ( -F. ) ) ) ) ) )
UTAH * USA * 1997

# 1229. Re: Programming ideas

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26975_please@no.spam.mail.here>
Source record: 129578

This message from atari@teleport.com.REMOVE.TO.REPLY to All came in on a wing
and a prayer...

Hi Rich!

>> Send email replies to :Derryck Croker@mettav.demon.co.uk (Derryck
a> That's not a valid email address, either, Derryck.
I'll point it out to Paul, TVM.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 1230. Re: Programming ideas

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26978_please@no.spam.mail.here>
Source record: 129579

This message from atari@teleport.com.REMOVE.TO.REPLY to All came in on a wing
and a prayer...

Hi Rich!

>> Send email replies to :Derryck Croker@mettav.demon.co.uk (Derryck
a> That's not a valid email address, either, Derryck.
I'll point it out to Paul, TVM.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 1231. Re: "Current Notes" ST mag

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <853782664_OASIS_@pcc-uky.campus.mci.net>
Source record: 129580

In article <5btqeb$a4n@news.wco.com>
DuaneOD@atlantis-bbs.com (Duane O'Donnell) said:-

>
>Is "Current Notes" still being published? I haven't seen a new
>issue in several months, and their web site is down.
>
>
>Duane
>
>

They were late, but I just got an issue about 1-2 weeks ago...Also, AFAIK
their ISP quit, and they had to change servers--there is a new message about
that in one of the newsgroups... Can someone post their new site, please?
Thanks! :)

--

```
_/_/_/
```

## 1232. OCRjr for Migraph Scanner

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: uy594@freenet.Victoria.BC.CA
Message-ID: <E4BJ9A.7w2@freenet.victoria.bc.ca>
Source record: 129581

Anybody have OCRjr that they want to sell?
--
Tom Rooney
uy594@freenet.victoria.bc.ca

# 1233. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan20.182608.1@cobra.uni.edu>
Source record: 129582
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <5brm7t$dvb@dos.canit.se>, optimus@canit.se (Iggy Drougge) writes:

> : Whats that? 2 apps a year?
>
> This is funny, the dog jumps on the cat which jumps on the rat. The PC
> owners always talk about how little software there is for the Mac, and
> Sinclair talks about how little software there is for the Atari. Do you
> really have such a need for tens of different word processors?

When I flip through MacZone, MacMall, MacWareHouse and Club Mac, I see lots
more than little software available.

> I'm not worried about Apple. They're big, and there are clone
> manufacturers. If they just get their thumb out their arse, they'll
> manage. Perhaps with a smaller part of the market, but who cares? Your Mac
> will still work, and you will still be able to get it fixed when it
> doesn't work, and you'll be able to buy new software, as well as use the
> same old software you use now. Apple won't go bankrupt, their downsizing
> isn't that dangerous, the Atarians have survived for several years as
> orphans, and the Amiga has been without owner for more than a year, and is
> now again without one.

Yep..They had a loss but managed to increse their cash on hand. There will
always be a need for an alternative to Wintel. Apple needs to solve thier
manufacturing capacity problem with the PowerBooks and get those out. This will
be done by mid Feb. Hooper will do well, but fear it will be supply
constrained and Apple's PowerBook backorder will shoot up to $2 billion.

> And Apple owns Power stock, so that's beneficial for them too.

I wasn't aware of this. Power is privately held and may go public this year.

> : Claris, Power, Motorola and Umax could handle the OS as a consortium if
> : something happens to Apple.
>
> That's right.

GREETINGS..
|---------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---------------------------------------------------------------------------|

"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

# 1234. SLM804 printer driver for Cubase

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: DuaneOD@atlantis-bbs.com
Message-ID: <5c0eq2$n52@news.wco.com>
Source record: 129583

Where can I find a drive to use the SLM804 printer with Cubase?

My friend, who is not on the net, needs the driver.

Thanks

# 1235. Re: HELP!! Link Virus?

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: jmpatat@asi.fr
Message-ID: <5c0toi$r85@s2.asi.fr>
Source record: 129584

"K. Brooks" <newhoriz@huey.cadvision.com> wrote:

>HELP!!!!! In the last week I have encountered a strange anomaly coming
>up on screen in the upper left corner of the screen at bootup and
>... Now in the last week these letters have been appearing on screen:

>BO[BFOJ

I'm not so affirmative, but:
Take a look in the AUTO folder on your C drive. I Think there is a
hiden .prg file in. Remove it, switch off your computer for 1 minute
and ...

Thierry

# 1236. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: !ynoT
Message-ID: <32e25e82.460703@news.airtime.co.uk>
Source record: 129585

On Mon, 20 Jan 1997 01:55:42 GMT, fvuotto@laplaza.org (Frank Vuotto)
wrote:

>
>Faster yes, but the the serial and printer ports seem to be disabled.

of course, and sound disabled..it is after all a demo, but a good one
and even more stuff working in this one than the last version :)

>On Sun, 19 Jan 1997 02:25:12 GMT, Tony Greenwood wrote:

>> Anyone using the 4.50 or less Gemulator demo should rush along to the
>>web site and download the latest version, Gemulator 4.6 demo, it is
>>definatly FASTER and this demo amazingly allows full screen?

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 1237. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: !ynoT
Message-ID: <32e3160b.6239340@news.airtime.co.uk>
Source record: 129586

On 20 Jan 1997 14:28:39 -0700, fvuotto@laplaza.org (Frank Vuotto)
wrote:

>My point being that on previous versions these ports are enabled.

haaa my mistake, Having never tried ports before, I simply assumed?
<smile>

>>That's because it a shareware DEMO version. The full, registered version
>>has everything activated.

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 1238. Re: HELP!! Link Virus?

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: colbee@tyndale.apana.org.au
Message-ID: <853777346_OASIS_@tyndale.apana.org.au>
Source record: 129587

In article <5c0toi$r85@s2.asi.fr>
jmpatat@asi.fr (Thierry Arbez-Carme) said:-

>"K. Brooks" <ne□horiz@huey.cadvision.com> wrote:
>
>>HELP!!!!! In the last week I have encountered a strange anomaly coming
>>up on screen in the upper left corner of the screen at bootup and
>>... Now in the last week these letters have been appearing on screen:
>
>>BO[BFOJ
>
>I'm not so affirmative, but:
>Take a look in the AUTO folder on your C drive. I Think there is a
>hiden .prg file in. Remove it, switch off your computer for 1 minute
>and ...
>
>Thierry
>

this is from the carpe Diem Virus. Use Knife, or something else that lets you
view hidden files, and delete the hidden prg file. Get rid of carpe diem!!

--

```
-------------------------------------------------------------------------
__ __ __ ___ ___ ___ _ _ __ _ _ Tablature is the
/ _)/ \( ) ( ,)( _)( ,) ( \( ) ( )( )( ) refuge of the
( (_( () ))(__ ) ,\ ) _) ) \ ) ( /__\ )()( musical
\__)\__/(____) (___/(___)(_)\_)(_)\_)(_)(_)\__/ illiterate
G U I T A R I S T colbee@tyndale.apana.org.au
-------------------------------------------------------------------------
```

# 1239. Re: What's the best HW upgrade for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <853797996_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 129588

In article <32DFE1F3.167EB0E7@ena-east.ericsson.se>
Brian Hutchinson <hutch@ena-east.ericsson.se> wrote:-

>I've seen a few messages on the news group about BlowUP FX,
>Afterburnner 040 and a Nemisis or something like that.

>I would also like to hear from anyone who has these upgrades
>to evaluate personal testimony regarding speed, price, and
>compatibility.

I have some web pages about the Afterburner 040 upgrade, you can
find them at http://www.rjelwell.demon.co.uk/ab040.html

There is info there about the afterburner mailling list, software
compatibility etc.

I will hopefully be fitting a Nemesis soon and I will post a
similar review to the pages afterwards.

>I want to get a 882 FPU so I can run Linux (I know about the
>kernel with emulation) faster but I don't want to spend
>50 or 60 bux on it when the upgrade I'm interested will
>probably have one anyway.

Nemesis speeds up the existing FPU. For such a small layout it
might be worth fitting an FPU just to see if the speed is
acceptable to you.

Rich.

--

---
Richard Elwell rich@rjelwell.demon.co.uk
---

# 1240. Re: Attention: All Nemesis owners

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <853798130_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 129589

In article <75244330_000003_OASIS_NEWS@the-gap.demon.co.uk>
gary@the-gap.demon.co.uk (Gary Priest) wrote:-

>I thought I'd see how many other Nemesis owners are out there?

I'm a Nemesis owner in waiting :-(

Rich.

--

---
Richard Elwell rich@rjelwell.demon.co.uk
---

## 1241. M.A.G.E.

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Anthony Rudzki <arudzki@sprynet.com>
Message-ID: <32E408E1.6B4F@sprynet.com>
Source record: 129590

Is there anyone still using M.A.G.E. for GFA basic??

# 1242. FS: RAM/ROM Cartridges for Roland D-50

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970120015900749167@ip-pdx06-27.teleport.com>
Source record: 129622
Cross-posted to: comp.sys.atari.st,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic,alt.music.midi,rec.music.compose

```
FS: RAM/ROM Cartridges for Roland D-50

64 Sounds ROM/SonicFlight Volume #1: $35 + ship
64 Sounds ROM/SonicFlight Volume #2: $35 + ship

email to: zplanet@aol.com

Norm
Portland, OR
```

# 1243. Re: TT/MSTe LAN port (was Re: Atari use

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5bv9a8$qub$1@nadine.teleport.com>
Source record: 129623

```
>> Dumb question: Why is connecting through the LAN port so
>>difficult? It's basically just another serial port, isn't it?
>
>Well, I use the LAN ports with MiNTNet and with CoNnect and never have any
>problems. So, in my experience, the LAN port _is_ as easy to use as any
>other serial port.

As a serial port, yes. But so far I haven't been able to actually use
the LAN port as (ta-da!) a LAN. It seems incredibly stupid to have to
use MIDIcom at 31k bps when I have a pair of TT030's and should be
able to link at 115k or faster!

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
------------------ftp://ftp.teleport.com/users/atari---------------------
```

# 1244. Read Atari-diskettes (1.44) on DOS-PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: roehl@erzicip.erzwiss.uni-hamburg.de
Message-ID: <5bvetu$bgd@rzsun02.rrz.uni-hamburg.de>
Source record: 129624

Hallo,

does anybody know a shareware-program that can read Atari-diskettes
from a Atari ST (1.44 MB) on a DOS-PC?

Thanks for any help!

# 1245. FS: ESQ-1 Sequencer Expander Cartridge

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970120015856748949@ip-pdx06-27.teleport.com>
Source record: 129625
Cross-posted to: comp.sys.atari.st,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic,alt.music.midi,rec.music.compose

FS: ESQ-1 Sequencer Expander Cartridge
20,000 Note Sequencer Expander Cartridge for ESQ-1. Plugs into Expansion
Port.
Never Used. Original Box w/Instruction
$35 +shipping

email to: zplanet@aol.com

Norm
Portland, OR

# 1246. FS: RAM/ROM Cartridges for DX-7 series.

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970120015911749823@ip-pdx06-27.teleport.com>
Source record: 129626
Cross-posted to: comp.sys.atari.st,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic,alt.music.midi,rec.music.compose

FS: RAM/ROM Cartridges for DX-7 series.

Sound Sources SX ROM 128-Library #1: $35 + ship
Sound Sources SX COMBO 64 Series (64 ROM/64 RAM): $35 +ship

All never used in original packaging.

email to: zplanet@aol.com

Norm
Portland, OR

# 1247. Re: Clock in menu bar - program needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32E36827.167EB0E7@etlxdmx.ericsson.se>
Source record: 129627

Hallvard Tangeraas wrote:
>
> >Try getting Stewert v1.04e... adds a menu bar clock, spinning dialogs, an
> >icon in the top-right that changes with the foreground app and much more :)
>
> Is this something that just works for the Falcon, or is it for all STs?

AFAIK, it should work on all STs, though I've only tried it on the
Falcon. It does require MagiC though.

Regards
Martyn

## 1248. Newsie & Demon

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: awood@f030.demon.co.uk
Message-ID: <853764120.6521.0@f030.demon.co.uk>
Source record: 129628
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

When using Newsie v0.66 with Demon's news service (the standard one - not pub or beta) all the subscribed to newsgroups are renamed 'up'.

This only started happening a short while back - but a similar thing happened when Demon introduced their betanews news server. It too would rename all the newsgroups to 'up' - the main server at that time would leave the names unchanged.

What this all comes down to is that you have a list of subscribed to newsgroups in the window, all called 'up' - if you open one you get a listing of the available articles for what should be the group - but if you try and open another it doesn't work and about three bytes are loaded and then you get a blank window.

I'm using a Falcon030 TOS 4.04, with Stik 1.12 and Newsie 0.66

Any help or comments gratefully received!

Regards,
Andrew
---
Andrew Wood e-m: awood@f030.demon.co.uk
The Queens Head e-m: ontap@queens-head.co.uk
54 Ely Street Web: www.queens-head.co.uk
Stratford-upon-Avon, UK Tel: +44 (0) 1 789 204914
CV37 6LN Fax: +44 (0) 1 789 415106
---

# 1249. Re: Newbie needs help getting started!

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv4tgctruq.fsf@emw.ericsson.se>
Source record: 129629

Brian Hutchinson <hutch@ena-east.ericsson.se> writes:

> If I hose something up, how would I go about re-formatting/partitioning
> my hard disk? The reason I ask this is because I am interested in
> getting mint, linux 68k, or MultiTOS.

You better get HD-Driver. The best hd driver available on the Atari and
it has alot of utulities to do this.

> If I go with Linux can I dual boot? Can I start up Linux at will and
> still be able to run TOS apps?

I'm not the right person to ask about this, but you will be able to run
TOS applications under Linux in the near future and probably even GEM
apps (using the GEM interface).

> Do I have to make a boot disk for TOS in case I crash my HD. I don't
> even know how to boot from a floppy! :-(

This is easy. Press 'Alt' while booting (I think.. I don't do this very
often) with a disk inserted in the diskdrive. Pressing 'Control' while
booting the computer will boot without any Accessories and will not
run the programs in the autofolder or read the newdesk.inf file. Good
if you have got some bad programs in the autofolder which makes your computer
crash at bootup. This will let you remove them as they wont be runned.

> What is the best way to backup the files on my Falcon? Do I need to get
> a Jaz drive or would a SCSI tape be better? What ever I get I will want
> to use it to backup my Falcon & Wintel brick.

I would go for the Jaz.

> Thank you for the information. I plan to do great and wonderful things
> with my Falcon as soon as I figure out how to do some things with it. I
> love this machine, I wish I would have gotten one sooner!

I hope you will find it usefull. :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 1250. Re: DUftp or Aftp??? which one to choose??

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5bvrse$85a@m1.cs.man.ac.uk>
Source record: 129630

In article <5bsk7a$dci@irk.zetnet.co.uk>, rgoring@zetnet.co.uk (Roy Goring) writes:
>
>I assume these are ftp programs :-)

Yep. :)

>Do they run on a Falcon?

Yep.

>Are they any good?

I expect so. Never used either on line though...

>Where can I get them from?

Dunno... ftp.uni.fu-berlin.de would be a good place to look.

>ATM I am stuck with the very flakey MG-FTP 1.03, I would like something better

Ah, well you are out of luck - both of the above are for MiNT-net. DU-FTP is
written by Craig Graham (Data Uncertain software) and supports iconify, and
is stables AFAIK...

Anthony
--

-------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------

# 1251. Re: What's the best HW upgrade for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv3evwtr5y.fsf@emw.ericsson.se>
Source record: 129631

Brian Hutchinson <hutch@ena-east.ericsson.se> writes:

>
> I've seen a few messages on the news group about BlowUP FX,
> Afterburnner 040 and a Nemisis or something like that.

Well I have got an Afterburner040 and I'm waiting for an
Nemesis. :-)

If you want real speed there is only the Afterbruner040. It's
expensive but it's worth it as it's fast and you can have up to
64MB Fast-RAM (32-bit) of ram plus your regular 14 MB ST-RAM
(16-bit) making a total of 72 MB RAM. There is no card which
can match this.

The FX is okey, if you manage to get it running properly and then,
it's usually at 36/18 (CPU/BUS) MHz and costs farily much. The Nemesis is
about 1/4 of the price of a FX and boosts the computer to 24/24 Mhz.
I would say that if you want fast graphics your would get the
Nemesis. The only advantage the FX has towards the Nemesis is that
you can add more than 14 MB ST-RAM on the other hand you could get
the Magnum memory card with the Nemesis and you would get that as well
and cheaper and it would probably be more stable. Not sure if the
Magnum will work at 24MHz bus speed though. It does work at 20MHz.

> What is the best upgrade for the Falcon? I'd like to get or
> be directed to some information so I can check these upgrades
> out.

You can check out this web pages (they will be updated some day...)
http://rand.thn.htu.se and then check out the Afterburner040 pages.

> I would also like to hear from anyone who has these upgrades
> to evaluate personal testimony regarding speed, price, and
> compatibility.

Well the Afterburner is rather expensive, but there isn't anything
to compare with it speed wise.

Compatibility is suprisingly high. About everyting you want works on
it, if you doesn't count some games ofcourse, but even they often
works. It's much more compatible then a Hades.

> I want to get a 882 FPU so I can run Linux (I know about the
> kernel with emulation) faster but I don't want to spend
> 50 or 60 bux on it when the upgrade I'm interested will
> probably have one anyway.

If you are going to use Linux the Afterburner040 is the way to go.
It's _much_ faster than on the AB040 than on any other Falcon
accelerator and the RAM can be rather handy when running Linux to
say atleast.

> Please post to this news group so others can get the info
> too (you can cc me if you want I don't mind)
>
> Thanks again for the help. This group is Great!

Yeah, but it wouldn't hurt with more people writing to them. ;-)

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

## 1252. e-mail address soundpool

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: croth@audiophile.com
Message-ID: <32e480ef.21876121@news.univie.ac.at>
Source record: 129632

please could someone post the e-mail address of SoundPool, Germany. I've lost it. I can remember that it was a Compuserve address, but that's all <g>.

Thanks,
Chris
---
Christian Roth

film + musik, Austria
croth@audiophile.com

# 1253. Re: Atari used in skiing resort! (Switzerland)

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5c03ej$avn@m1.cs.man.ac.uk>
Source record: 129633

In article <32d8d6f4693f30@sn.no>, pmonstad@sn.no (Paal Monstad) writes:
>Hi!
>
>The TT has only one fan, but the first model released had two! Both the
>Mega STE and the TT have LAN connectors.

Ah, I see. Well my comment was based upon early pictures, shown in Atari ST User way back. Just as well - my Mega is noisy enough with just one fan (but the symmetry of two does look smarter...)


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

## 1254. DAT on Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5c05em$6ib@ratatosk.uio.no>
Source record: 129634

Thanks to all who replied to my question regarding the SCSI DAT
player.
Going to check out Gemar...

- Petter -

# 1255. Re: Keyboards (was: Atari used in skiing resort! (Switzerland))

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5c05rg$bts@m1.cs.man.ac.uk>
Source record: 129635

In article <1107cd$16a.3be@HERMES>, gmiller@inca.co.nz (Gaven Miller) writes:
>BTW: Can someone point me to a retailer for a new (UK-spec) TT keyboard -
>the plug at the end of the keyboard cable that goes into the TT has broken
>due to my ham-fistedness in trying to make it click into place and stay
>there (the little "arm" piece that clicks into place and holds the plug in
>place snapped when I tried to widen the gap between it and the plug part
>by a few millimetres).

You're going to buy a whole new keyboard simply because the plug has broken!
Insane! Just replace the plug! Check out http://www.farnell.co.uk, they supply
electronic components (tens of thousands of them!) and have offices worldwide.
There are links to pages with information on ordering.

------------------------------
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
------------------------------
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
------------------------------

# 1256. I need your unused Link 1

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: kenkast@delphi.com
Message-ID: <5c09sm$tk@news2.delphi.com>
Source record: 129636

The host adapter went out on a drive I sent my daughter 2000 miles
away. Even if she were to send it back, I couldn't fiddle with it as
I no longer have an ST (I have a falcon).
If you have a Link 1 you would sell at a reasonable price, please
email me.
kenkast@delphi.com

# 1257. Re: Notator on a TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: alkio@hkkk.fi
Message-ID: <5c06vo$kat@ankka.csc.fi>
Source record: 129637

Mike McGowan <jmmcgowan@worldnet.att.net> wrote:

>I have been using Notator for years on ST machines.I have tried the
>Logic "upgrade", thank you, but prefer Notator. Can you run Notator on
>a TT or Falcon. I found a place that has both machines at a good price,
>but I am not sure about compatability.
>
>Thanks in advance (so please respond!)

You can't run Notator on Falcon :-(

Anyway, they have just released a version 2.5 update of Atari Logic.
(Which does run on Falcon, and has supposedly lots of improvements
compared to the earlier versions. It even has some features from MAC
Logic 2.6!)

Greetings, Jouni

# 1258. Re: Want to Convert Pagestream PS to Adobe PDF

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5bvvvc$861@ccshst05.cs.uoguelph.ca>
Source record: 129638

John Norton (jnorton@nilenet.com) wrote:
: I would like to convert Pagestream Postscript files (PS) to Adobe's
: Acrobat format (PDF). Does anyone have experience with the PDF format
: and with programs like Adobe's Distiller? Any Pagestream users done a
: successful conversion?
[...]
: The files are a set of plans and are meant to be printed (not just
: viewed on screen). I am using IMG and GIF right now, but I want to
: try to improve the printed resolution and still keep the files small.
: I also understand that PDF files produce exact duplicates of the
: original PS files (as far as resolution goes).

If you want to keep the files small, you should probably look elsewhere than PDF files. In my experience, PDF files are even more bloated than PS files, which isn't surprising since, as I understand it, PDF files are PS files with the font descriptions added in. This is why Ghostscript is able to interpret PDF files with ease. That said, any portable document format will be large. You'll probably find that compressed (monochrome) bitmaps like GIF or IMG will be smaller than a corresponding PS file.

THeo

# 1259. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2001970121210001@metricom37.ucsc.edu>
Source record: 129639
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5bg55g$ll5@lana.zippo.com>, JEDI wrote:

>In article <bwanga-1301971809380001@metricom59.ucsc.edu>,
bwanga@cats.ucsc.edu says...

>>Ever seen BeOS? All sorts of modern features. Faster interface response
>>than TOS, on the same machine. (I can crank up ten or so instances of a
>>little 3D rendering demo, causing the CPU usage to peg at 100%, and BeOS
>>will still maintain instantaneous response to mouse clicks and keyboard
>>events for the foreground app.)
>
> Unix can do the same and is quite likely older than you are.

Linux on the same machine does not maintain foreground response in the
face of 100% CPU usage nearly as well. (Linux crashes a lot less often
too, but then it's a much more mature OS than BeOS.)

>>Uh, yeah. Whatever. VM doesn't cause a performance hit unless you use
>>enough memory to force it to start swapping pages out to disk. In other
>
> If you haven't yet reached that point then you aren't really using
> the virtual memory now, ARE YOU? You could just as easily turn the
> toy off. However, if you were to actually actively use any non-trivial
> amount of VM, Mac's and PC's are crippled.

Oh, come on. The point is that it's there if you need it. I'd rather
have VM around so that I don't have to worry nearly as much about running
out of memory.

> Virtual memory was developed in one context and then applied to another.
> This is a simple matter of computing history and architecture for those
> who know and understand the issues involved.

I would be very surprised, based on your postings, if you had much of a
grasp of computer architecture. If you do, you sure aren't using it.

Here, you carp that VM was designed for big iron, that it's inappropriate
for a small machine. In a word, your claim is BS. The machines UNIX and
VAX VMS originated on are blown away in raw CPU power, memory size, disk
size, and disk bandwidth by a modern personal computer. About the only
thing our small boxes lack compared to the big guns of yesteryear is
enough aggregate I/O bandwidth to handle lots of simultaneous user logins
from terminals.

>>words, it lets you use your computer for more things if you want to. This
>>has nothing to do with whether an OS is designed to run a huge multi-user

>>behemoth or your personal computer (indeed, if you want a large compute
>
> Actually, it does. The disk and the bus it is attached to has to
> be up to the challenge. Otherwise, your machine takes a HUGE performance
> hit should it ever decide to use that nifty virtual memory. This is
> quite easy to demonstrate with a microcomputer.

You're really exxagerating the performance hit quite well. I congratulate you on your use of polemics.

In reality, VM performance hits are not the step function you suggest. You do not go directly from 100% performance to 5% or worse. There are a large number of situations where VM is active without impacting performance much at all. Sure, if you get your computer into thrashing behavior, performance will go to hell, but that's a characteristic of any caching system. Modern computer architecture is all about memory hierarchies and avoiding thrashing behavior between the various levels. VM is no different.

>>server to have decent performance, you must put enough RAM in it so that
>>it doesn't have to swap often, or else users will complain that the
>>machine is a slug).
>
> Two words: Resin Fire.

And what the hell is that non sequitur supposed to mean?

Oh, wait, I get it. You're trying to make an obscure and clever reference to the scare that artificially inflated memory prices a while back. Unfortunately, as a response to the point I was making, it falls flat on its face.

>>So what's your point? That we should stay mired in the backwaters of
>>computing just to be absolutely guaranteed that a disk swap operation will
>>never happen?
>
> So? How is TOS a backwater? One has yet to address that. All you
> MacVocates can come up with are application level toys.

Ah, so now I'm a MacVocate. Funny, I don't seem to recall this thread, or at least my participation in it, being about the Mac for quite some time now.

For the record, I have many beefs with the MacOS. I own a Mac, partially because it's the last hope for non-Wintel personal computers, but I am not uncritical of it.

> However, since Petey-Boy himself seems to think that the OS is just
> a pathway to the apps,

I don't care what Peter thinks. You're not arguing with Peter. You're arguing with ME.

> then great OS sophistication really isn't
> required. There is little that MacOS or Win95 has that cannot be
> grafted upon TOS at the applications level. Most of what they have
> are bells and whistles.

There are many things which cannot be grafted at the application level.

> Software should be designed to run on the hardware of today, no 4
> years in the future. While petty justifications for braggadocio are
> nice and all, computers are tools in the end. They either do the task
> you desire in a satisfactory fashion, or they do not. Beyond childish
> rhetoric, you have said nothing. How does TOS limit the user? Which
> of these limits is not addressed by MagiC 4.0?

Does it have VM? No? Well, that's an obvious start. Does it have much
in the way of network support? No? Does it have memory protection? No?
Sounds like a limitation to me. (Maybe things have changed, but in my
Atarian days there was little to no support for any of these things, and I
haven't seen evidence of them in my fiddling with MagiCMac.)

Does TOS have a 3D graphics API? Does it support hardware acceleration
for it? MAJOR limitation. This is hardware of today we're talking about.

Does TOS have anything like QuickTime?

--
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+

# 1260. Re: .Mid Files

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Richard John Lawson <r.j.lawson-96@student.lboro.ac.uk>
Message-ID: <32E3777D.68E6@student.lboro.ac.uk>
Source record: 129640

Matthew C. Faehnle wrote:
>
> Is there a player available to play .mid files without a midi setup? I was
> talking to a friend that said he was able to do so on his pc, so I figured
> this wouldn't be a problem on my Atari. If one is available, where could I
> find it?
>
> Matt Faehnle
>
> E-mail address:
>
> ------------------------->FreeNet- mfaehnle@freenet.columbus.oh.us

You could try Sequence One; it sounds a bit poor as it uses low-rez
samples, but it does the job. It was given away on ST Format a few years
ago, but you should be able to get it from somewhere!

# 1261. Atari Info Day -- Deinze (Belgium)

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Karl Samyn <saka@stud.rma.ac.be>
Message-ID: <32E40CAC.684C@stud.rma.ac.be>
Source record: 129641

Hello,

Well, the subject-line says it all. The Belgian Atari User Group A4 keeps an atari info day on Sunday 26 January 1997 in the Palaestra in Deinze. Several other Atari User Groups will be present. And also a few companies. Here you have the list :

Atari Computer Club Leopoldsburg
Atari Computer Club Mechelen
Atari Computer Club C&T Antwerpen
Compocom
Byttebier Printing Services
Multi Vision - CENTEK
Compu-net
Electro-line
Midi Comï¿½die
N2000 (Ville Neuve d'Arcq)
Studio Capital (Paris)

If you're interested and you want to come, check out this page to find a map, or mail me (before 22 jan 97) or <Martin.Byttebier@ping.be>.

http://193.190.205.13/Popo/148_pol/Samyn/rechts.htm

I hope we will see you there...

# 1262. Re: ESQ-1 Sequencer Expander Cartridge

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: richardh@cjnetworks.com
Message-ID: <32e3caa5.1306446@news.cjnetworks.com>
Source record: 129642
Cross-posted to: comp.sys.atari.st,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth

Norm,

If you have an E2 prom storage cartridge for the esq-1 let me know
(for writing sounds not sequences).

Rick
richardh@cjnetworks.com

On Mon, 20 Jan 1997 01:59:27 -0800, zplanet@aol.com (Zplanet) wrote:

>ESQ-1 Sequencer Expander Cartridge
>20,000 Note Sequencer Expander Cartridge for ESQ-1. Plugs into Expansion
>Port.
>Never Used. Original Box w/Instruction
>$35 +shipping
>
>email to: zplanet@aol.com
>
>Norm
>Portland, OR

# 1263. Re: e-mail address soundpool

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e3cf263f1c00@sn.no>
Source record: 129643

On Mon 20-01-97 14:30, Christian Roth (croth@audiophile.com) wrote:

>please could someone post the e-mail address of SoundPool, Germany. I've lost
>it. I can remember that it was a Compuserve address, but that's all <g>.

101233.3213@compuserve.com

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1264. NEW: free Atari ST emulator for MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <5c0jaj$fgh$1@brokaw.wa.com>
Source record: 129644

Emulators Inc. has just released updated versions of our free Atari 8-bit and Atari ST emulators for MS-DOS, OS/2 Warp, and Windows 3.1.

GEMULATOR CLASSIC version 3.6 is the latest Atari ST emulator which replaces Gemulator 3.02. We ported over a bunch of bug fixes and 68000 speed optimizations from the Windows version of Gemulator, making Gemulator Classic 3.6 run noticably faster than Gemulator 3.02 and earlier versions. Still requires only a 386 with 2 meg or more when running on MS-DOS, or 8 meg when running in a Windows 3.1 or OS/2 DOS prompt.

Download it from the Emulators web page at http://www.emulators.com.

You can also download a demo version of Gemulator 96 version 4.6, the latest Windows version of Gemulator, which runs about 30% faster than Gemulator Classic and adds a ton more features. Gemulator 4.6 has been benchmarked at double the speed of MagiC PC, which using less than half the disk space. Check it out!

- Darek

--
==========
Emulators, Inc., 14150 NE 20th St. Suite 302, Bellevue, WA 98007
Darek Mihocka, President. Distributors of Gemulator and Xformer.
phone:206-236-0540 fax:206-236-0257 http://www.emulators.com

# 1265. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c0hgg$eai@ornews.intel.com>
Source record: 129645

In article <01bc0502$e62b4480$6ea2aec7@sprynet.com>,
"Bradley A. Burns" <bburns@sprynet.com> wrote:
>
>There was a very popular one in its day called Michtron BBS, by a company
>of the same name. It's pretty complete, including a small scripting
>language.

Sorry, Brad, but Michtron BBS is /far/ from complete. It can't run external programs, has no Fido-compatability so it can't be used in a networked BBS, and is frankly very slow and limited.

Currently-supported BBSes include (but are not limited to) Octopus (my favorite), QBBS-ST, RatSoft, possibly ST-Keep (Andrew STuder comes and goes, depending on his workload in Real Life). Others that are still available are Foresight, Transcendence, STadel, Fnordadel and a heap of other similar room-based systems.

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# 1266. Re: .Mid Files

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c0i3o$eai@ornews.intel.com>
Source record: 129646

In article <5br9se$m76@charm.magnus.acs.ohio-state.edu>,
faehnle.3@osu.edu (Matthew C. Faehnle) wrote:
>
>Is there a player available to play .mid files without a midi setup? I was
>talking to a friend that said he was able to do so on his pc, so I figured
>this wouldn't be a problem on my Atari. If one is available, where could I
>find it?

Try MIDI Music Maker at
ftp://ftp.doc.ic.ac.uk/Mirrors/atari.archive.umich.edu/Music/mmm226.lzh

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## 1267. Nemesis Benchmarks

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Ivan@recursiv.demon.co.uk
Message-ID: <853790506snz@recursiv.demon.co.uk>
Source record: 129647

> At which speed where those test made, 24MHz?
> If it wasn't 24MHz, are you able to your system stable at 24MHz bus?
>
> //Magnus Kollberg
>
> --
> +--------------------------------------+
> | Falcon040, Bad Mood support team |
> | email: Magnus.Kollberg@emw.ericsson.se |
> +--------------------------------------+

Hej Magnus,

the tests were all carried out with Nemesis set at 24 MHz (ie. the CPU and bus @ 24 MHz and the DSP and FPU @ 48 MHz). And yes, the Falcon is perfectly stable like this.

-Ivan

# 1268. Re: What's the best HW upgrade for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: trek@ihgp114r.ih.lucent.com
Message-ID: <5c0fjm$409@ssbunews.ih.lucent.com>
Source record: 129648

In article <HATIAJBIUP@data.rhein-main.de>,
Robert Schaffner <robscha@data.rhein-main.de> wrote:
>In <32DFE1F3.167EB0E7@ena-east.ericsson.se> Brian Hutchinson wrote:
>
>For a privat user i think the FX-Board are the best way.
>Easy to fix, not expensiv, standard 30pin simms.
>and compatible with all my software.

Unfortunately not all of us have found this to be true. My
fx installation runs ok for about 1/2 hour before causing
a system crash. I did run across one program that just wouldn't
run with the acceleration - and no, it was not a game, but I
forget now which program it was. (I just run things like that
on a different machine.) Actually, I should be more precise -
it wouldn't run with fx set to 36 (never could get 40 to run
on my falcon for more than about 1 minute) but ran ok with it
at 32 (ie no acceleration).

So I have a falcon that sometimes runs at 36MHz with fx but only
for about 1/2 hour before the overheating (my guess) causes it
to crash. I guess overheating because having a fan blow on the
falcon will let it run longer before the crash.

In 32MHz mode, (actually either mode) I don't really have access
to all my memory since the memory code was never finished. Don't
look at this solution as a memory upgrade. Wayne

PS- My installation was professionally installed.

# 1269. Re: can I run older TOS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c0ir4$eai@ornews.intel.com>
Source record: 129649

In article <01bc0695$f3def420$4b88aec7@sprynet.com>,
"Bradley A. Burns" <bburns@usa.net> wrote:

>Satcom2 <svenhard@primenet.com> wrote in article
><01bc05a3$b7884320$723bd4cc@Primenet.Primenet.com>...
>> I have trouble playing about 30% of games on my STe with TOS 2.06.Is
>there
>> an executable version of an older TOS,like 1.2 or 1.4,that I can run,then
>> use a program like DC bootit so that I can "boot up" with this other TOS?
>> Or do I *have* to get a switchable TOS to do this?Or am I just going to
>> have to buy an old 1040 from someone for games?-Satcom2
>
>Some older versions of the atari boot disk included TOS right on the disk
>for booting purposes. The file is calles TOS.IMG. I think TOS 1.2 and 1.4
>were the only versions to be included on a diskette.

The only disk-based TOS that was made available to the public was TOS 0.98;
this was included with the very first run of 520ST and 20ST machines. With
the advent of TOS 1.0 on ROM, only developers had legal access to disk-based
TOS versions (which is not to say they aren't around, just that it's illegal
to sell them or give them away).

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## 1270. Re: Monty Python ST,have it?

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c0jhp$eai@ornews.intel.com>
Source record: 129650

In article <01bc066c$0e9f8060$763bd4cc@Primenet.Primenet.com>,
"Satcom2" <svenhard@primenet.com> wrote:
>
>I want to buy Monty Python for the ST from someone.Just name the price and
>e-mail me.Its a platform type game where you have to find your
>brain.-Satcom2

I don't need to buy anything for that, I play that game every morning when
the alarm goes off. <G>

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# 1271. Kivi QWK 2.00

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: ajalkane@alpha.hut.fi
Message-ID: <5c0fhd$hck@nntp.hut.fi>
Source record: 129651
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.announce

I have uploaded the new version to ftp.funet.fi a couple of hours
ago. I hope it's available from there in few days.

Here is what is new:

Kivi QWK history...

v2.00 20/01/1997
==========
+ Kivi can now load and show several packets at the
same time. The loaded/available packets will be
shown in "Window" menu under <Packets>. Clicking
on the packet will read the packet and open window,
or top packet's window if it's already open.
Closing the main window will close all windows
occupied by the packet and free the memory it used.
When loading a packet Kivi will create a subdirectory
under your work directory (named after your QWK
packet's name) and create work and reply directories
there.
+ Coded a new GEM library for Kivi and redesigned
the dialogs to use it. Improvements:
- hotkeys in dialogs
- iconify under MultiTOS
- some nice external objects
- scrollbar ability in views
- unlimited number of windows open if
OS/memory allows
+ Every packet may have it's own configuration. If
no packet is loaded, and you configure Kivi, a
so called Default configuration is used. This
configuration is used if the loaded packet doesn't
have it's own configuration saved. When saving
configuration Kivi will ask, if it makes sense,
if you want the configuration to become the
"Default" configuration or this packet (BBS) specific.
Of course this question comes only if you save
options when a packet is open, otherwise Default
options are saved. Notice that some options are
shared among all configurations. These are work
directory, packer paths and editor paths.
As a result of this feature, KIVI.BBS file
is useless, but I left KIVI.BBS working for
compatibility. This will however probably be

removed in future.
+ Toolbar icons added. At the moment only mono
icons, as I couldn't get colour icons working :(.
The icons are in top of the read window. There
are icons for (from left to right) Open packet,
pack replies, write message, reply, edit, list
own, print message, next/prev message, next/prev
area, jump to message, find string, bulletins and
BBS information. You can enable/disable the toolbar
from Options - Window. Thanks go to Magnus Thylander
for drawing these fine icons!
+ You can mark messages for reading/replying etc.
Just mark the messages you want to read later, and
select Read marked. A new window is opened where
all the messages you selected are shown. You can
then do what you want with the messages.
+ Killfile ability included. If you don't want to
see the messages from some person/to some person/
about some subject, just add it to killfile. The
killfile is named KIVI.KLL, or BBS_ID.KLL, where
BBS_ID is the BBS ID of the BBS you want the
killfile to apply to. The killed strings are
separated by spaces, and every string that is
found from the killfile and the packet's To,
From or Subject fields is excluded.
+ You can select a part of message (or bulletin)
to include in the quote, export/print etc..
To select a block just push the left mouse button
and grab the area you want to select. The selected
area is inverted. You can expand the selected area
by pressing down shift and pushing mouse button where
you want the selection to be expanded.
+ List own opens it's own window.
+ There is "Clear workdir after" and "Clear workdir before"
in Options - General. If Clear workdir before is selected,
the workdir of current packet (the packet that is in top
when Open packet is selected) is cleared before the new
packet is loaded. If this is selected Kivi will behave
almost like the old versions, displaying one packet at
the time. If Clear workdir after is selected, the workdir
of the current packet is cleared after Pack replies.
+ If you press control down and click a menu item, Kivi
will try to display help about that menu item by calling
ST-guide.
+ You can define the colours for Marked messages and messages
that are addressed to you in Options - Colours.
+ Scrollbars in Bulletins and Options - Font. The scrollbar
is realtime.
+ Some keys changed to be more "standard". Most notably
Load packet is change to Open packet and the key from

Control-L to Control-O.
+ The alerts are displayed in windows and they have hotkeys.
+ When sorting by subject, subjects with "Re:" in beginning
are treated equal with subjects that don't have it.
+ Many bugs corrected, many bugs added ;).
+ I'm sure I forgot something.

# 1272. Re: Q: From WK1 or LDW to *.STS

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970120150409.30450A-100000@acs2.byu.edu>
Source record: 129652

On 20 Jan 1997, Steve Hammond repplied to my post:

>> I have LDW power that makes *.LDW files. There's a conversion PRG
>> that converts them to *.WK1 (lotus) but Atari Works cannot read it as
>> spreadsheet files. Is there any conversion PRG that does this? From
>>*.LDW or WK1 to *.STS or something that the Works can digest? ;).

> The only way that I can think of is to save the file as a ASCI
> text file. If you print the LDW file to disk, it will
> give you the ASCI text file. AtariWorks can then import that. You will
> lose all of the formatting, but at least the numbers will still be
> there.

> Steve Hammond

Indeed it worked but, I am interested in taking all the formulas
to the Atari works. Ascii doesn't matter too much because it's a new
year. (The spreadsheet I'm talking about handles my budget and transactions,
so I need only the formulas ;).

Best Wishes:

( ( ( ( ( ( -F. ) ) ) ) ) )
UTAH * USA * 1997

# 1273. Re: Want to Convert Pagestream PS to Adobe PDF

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <5c0osr$4tc@thoth.nilenet.com>
Source record: 129653

Theodore L Hopman (thopman@uoguelph.ca) wrote:

: format will be large. You'll probably find that compressed (monochrome)
: bitmaps like GIF or IMG will be smaller than a corresponding PS file.

Theo, I did some tests with GIF. I printed my docs from Pagestream using the IMG print driver set at 300dpi. They were then converted to GIF using Gemview. The resultant files were large (370k IMG files converted to 290k GIF files).

I did that because there are fine details in the docs that would be missed at lower than 300dpi "real dots" printed resolutions. Of course, the GIFs have to be printed with an option like "fit to page" for this resolution.

The PS files that I create (uncompressed) are about half the size of the GIFs (if I only have one font). I would still like to try and get the PDFs to work. Adobe Distiller is getting a "definefont" error and barfing. This seems to be the only problem with the conversion.

John

# 1274. Re: LZH decompression problems. Help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5c0oi7$eg4@epimetheus.algonet.se>
Source record: 129654

Hallvard Tangeraas (hallvart@sn.no) wrote:

: No worries, and no need to cross-post messages everywhere ;-)
: You should get the latest LZH decompressor for the ST, which is Lharc 3.10.
: It's got an excellent GEM interface and is very user-friendly.
: As for your existing setup. Either your setup is incorrect, the
: lzh201l.ttp doesn't cope with your files for some reason, or (worst of
: all); your files haven't been download correctly if you've gotten them off
: the net- be sure that you download them in *binary* mode!

Actually the latest version of LHarc is 3.12.

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se _Daniel
---
oOo oOo
U U

# 1275. Re: RGB To Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <853782508_OASIS_@pcc-uky.campus.mci.net>
Source record: 129655

In article <5btsgo$gc@devil.stm.it>
r.pignatelli@agora.stm.it (Rosario Pignatelli) said:-

>
>Hi!
>Is there a cable to connect a Falcon to a Philips CM8833 RGB
>monitor?
>
>
>Thank you.
> ### _____
> ### R.Pignatelli@agora.stm.it Atari Falcon 030
> # # # Tel/Fax/Modem: +39 (81)7771083 Atari Jaguar 64
>

Hmm...if its a SC1224 compatible plug, you can use the SC1224 video adaptor,
and if its a standard VGA plug then you can use the VGA adaptor. What kind
of cable plug does it have? Later... ;)

--

_/_/_/

# 1276. Re: Seagate SCSI HD.. Will it work on a ST with ICD Link

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c0jrd$eai@ornews.intel.com>
Source record: 129656

In article <32E30367.6954@worldnet.att.net>,
Mike Harvey <mike.harvey@worldnet.att.net> wrote:
>
>I've been trying to locate a workable replacment for the
>Quantum 540 meg SCSI HD that crashed on me..
>
>
>I found a source for a Seagate ST1480N 400+ meg SCSI 3.5 inch HD.
>
>Does anyone know if these will work, the Seagate webpage shows that
>it has a jumper for partiy, but I believe some of these on not to
>disable partity, but just for the HD not to check it upon booting.

Seagates are almost bullet-proof. Give it a try - if it doesn't work, I'll
eat it!

Seriously, just ask the seller if you can return it if your host adapter
can't handle it. My experience with Seagate SCSI drives is, ANYTHING can
handle them - even Atari host adapters.

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# 1277. Re: Read Atari-diskettes (1.44) on DOS-PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c0jt5$eai@ornews.intel.com>
Source record: 129657

In article <5bvetu$bgd@rzsun02.rrz.uni-hamburg.de>,
roehl@erzicip.erzwiss.uni-hamburg.de (W. Roehl) wrote:
>
>does anybody know a shareware-program that can read Atari-diskettes
>from a Atari ST (1.44 MB) on a DOS-PC?

One more, with feeling: ftp://ftp.teleport.com/users/atari/pc_st.zip

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# 1278. Need help with Dungeon Master 2!!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: gfacini@gov.nb.ca
Message-ID: <5c07vc$neb@agate.nbnet.nb.ca>
Source record: 129658

If anyone out there knows of a web site about Dungeon Master 2 from FTL for the Atari ST could you please contact me. If you have any maps, and/or FAQS please send them to me.

Thanks,

Gino Facini (gfacini@gov.nb.ca)

# 1279. Re: CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: apalmer@zapcom.net
Message-ID: <5c0afs$mdg@ultra.sonic.net>
Source record: 129659

>
>
>
>> I'm running CAB on a TT. Very often, it seems to pause on
>> "Formatting text", when the page seems to be fully displayed.
>> That is, no further text is diaplyed when the "Formatting
>> text" message goes away. Anyone know why CAB does this? It
>> seems to delay the loading of web pages from the cache also.
>
>
>That happened to me on my Hades 060 clone sometimes. I really do not
>care about it as long as the website loads. What version of CAB and
>CAB.OVL are you using. Try switching to another version of CAB.OVL
>and see it that helps.
>.

I ask about this same problem a few months ago and never got an
answer. I think I know what it is. I was using a 30 meg cache and
the delay grew very long. After loading each new page, CAB seems to
be writing an index file in the top directory of the cache. As the
size of the cache increases, the index has to be bigger, so the write
takes longer. You can control the time of the delay by changing the
size of your cache. This is just my guess from looking at the
problem. Hope this helps.

al palmer
apalmer@zapcom.net

# 1280. Re: "Current Notes" ST mag

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <xxCXW2a.dpj@delphi.com>
Source record: 129660

Duane O'Donnell <DuaneOD@atlantis-bbs.com> writes:

>Is "Current Notes" still being published? I haven't seen a new
>issue in several months, and their web site is down.
>
>
>Duane

I just got the latest issue about a week or so ago; they are certainly
still around! <g>

Dana @ STReport International Online Magazine

# 1281. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E3FD08.7E8F@owens.ridgecrest.ca.us>
Source record: 129661
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Was the .JPG test not worthy of your machine?
Afarid the T060 is slightly quicker at the test
you proposed?

Mike

# 1282. Re: Newsie & Demon

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: awood@f030.demon.co.uk
Message-ID: <5c0v12$rrm@usenet.bham.ac.uk>
Source record: 129662
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

In reply to R.T.s suggestion to check the default files for the newsgroups,
it was the first thing that I did!

I have even set up a separate folder to hold default files so that when
the one in the working folder gets destroyed, I always have a back-up.

Unfortunately as it now stands, every time I connect to Demon's new news
server it always gets ruined.

(The one in the working directory that is, not the back-up!)

As for the log file, is appears that Demon is sending 411 group not available
for each of the groups - but at the same time with NOS I gettingNNTP Bad
reply on banner (response was -1 {or} 400) - so maybe Demon's
newly configured News server is to blame (and would that be a surprise?)

Regards,
Andrew Wood

Posted on-line via telnet to acsis.bham.ac - lynx - vt100 - go news:demon.ip.support.atari

# 1283. WTB (UK): Obie Matrix 6R Editor for ST

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Chris Crosskey <chrisc@zetnet.co.uk>
Message-ID: <19970120193720750 23@zetnet.co.uk>
Source record: 129663

Anything considered
Chris Crosskey (01235) 534152 email chrisc@zetnet.co.uk

# 1284. falcon mk x output noise

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Curt Johnsen <cjohnsen@delphi.com>
Message-ID: <x3K3Woe.cjohnsen@delphi.com>
Source record: 129664

Recently I have noticed computer calc. type noise out
of the 1/4" outputs of the falc. It appears using cubase of
or soundpool audiomaster. I dont get the noise thru the fdi
and a dat for playback. Only the 1/4 " outputs.
Any thoughtswould be appreciated.
thanx. curt

# 1285. Re: Newsie & Demon

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c0k2f$eai@ornews.intel.com>
Source record: 129665
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

In article <853764120.6521.0@f030.demon.co.uk>,
awood@f030.demon.co.uk (Andrew Wood) wrote:
>
>When using Newsie v0.66 with Demon's news service (the standard one -
>not pub or beta) all the subscribed to newsgroups are renamed 'up'.

Take a look in the NEWSIE folders for the DEFAULT.GRP file - view it and see
if all the groups have been renamed there as well.

If they have, delete the file - it's worthless now. Resubscribe to the
desired groups.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 1286. Re: Falcon IDE partition curruption

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5c0odt$eg4@epimetheus.algonet.se>
Source record: 129666

Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:

: I would contact Oregon research, the US distributor - I'm not certain
: who (if anyone) distributes it anyplace else.

: Oregon Research
: 16200 SW Pacific Hwy Ste 162
: Tigard, OR 97224

: (503) 620-4919
: (503) 624-2940 Fax

Does anyone know if Oregon Research has an E-Mail address?

--
@ @
----------oOO-(_)-OOo-----
// Take Care, Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail: IRC Nickname:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se _Daniel
---
oOo oOo
U U

# 1287. 16/32 Systems ?

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: dipching@ping.be
Message-ID: <853774776_OASIS_@ping.be>
Source record: 129667

Does anyone know if 16/32 Systems in England are out of business or not ?
Do they have an e-mail address ?

--

```
-------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
-------------------------------------------------------------------------
```

## 1288. Maggie and other

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: r.pignatelli@agora.stm.it
Message-ID: <5c0mak$sl4@devil.stm.it>
Source record: 129668

Hi all!

I've read from Atari Computing's P.D. and Shareware pages
about the following interesting titles:
- Maggie 20;
- CPU MOD;
- Appline 2.1E;
- Start me up 1.10e;
- Croft Soft Disk Mag.

So, where can I find them (URLs, FTP sites etc...).
Then, anyone can tell me if the following games: 'Running'(Doom clone),
'X Moon', 'Painium Disaster' and 'Johnny the adventurer' (Rayman
clone) all for Falcon 030 was finished and available?
Are there any new titles for Falcon?
Thanks for your answers.

Greetings,
Rosario Pignatelli - Italy

### _____
### R.Pignatelli@agora.stm.it Atari Falcon 030
# # # Tel/Fax/Modem: +39 (81)7771083 Atari Jaguar 64
# # # Fidonet Org: 2:335/226.20 Atari VCS 7800

# 1289. Re: Want to Convert Pagestream PS to Adobe PDF

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <5c0p3f$4tc@thoth.nilenet.com>
Source record: 129669

John Norton (jnorton@nilenet.com) wrote:
: PDFs to work. Adobe Distiller is getting a "definefont" error and
: barfing. This seems to be the only problem with the conversion.

The only line in the PS file with "definefont" is....

} def
FontDict /key get currentdict definefont pop
end

I have no idea what it means! Something Distiller doesn't like that
Pagestream sticks in there I guess.

# 1290. Atari SLM804 Laser For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <5budgf$rdv@madeline.INS.CWRU.Edu>
Source record: 129690

Hi,

I have an Atari SLM804 laser printer for sale.

300x300 DPI / 8 Pages per Minute
Plugs into DMA port of the ST or TT030
Drum installed is in fair condition
Extras included with printer are a drum (not great),a new sealed toner,
and SLMC804 ASCI controller.
Comes with manual, SLMC804 controller and I can supply a disk of SLM utilities

Asking $100
--
Novell DOS 7.0 and IBM OS/2 user Fred Horvat
Atari TT030 / MagiC 5.0 + Ease 4.0 Free-Net Atari Portfolio Sigop
Atari Classic/LYNX/Jaguar gamer

# 1291. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: fvuotto@laplaza.org
Message-ID: <32e2cffd.2447794@laplaza.org>
Source record: 129691

Faster yes, but the the serial and printer ports seem to be disabled.

On Sun, 19 Jan 1997 02:25:12 GMT, Tony Greenwood wrote:

> Anyone using the 4.50 or less Gemulator demo should rush along to the
>web site and download the latest version, Gemulator 4.6 demo, it is
>definatly FASTER and this demo amazingly allows full screen?
>

# 1292. Re: STReport #1302

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: <>
Message-ID: <5buhn3$mrk@news2.delphi.com>
Source record: 129692

```
> 01/10/97 STR 1302 The Original Independent OnLine Magazine!
>
> - CPU Industry Report - MATROX MGA - Shareware Treasures
> - MS ships MAC Explorer - Businesses MAC Shy - Pentium MMX
> - Sharp Zaurus - Parolee Surfing Cut - Final Doom
> - Tunnel B1 Review - People Talking - Classics & Gaming
>
> 36 Million Homes Online by 2000
> Apple Expects $150 Million Loss
> Net Stocks Sizzle, Fizzle in '96!!
>
>
> ___ ___
> / \----/ \ Dana P. Jacobson - Atari Editor - STReport
> |-----| |-----| STReport International Online Magazine
> /\_0_/ \_0_/\ The Original * Independent * Online Magazine
> -| o o |- -* FEATURING WEEKLY *-
> / \_____________/ \ "Accurate UP-TO-DATE News and Information"
> \ \ | | | | / / Mail subscription: dpj@delphi.com
> ww ooooo----ooooo ww STReport's WEB Site
> http://www.streport.com
>.

___ ___
/ \----/ \ Dana P. Jacobson - Atari Editor - STReport
|-----| |-----| STReport International Online Magazine
/\_0_/ \_0_/\ The Original * Independent * Online Magazine
-| o o |- -* FEATURING WEEKLY *-
/ \_____________/ \ "Accurate UP-TO-DATE News and Information"
\ \ | | | | / / Mail subscription: dpj@delphi.com
ww ooooo----ooooo ww STReport's WEB Site
http://www.streport.com
```

# 1293. MegaST (4MB) + 80 MB drive

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: ig050@cleveland.Freenet.Edu
Message-ID: <5bum32$cm0@madeline.INS.CWRU.Edu>
Source record: 129693

1
4 MB MegaST with tweety board
80 MB harddrive in a Megafile30 case w/ ICD host adapter
mono monitor.

$200. You pay shipping.

Clarence
contact me by email at fsctc@lerc.nasa.gov

# 1294. Re: PAPYRUS GOLD & FALCON GAMES FS

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e2eb522ac6370@sn.no>
Source record: 129694

On Sun 19-01-97 23:14, Michael F. Kelsey (michaelk@pacifier.com) wrote:

>
>Atari Stuff:
>
>Papyrus Gold V3.0 (Ultimate word Processor & more!) $30

I'll be interested in buying this if it isn't already sold.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1295. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <5buunf$ql@thoth.nilenet.com>
Source record: 129695

Hallvard Tangeraas (hallvart@sn.no) wrote:
: I *think* this was the way I did it:

Thanks, I finally un-MIME'd the file. Forgot to see if there was any non-MIME stuff at the end of the file and, also I named it different from the MIME name. Oh well, it will be tommorrow or so before I can look at the files to see if they are OK.

Thanks for your help!

# 1296. Detachable Keyboards

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26917_please@no.spam.mail.here>
Source record: 129696

*Hi Gaven*, on 19 Jan 97 you wrote: ...respect, brethren

g>>> Oh, and the TT has a better keyboard than the Mega STE, with
g>>> different function keys, and mouse/joystick ports at opposite ends of
g>>> the keyboard rahter than tucked underneath at the back where it is
g>>> difficult to plug in correctly without having the cord go at nearly a
g>>> 90-degree angle at the plug end.
>> You're thinking of the MegaST, I think. Yours sounds exactly the same
>> as my MSTe.
g> I've owned one (Mega ST, that is) from 1990. It's still sitting
g> downstairs in the garage, packed away in boxes.
g>
g> I haven't seen a real Mega STE keyboard - all the systems I see are
g> with the original keyboard, so I'd assumed that the original keyboard
g> was also shipped with the MSTE.
g>
g> (perhaps NZ had somehow offended the great keyboard gods, and were
g> therefore banished from the real good keyboards?)

AIUI whichever keyboard is used is compatible with all three machines. The
original MegaST one with the ports in the way you described and the TT/MSTe
one. It seems you just got whatever was available at the time.

>> Do you have the phone-jack type of connections at both ends of the
>> keyboard lead? I think that's the only difference. Mine only has one
>> at the computer end B^{<
g> The keyboard-to-computer cable is fixed into the TT keyboard, and has a
g> phone-line plug on the other end. However, the MegaST keyboard had a
g> detatchable (and losable) cable with a plug on each end to connect
g> keyboard and system unit. And the supplied one was a tad short.

I see - the same as mine. I was told that the TT one was detachable at both
ends, but it seems the are variants. The cord at the keyboard end of mine is
worn and I'd have liked to convert that end to a phono plug if I'm able.

g> (BTW: This discussion should really be taking place in the "Keyboards"
g> thread, as there has been 100 1rift from the original topic of this
g> thread)

I can't see a Keyboards thread, so I've just changed this one...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :Harry Sideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 1297. Link 1 needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: kenkast@delphi.com
Message-ID: <5bv08c$oh2@news2.delphi.com>
Source record: 129697

I would like to buy an ICD Link 1. Please email me if you have
one for sale.
kenkast@delphi.com

# 1298. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e2eb542ac8a73@sn.no>
Source record: 129698

On Sun 19-01-97 18:29, John Norton (jnorton@nilenet.com) wrote:

>I have a unix shell account that for some reason failed to un-MIME a file
>I received as an e-mail attachment. Is there something for the Atari that
>will unMIME it if I d/l it from my internet provider?

Yes, Esscode will do it, but what a pain..... :-(
I've managed to do it a couple of times, but I can't really remember how I did it.
I *think* this was the way I did it:

-loaded the MIME decoded file into a text editor and removed everything above and below the MIME'd file itself.
-Had a look at what the file's real name was after decoding (it says in the 2nd or 3rd line from the top of the MIME file- i.e. "7up209.zip")
-I went into the "MIME decode" menu and immediately got the file-selector.
-I entered the name of the file as it should be when un-MIME'd (i.e. "7up209.zip") and pressed [Return]
-I double clicked the MIME file itself, and (hopefully) the un-MIME'ing process will start!

** PS. I found it a *very* smart idea to make a backup of the MIME file as I've experienced many times having to experiment trying to make it work, and if you do this the wrong way the decoded file will write over the MIME file. So by having a backup copy of it you can just try it again..
Good luck!

* Correct me someone if I'm wrong about the above procedure!

You can download Esscode from:

ftp://ftp.sn.no/user/hallvart/atari/esscod64.zip (77 Kbytes)

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1299. Atari stuff forsale

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Kevin Burkhardt <kb-1@ix.netcom.com>
Message-ID: <01bc0669$d9552560$6dc5b8cd@p5-133>
Source record: 129699

FOR SALE: ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
ATARI 800 - SYSTEM AND SOFTWARE !!! (Listed Below)

**********
ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
**********

***** Best Offer ****** For Everything ***** (plus shipping costs)
Will sell components seperatly.

HARDWARE: Original boxes and documentaion.
* All hardware purchased in 1990. (except for 2 original style
joysticks)

ATARI 1040 ST (with Mouse and Boot Disk) and ATARI SC-1224 COLOR MONITOR

ATARI SX-212 MODEM - 2400 Baud
SUPER CHARGER - TALON TECHNOLOGY (converts Atari to IBM format)
SF354 3-1/2" EXTERNAL FLOPPY DISK DRIVE
MASTER-5S 5-1/4" EXTERNAL FLOPPY DISK DRIVE
(1) QUICKSHOT JOYSTICK (2) ATARI JOYSTICKS

MANUALS: (come with purchase of Atari ST system, or will sell seperatly).
520 ST COMPUTERS
ST QUICK REFERENCE GUIDE
COPY II ST
DB MASTER ONE
COMPUTE!'s SECOND HANDBOOK OF ATARI
SX212 MODEM OWNERS MANUAL
ST COMPUTER OWNERS MANUAL
ST BASIC SOURCE BOOK AND TUTORIAL
ATARI LOGO SOURCE BOOK
HOLMES & DUCKWORTH H&D BASE MANUAL (copy)
PC INTERCOMM (copy)

ATARI ST SOFTWARE: All original disks.
(All software believed to be in working order, but not guaranteed)

ST LANGUAGE DISK
LANGUAGE DISK
1st - WORD
PROCOPY
COPY II ST - Disk backup utility PC/InterComm
SUPERCHARGER (images)
ST Informer disks - 1291,192,392,492,592
REGIONAL COOKING COLLECTION AMERICAN COOKS CHINESE

GAMES: (All in original boxes with instructions & 1 disk,
unless otherwise noted)

ADVANCED DUNGEON & DRAGONS - HEROES OF THE LANCE
(no box, no instructions)(3 disks)
ADVANCED DUNGEONS & DRAGONS - HILLSFAR (2 disks)
ARKNOID (instructions, no box)
BARBARIAN S.D.I
The BLACK CALDRON (2 disks)
BLOOD MONEY
CHRONO QUEST (4 disks)
CRYSTAL CASTLES
DEATH BRINGER (3 disks)
DRAGON LORD
DUNGEON MASTER (instructions, no box) -
(also comes with print outs of maps and story)
FOUNDATIONS WASTE (2 disks)
GATEWAY (2 disks)
GAUNTLET (2 disks)
GHOSTBUSTERS 2
The GUILD OF THIEVES
IRON LORD (3 disks)
JINXTER
KNIGHT ORC (2 disks)
The KRISTAL
MISSILE COMMAND (instructions, no box)
NINE RINGS OF ZILFIN (3 disks)
OBLITERATOR (instructions, no box) (2 disks)
OOZE (2 disks)
OUT RUN
PRINCES IN AMBER (box, no instructions)
QUESTRON II (2 disks)
ROAD RAIDER (2 disks)
ROBO COP
ROGUE
SPACE HARRIER (2 disks)
SUPER CYCLE (instructions, no box)
TEMPLE OF APSHAI TRILOGY(no box, no instructions)
TIME AND MAGIK (instructions, no box)
TIME BANDIT (box, no instructions)
WANDERER ROAD
WARLOCK (instructions, no box)
WILLOW (2 disks)
The WRATH OF NIKADEMUS (instructions, no box) (2 disks)
XEVIOUS (no box, no instructions)

**********
ATARI 800 - SYSTEM AND SOFTWARE !!!
**********

***** Best Offer ****** For Everything *****
(plus shipping costs, if necessary)

HARDWARE:
ATARI 800 COMPUTER SYSTEM
with 60 5.25" Floppy Disks with assorted Backup copies of various
software.
ATARI 1050 5.25" DUAL DENSITY FLOPPY DRIVE WITH HAPPY BOARD
MPP-1000C MODEM

SOFTWARE: MEDIA: 5.25" FLOPPY
ATARI MASTER DISKETTE 3
HAPPY COMPUTERS WARP SPEED SOFTWARE
ALTERNATE REALITY
SUPER BUNNY
ASYLUM
FREETRADER
NEW YORK TIMES CROSSWORD
DR. C. WACKO'S MIRACLE GUIDE TO DESIGNING & PROGRAMMING
YOUR OWN ATARI COMPUTER ARCADE GAMES
ENCOUNTER
ULYSSES AND THE GOLDEN FLEECE

SOFTWARE: MEDIA: TAPE PLAYER CASSETTE TAPE
ZAXXON

SOFTWARE: MEDIA: CARTRIDGE
BASIC
ALANTIS
RIVER RAID
MISSILE COMMAND

--
If Interested Contact Kevin at kb-1@ix.netcom.com
More Stuff For Sale at http://www.netcom.com/~kb-1/ForSale.html

# 1300. Want to Convert Pagestream PS to Adobe PDF

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <5bv5tp$1at@thoth.nilenet.com>
Source record: 129700

I would like to convert Pagestream Postscript files (PS) to Adobe's Acrobat format (PDF). Does anyone have experience with the PDF format and with programs like Adobe's Distiller? Any Pagestream users done a successful conversion?

I don't have a DOS or Mac computer, so I can't even experiment. But, I can send the files to anyone who wants to take a try at it!

The reason that I want to convert the files to PDF is that I am sending the files to people who not only have Atari's, but other PCs and mini's as well (DOS, Mac, Unix machines, etc.).

The files are a set of plans and are meant to be printed (not just viewed on screen). I am using IMG and GIF right now, but I want to try to improve the printed resolution and still keep the files small. I also understand that PDF files produce exact duplicates of the original PS files (as far as resolution goes).

Thanks!

John Norton
jnorton@nilenet.com

# 1301. FS: 2 gig wide fast SCSI-2 HDD

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: atari@teleport.com
Message-ID: <5buth1$k5a$1@nadine.teleport.com>
Source record: 129701
Cross-posted to: pdx.forsale,comp.sys.atari.st

Quantum VP32210R Wide Fast SCSI-2 hard drive (3.5-inch form factor,
1-inch high) for sale. Has SCA ("hot swap") connector; an adapter is
available from corpsys.com to connect to either standard 50-pin
"narrow" SCSI or SCSI-2 ribbon cables.

Asking $300 Postpaid within the continental US ($5 additional to AK or
HI - shipment out of the US at actual cost, and you may have to pay
additional to the Customs boys).

Warranted 90 days. Email or call me at 503-244-3908 (PST time zone,
guys, please look at the clock!)

----------http://www.teleport.com/~atari----------
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## 1302. HiSpeed Pascal

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26916_please@no.spam.mail.here>
Source record: 129702

*Hi Stefan*, on 18 Jan 97 you wrote: ...respect, brethren

ss>
ss> I've got problems with HiSpeed Pascal v1.0. 'Rewrite' seems to have a
ss> bug. It is supposed to delete any existing files, but if the file
ss> exists it is only opened for output, not deleted.
ss>
ss> Can I fix this somehow?

You could try upgrading to v1.5 - your verson is especially old. It's
available from HiSoft (sales@hisoft.co.uk) or maybe you could speak to Falcon
Pro Centre to get it for you (Tel: 031 545526)

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 1303. Re: Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26915_please@no.spam.mail.here>
Source record: 129703

*Hi Steve*, on 18 Jan 97 you wrote to *john@whalley.demon.co.uk*:
..respect, brethren

>>> Blimey, 5.05, would you send that to System Solutions, Quickly, I'm
>>> still waiting for them to aquire 5.03 8~))
j>> Um, they have: I bought MagiC 5.03 off them at the show in Birmingham
j>> in September :)
SS> That's the version 5.03 of MAGICDESK I think your refering to, not
SS> magic itself.

MagiC v5.03 - MagixDesk v3.20 here...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :Harry Sideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 1304. Re: Programming ideas

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <26918_please@no.spam.mail.here>
Source record: 129704

*Hi Rich*, on 19 Jan 97 you wrote: ...respect, brethren

a>
a> please@no.spam.mail.here (please@no.spam.mail.here) wrote:
>> Send email replies to :Derryck Croker@mettav.demon.co.uk (Derryck
>> Croker)
a>
a> That's not a valid email address, either, Derryck.

Looks like an automated thing that Paul B's trying to apply to everyone who uses the Net2Net gateway here.

The format of the EMail addresses are dcroker@ for Derryck, lcollins@ for Liam and hsideras@ for myself - I'll copy this over to Paul if he hasn't spotted it already...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 1305. Re: Atari storage questions - please help... I'm going nuts!

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_be78aba2_Claes.Holmerup@p5.dada.ct.se>
Source record: 129705

Marc Fotheringham wrote this to All about Atari storage questions - please help... I'm going nuts!:
MF> (1) Is that a SCSI port on the back of the thing? Can I use my
MF> old SCSI external drive from my Mac?

There is a DMA-port, where you plug in a SCSI-interface (Link-II from ICD or Hard&Soft).
With these interfaces, any SCSI-HD can be used. Avoid new Quantum drives which need "bus-arbitration", since you won't be able to use them at all (if you don't get the new Link-96, which is more expensive).

MF> (2) Would I be able to use a Zip Drive instead?

No problem. The only thing to think of, is that the SCSI term-power is too weak to provide power to the interface, so you'll have to provide this from another HD that's connected after the Zip, or with a cable from +5V in the computer (available at the joy-port or serial port) to the term-power pin in the Zip's second SCSI-connector.

MF> (2.1) If so, is an Iomega Driver available? I've not seen one
MF> on my travels.

If you want to use the password and write protect on the Zip, you should use HDDriver, but if you don't need these functions, any driver will do.

Best regards,

Claes

********** New Equipment: Philips CDD2000 CD-writer **********
e-mail claes@dada.ct.se * Atari Falcon 030/36MHz+16MB+5.5GB+Zip
fidonet 2:200/136.5 * 6.7*CD+UPS+OL400+Samsung17GLsi+USR33600
fujinet 7:102/105.5 * Cubase Audio+FDI+JAM8+MO4+various synths
nest 90:1102/116.5 * These are essential working tools in my
saknet 79:121/103.5 * recording studio-with many other uses also
**********

# 1306. Re: can I run older TOS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: "Bradley A. Burns" <bburns@usa.net>
Message-ID: <01bc0695$f3def420$4b88aec7@sprynet.com>
Source record: 129706

Some older versions of the atari boot disk included TOS right on the disk
for booting purposes. The file is calles TOS.IMG. I think TOS 1.2 and 1.4
were the only versions to be included on a diskette.

Brad.

Satcom2 <svenhard@primenet.com> wrote in article
<01bc05a3$b7884320$723bd4cc@Primenet.Primenet.com>...
> I have trouble playing about 30% of games on my STe with TOS 2.06.Is
there
> an executable version of an older TOS,like 1.2 or 1.4,that I can run,then
> use a program like DC bootit so that I can "boot up" with this other TOS?
> Or do I *have* to get a switchable TOS to do this?Or am I just going to
> have to buy an old 1040 from someone for games?-Satcom2
>
>

# 1307. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: "Bradley A. Burns" <bburns@usa.net>
Message-ID: <01bc0696$63472800$4b88aec7@sprynet.com>
Source record: 129707

That's because it a shareware DEMO version. The full, registered version
has everything activated.

Brad.

Frank Vuotto <fvuotto@laplaza.org> wrote in article
<32e2cffd.2447794@laplaza.org>...
>
> Faster yes, but the the serial and printer ports seem to be disabled.
>
> On Sun, 19 Jan 1997 02:25:12 GMT, Tony Greenwood wrote:
>
> > Anyone using the 4.50 or less Gemulator demo should rush along to the
> >web site and download the latest version, Gemulator 4.6 demo, it is
> >definatly FASTER and this demo amazingly allows full screen?
> >
>
>
>

# 1308. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc0684$cb318080$0f6466cf@emonk.cnc.bc.ca>
Source record: 129708
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

What an excellent posting! Brought a tear to my eye. I never did know what happened to Atari. It makes you kinda sad. My first computer was an Atari, a 600Xl. I still have it, though I upgraded a long time ago to a 800XL that still beats me at chess weekly.

> The best people to ask these questions are those who have exposure to
> the public. If you believe Atari left us without saying goodbye, contact
> Dateline at dateline@nbc.com. If you REALLY believe, then send this article to 10 > of your friends in e-mail. AND if YOU REALLY, REALLY believe, mail a few to
> newspapers or other news programs. A letter in your own words would be great!
>
> I'd spend money for a thorough retrospect on Atari. Wouldn't you?
>
> Wouldn't it at least be nice to say "Goodbye"?
>
> --Don Thomas
> 75300.1267@compuserve.com
> 209/239-3898
>
> Permission is granted to freely reprint this article in it's entirety
> provided
> the author is duly credited.
>
> --
> Visit InfoMan's Atari Page!
> *Home of the Atari 8-bit Support BBS List*
> http://infoman.simplenet.com/atari/
> ----- ----- ----- ----- ----- -----
> Receive a monthly commission check - guaranteed!
> http://www.cyber-action.com/oed/infoman.html
>

# 1309. Re: Where can I get...

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_be78aee9_Claes.Holmerup@p5.dada.ct.se>
Source record: 129709

Richard Wegner wrote this to All about Where can I get...:
RW> Does ANYONE know where I can get the blue prints
RW> (schematics(sp?)) for the Atari SLM804 Lazer Printer...I have
RW> one and I really need them.

For what it's worth, the SLM804 was ordered by Atari from a company that makes laser printers, TEC, and their own model which is similar (or very closely) is called something with "804" in it too.

Best regards,

Claes

********** New Equipment: Philips CDD2000 CD-writer **********
e-mail claes@dada.ct.se * Atari Falcon 030/36MHz+16MB+5.5GB+Zip
fidonet 2:200/136.5 * 6.7*CD+UPS+OL400+Samsung17GLsi+USR33600
fujinet 7:102/105.5 * Cubase Audio+FDI+JAM8+MO4+various synths
nest 90:1102/116.5 * These are essential working tools in my
saknet 79:121/103.5 * recording studio-with many other uses also
**********

# 1310. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1147cd$d3010.7e@HERMES>
Source record: 129710

Anthony Jacques (jacquesa@netcomuk.co.uk) wrote:
> Rich Tietjens wrote:
> >
> > In article <19970113214221.12098.qmail@mail.ptd.net>,
> > Mr.Maddog@mail.ptd.net wrote:
> > >
> > >>The system clock keeps all four digits internally ...
> > >>TOS-based systems do not have a problem with the Year 2000 "bug."
> > >
> > >I've been hearing in mainstream news(by golly, this must 'be' important)
> > >that when 2000 comes, alot of PC's and other systems would be really
> > >fouled up. Is there any major concern about this, is the system date
> > >unable to even rollover from 99 to 00?
> >
> > In all fairness, it turns out that Win95 is OK for the year 2000, at least
> > (though I understand it will fail a few years later). MS-DOS, however,

> Well, a hundred or so... It'll be 2102, IIRC... (seconds since 1 Jan 1980
> as a 32-bit unsigned integer - standard UNIX format time... same as TOS
> file time-stamps...)

Nope. Unix uses "Seconds since January 1, 1970". And that will overflow
in 2038. (I can't recall the actual date or time-of-day that will happen,
though)

TOS file stamps are 16-bit values made up of three bitfields: year, month
and day. The day field is 5 bits wide, giving a range of 0-31. The month
is 4 bits wide, giving a range of 0-15. This leaves 7 bits (16-4-5) for
the year.

The largest unsigned integer that can be represented in seven bits is 127.
The year field is biased relative to 1980. So 1997 is represented as year
17. This field will overflow (and go back to "year zero" 1980) in 2108
(1980+128)

However, if the year field is signed, it then has a range of -64 through
+63. That gives it the ability to store years 1916 to 2043.

> > can't deal with the years 2000+, and there are thousands of accounting
> > packages running on PCs that store the date with only a 2-digit year.

> AIUI, it is not the OS (DOS / Windows95 / TOS / UNIX) that has the problem
> - but the software that you use! The system clocks of all of the above
> (definately on file time-stamps) doesn't use a year representation at all,
> so there will be no problem (for a while).

> The problem comes from badly coded software which only stores dates in
> databases etc. as a 2 digit year. Unfortunately, one such piece of software
> is Cobol (not sure which implementations), a *very* common programming
> language for business applications. Thus, any program doing date manipulations
> with only 2 digits will fall over.

> Anthony

> --
> ----------------------------------------+---------------------------
> Anthony Jacques | Generic STOS Fixer 1.3
> IRC: AnthonyJ | STOS Falcon Extension 1.2a
> email: jacquesa@cs.man.ac.uk | GEM-DEU 0.7d KP-Flash
> WWW: http://www.cs.man.ac.uk/~jacquesa/ | available at my WWW pages
> ----------------------------------------+---------------------------
> Email currently forwarded to: jacquesa@netcomuk.co.uk
> ----------------------------------------+---------------------------

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

## 1311. DAT on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <739_please@no.spam.mail.here>
Source record: 129711

Hi pettert@notam.uio.no, on 18 Jan 97 you wrote:

p> I have been given an Archive Maynard 2000 DAT player - an internal
p> SCSI device and I'd like to use it for backup purposes on my Falcon.

Lucky!

p> Does anyone know if some software exists for controlling the thing?
p> I know there's a program from Soundpool called DataDat, but I'm not
p> sure if this will do the job.

Well, SCSI is SCSI so I would guess that any tape streamer s/w should handle it apart from, perhaps, a few configuration parameters which are special to this transport.

Why not have a go with GEMAR - it is shareware but the demo version does most things.

.. OR Diamond Back v3+ - this is definitely commercial but there are demos around if you want to try it out.

Steve Sweet uses some sort of DAT device - perhaps he will reply to your call for help :)

Roger
rcain@nest.demon.co.uk

--

Send email replies to :Roger Cain@nest.demon.co.uk (Roger Cain)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

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## 1312. Defragment HD? Virus Software for HD?

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <740_please@no.spam.mail.here>
Source record: 129712

Hi mykle@con2.com, on 19 Jan 97 you wrote:

m> Is there defragmenting software and virus software for Atari hard
m> drives?

I use ZORG as my hard disc tool - try it, there are PD demos around.

..OR .. the ancient Atari CHKDSK3 defrags OK. It is not very happy with
replacement operating systems, though.

It does not look for viruses though. I think you need to use Richard
Karsmaker's UVK prog. for this. The thing with virus killers is that they
require constant updating to cope with new virus strategies. Richard provides
this.

Roger
rcain@nest.demon.co.uk

--

Send email replies to :Roger Cain@nest.demon.co.uk (Roger Cain)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

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# 1313. RAM/ROM Cartridges for DX-7 series.

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970120015917750198@ip-pdx06-27.teleport.com>
Source record: 129713
Cross-posted to: comp.sys.atari.st,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic,alt.music.midi,rec.music.compose

RAM/ROM Cartridges for DX-7 series.

Sound Sources SX ROM 128-Library #1: $35 + ship
Sound Sources SX COMBO 64 Series (64 ROM/64 RAM): $35 +ship

All never used in original packaging.

email to: zplanet@aol.com

Norm
Portland, OR

# 1314. ESQ-1 Sequencer Expander Cartridge

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970120015927750811@ip-pdx06-27.teleport.com>
Source record: 129714
Cross-posted to: comp.sys.atari.st,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth

```
ESQ-1 Sequencer Expander Cartridge
20,000 Note Sequencer Expander Cartridge for ESQ-1. Plugs into Expansion
Port.
Never Used. Original Box w/Instruction
$35 +shipping

email to: zplanet@aol.com

Norm
Portland, OR
```

# 1315. Re: "Current Notes" ST mag

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: shammond@loop.com
Message-ID: <5bulhk$o3i@jerry.loop.net>
Source record: 129715

Is "Current Notes" still being published? I haven't seen a new
issue in several months, and their web site is down.

Just got my issue about two weeks ago. They are still alive and well.
There was an editorial regarding the delay of the last issue.

I checked the web site about a week ago and it was fine. When did you
try to log on?

Steve Hammond

# 1316. Re: Q: From WK1 or LDW to *.STS

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: shammond@loop.com
Message-ID: <5bum5t$o6v@jerry.loop.net>
Source record: 129716

Hell-o:

I have LDW power that makes *.LDW files. There's a conversion PRG
that converts them to *.WK1 (lotus) but Atari Works cannot read it as
spreadsheet files. Is there any conversion PRG that does this? From *.LDW
or WK1 to *.STS or something that the Works can digest? ;).

Phil,

The only way that I can think of is to save the file as a ASCI
text file. If you print the LDW file to disk, it will
give you the ASCI text file. AtariWorks can then import that. You will
lose all of the formatting, but at least the numbers will still be
there.

Steve Hammond

# 1317. Re: How Fast is your Falcon SCSI?

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32E32417.66@bruker.de>
Source record: 129717
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Katherine L Ellis wrote:

> If I use Howfast the results are totally different..

Different programs always yield different results. This is because the
way the programs test the transfer speed often differs substantially.
You must not compare results from different programs. Stick to one
program and compare the results.
For my own part I always use SCSITOOL to measure drive speed.
--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 1318. Re: Re^2: How Fast is your Falcon SCSI?

Newsgroup: comp.sys.atari.st
Date: 1997-01-20 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32E324B1.489A@bruker.de>
Source record: 129718

Claes Holmerup wrote:

> SCSI-tools from Hard&Soft (now I use HDDriver) and they have a speed test
> program built-in, which checks the speed separately for small and large blocks
> - and there is a BIG difference sometimes between these values, depending on
> which HD is tested. I've found that Howfast is the most reliable speed-test for HD's.

This is not a question of reliability but of the way these programs
work. The manual or README will tell you how such a program measures the
drive's speed and these methods differ. Without information on how the
measurement is done any result is useless.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 1319. Re: ZIP drive and Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HAVQFABPUP@data.rhein-main.de>
Source record: 129522

In <E46oFx.97w@freenet.victoria.bc.ca> Nicholas Steele wrote:

>
>I just purchased an Iomega Zip and the outrageously expensive cable but
>the Falcon will not recognize it upon boot-up. It says that device 0 is
>not responding, which I understand because the Zip can only be set for
>device 5 or 6. HDX.prg correctly locates it as device 5. I'm using AHDI

Your AHDI stops SCSI-Bus scanning after the first ID without drive!!

Try SCSI-Tools or HDDriver 6.x
Regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

## 1320. WMF 2 GEM and/or CVG needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Ramiro Tellez Sanz <rtellez@filabres.ualm.es>
Message-ID: <Pine.A32.3.91.970121210818.35864C-100000@filabres.ualm.es>
Source record: 129523

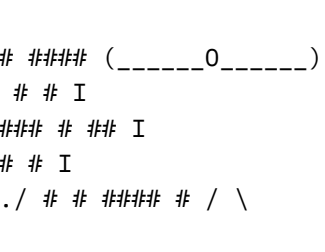
I have an idea to any programmer out there.
I desperately need an utility to convert *color* WMF files from PC's (aargh) to GEM/3 and/or CVG 1.1 (both in color, of course).
Once converted, the file should be intact (i.e, no difference at all with the original WMF).

This program could be shareware. I'd register it as soon as it was developed. Anyone interested?

Of course, if such an application already exits, please tell me, also if this option is included into any other program not only dedicated to this task.

Thanx

---



Almeria/Atari Life Form

rtellez@ualm.es
Ramiro Tellez Sanz

# 1321. Problem registering Freedom 2

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Ramiro Tellez Sanz <rtellez@filabres.ualm.es>
Message-ID: <Pine.A32.3.91.970121202006.35864A-100000@filabres.ualm.es>
Source record: 129524

Hi everybody!

I'm a registered user of Freedom 2. When I've tried to register
it, I've found some problems. These are: (I've ftp'ed the new registrable
version f2releas.lzh from ftp.cs.tu-berlin.de)

* When I execute the program FREEDREG.APP on my PMac 6100/MagiCMac 1.2.5,
all goes well until I have to choose the path to decompress Freedom.
Once selected the path (with Freedom 1.5e, also registered), MagiCMac
refuses to continue and displays the MAC dialog box to Quit MagiCMac
or Quit the Application.

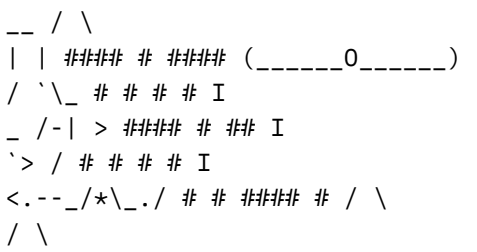
* I've also tried to decompress the program on my 1040 STE (1Mb RAM).
Again, all goes well until I have to choose the path to decompress it.
Once chosen, I get two bombs!

Is FREEDREG.APP compiled for 68030 or above? Perhaps that's the problem.
My Falcon is at Titan, getting AB040 fitted, so I can't test all
this on it.

Has anyone suffered the problems as me? The docs are in German, so I
can't understand almost anything :(

Thanx in advance

---



Almeria/Atari Life Form

rtellez@ualm.es
Ramiro Tellez Sanz

# 1322. Re: Need help with Dungeon Master 2!!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5c3f2g$cco@lyra.csx.cam.ac.uk>
Source record: 129525

Gino Facini <gfacini@gov.nb.ca> wrote:
> If anyone out there knows of a web site about Dungeon
> Master 2 from FTL for the Atari ST could you please
> contact me. If you have any maps, and/or FAQS please
> send them to me.

Dungeon Master 2 is only available on PCs. Have a look at the Happy Puppy
page for some links to hints on it. I have almost finished it, but got bored
after spending about two or three hours trying to kill the last monster.

Adrian

==========
adrian.bridgett@poboxes.com http://www.netforward.com/poboxes/?Adrian.Bridgett
----------
Windows95 - the world's first NON-operating system.

# 1323. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e53f2211c462@sn.no>
Source record: 129526

On Tue 21-01-97 11:26, Jos den Bekker (josdb@xs4all.nl) wrote:

>on Mon 20-01-97 04:50 Hallvard Tangeraas wrote:
>
>>Yes, Esscode will do it, but what a pain..... :-(
>
>Get a life and get mpack/munpack. A port of version 1.5 is in
>sunsite.cnam.fr:/pub/Atari/Archivers/mpack15.lzh

Thanks, I'll get a life ;-)
I hope it isn't one of those unfriendly .TTP things or anything like that.
I'll check it out.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1324. Re: How to set PageStream screen colors?!

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5c3f93$cco@lyra.csx.cam.ac.uk>
Source record: 129527

John Hechtman <johnhechtman@delphi.com> wrote:
> I'm having a problem getting PageStream to display in color. I've got an NEC
> 3D monitor and a 14 meg Falcon. Problem is that the color pallette shows a
> particular color (say red, for example), I see the actual color in the display
> box, but the screen color is a shade of grey or black.
> .
> I've tried editing the colors, but I don't understand how to set them with the
> color boxes and sliders. If I don't know which box of the 16 color/boxes is
> supposed to be, for example green, how do I know which box to set for which
> color?
> .
> The NEC 3D is a multi-sync monitor and so easily able to display a much higher
> color pallette than what PageStream is working with, right? So how do I set
> PS to take advantage of it?

Try deleting some of the .INI files (or whatever they are called). Make a
backup of them first though. IIRC if you upgrade from an ST to a Falcon then
you need to do this to get it to realise that you have changed your
hardware.

Adrian

==========
adrian.bridgett@poboxes.com http://www.netforward.com/poboxes/?Adrian.Bridgett
---
Windows95 - the world's first NON-operating system.

# 1325. Re: TT/MSTe LAN port (was Re: Atari used in skiing

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32E52C09.3F54BC7E@fir.fbc.com>
Source record: 129528

So,

with the LAN port in use, what have you been able to accomplish, can one TT or STe or Falcon be set-up as a "Server" with a large hard drive and a laser printer attached and allow other Atari's to file share and print share to and from it???

Curt

## 1326. Wordcounter for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Alyre Chiasson <chiassa@umoncton.ca>
Message-ID: <32E53453.6360@umoncton.ca>
Source record: 129529

Is there any way to determine the number of words in a Calamus document
without physically counting them?

Thanks

Alyre Chiasson
chiassa@umoncton.ca

# 1327. Re: Notator on a TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: savarez@connectum.skurup.se
Message-ID: <853886892_OASIS_@connectum.skurup.se>
Source record: 129530

In article <Pine.GSO.3.95.970121191026.19407A-100000@swindon>
Ben Hall <cb170@city.ac.uk> said:-

>> Logic "upgrade", thank you, but prefer Notator. Can you run Notator on
>> a TT or Falcon.

>No - Notator is tied very close to the ST hardware. It _will_ work on an
>ST, STE and Mega ST, and also the Mega STE (with the cache settinsg as in
>the NSL manual) but it definitely _won't_ work on a Falcon, and probably
>not on a TT either.

Hmmm...
How about a MEGA STE with a PAK3 installed?
(Would be nice to boost my machine and still use my Notator SL.)

--

---
E-mail: savarez@connectum.skurup.se
Homepage: http://www.skurup.se/~savarez/

Claes Olsson ------------------------
Musketorgatan 11B My computer system is an
S-212 43 Malmoe Atari Mega STE 4MB
Sweden ------------------------
Phone: 040 - 18 54 97
---

# 1328. Re: Iomega Jaz on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: dbeards@f1.net.au
Message-ID: <5c3frp$2au@zonk.geko.net.au>
Source record: 129531

> 
> Hi,
> 
> I was interested in purchasing an Iomega Jaz drive for my Windows
>box, but I might get an external version if I could also use it with my
>Falcon. I know the Falcon came with SCSI ports, so I should be able to
>connect it, but it doesn't look like Iomega has any drivers for Atari. Is
>there a solution to this problem...i.e. does someone provide 3rd party
>drivers, or do there exist shareware/freeware drivers, etc?
> 
> Also, if this turns out to be doable, will the connection work at
>full speed (i.e. will I be able to use it to do hard disk digital recording?)

Hi Robert,
There should be no problems running the Jazz drives on your Falcon. It
will be recognised by all the main HD drivers, though I would
recommend HD Driver V6 to get the best out of it. It may not support
all features (such as password protection) but should read and write
at full speed....
Hope this helps...
Dave B.
P.S. email info@toad.net, they should know and supply a drive for
you...

## 1329. Where can I find.....

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: reitsema <reitsema@worldaccess.nl>
Message-ID: <01bc07f0$d860cfa0$9854b2c2@annereit>
Source record: 129532

I'm searching for a 19 pins interfacecable for connecting a HD.
Cann't find it.
Who can help me.
Thanks: Anne

# 1330. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c3i08$e7t@ornews.intel.com>
Source record: 129533
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <32E53AF1.5CA@microware.com>,
"Thomas A. Sherman" <toms@microware.com> wrote:
>
>Here comes a newbie question.

No problem. The only people who think they were born knowing everything are insufferable idiots. <G>

>I'm sure this type of question has already been asked and I have tried
>to find the answer myself, but cannot seem to find the info on the web.

Ah, but have you looked at http://www.teleport.com/~atari/ ?

>What are the diffences between all the Atari ST systems? When I was
>younger I remember playing around with the Atari 520ST (512KB), and then
>the 1040ST came out which had 1MB of memory. But what about the STF,
>STE, Mega and Falcon? Are they all compatable with one another? All
>68K based? Furthermore, does anyone know of some good Atari ST web
>sites?

Other than the amount of RAM, the 520ST and 1040ST are virtually identical. Adding either an "F" or an "M" (or both) to the model number indicates an internal "f"loppy drive, a "m"odulator, or both (thus, the 1040STfm has 1 meg RAM and an internal floppy drive, and a modulator for use with a TV set). There was also a limited run of 260STs sold in Europe, with 256k RAM. The 260, 520, and 1040 were delivered with TOS 0.98 on floppy for the very earliest 260s and 520s, and TOS 1.0 or 1.04 on ROM in later models.

The Mega ST is a two-piece unit with an internal DMA port, an internal expansion bus called the "Mega bus", a blitter chip (dedicated pixel block movement processor), and a really nice detached keyboard. It was made in 1, 2, and 4 meg RAM models. Upgrading the RAM on the 2 meg model is tedious but trivial, if you can get the chips. The Mega almost always had TOS 1.02 on ROM.

The STe is almost identical to the STfm in appearance, but uses SIMMs for RAM, and has DMA setero sound and an enhanced color palette (4096 colors vs. the old 512 colors). It was delivered with TOS 1.60 and 1.62, and 2.05 or 2.06 can be easily installed in most STes (although not all have large enough sockets and will require new ROM sockets for a ROM upgrade). TOS versions from 1.6 on support only 512k, 1 meg, 2 meg, and 4 meg configurations (in the ST and STe). The 2.5 meg configuration was dropped, although some pathces exist that are supposed to fix this.

The Mega STe had a "wedding cake" style case with internal floppy and a bay for an internal hard drive, and a VME expansion port, plus 2 additional

(faster) serial ports and an Appletalk-compatible LAN port in addition to all of the STe enhancements. Some models were delivered with 720k floppies, but many had 1.44mb high density drives. The CPU has 3 speeds: 8 MHz/no chace, 16MHz/no cache, and 16MHz/cache, which makes it from 1.5 to 2 times as fast as a stock STe (depending on the operation being performed), plus a blitter. It also had the external keyboard, which moved the mouse and joystick ports to the ends of the keyboard case (they were underneath the Mega keyboard). Most MSTe models were delivered with either TOS 2.05 or 2.06 (there are rumours of other versions but I haven't been able to confirm any of them).

The TT030 is a 32MHz 68030-based system in the same style case as the MSTe, but in white rather than light grey. Sound is the same as the STe line, with the addition of an internal speaker (or "squeaker"). There are a total of 4 serial ports plus the LAN port, the usual ST ports (less the monitor port - more on that in a moment), and an external 25-pin SCSI port (plus the internal one). The TT requires a VGA monitor, or a very-high-rez monochrome monitor with a 15-pin high-density sub-D connector. On a VGA monitor, it can produce all 3 ST resolutions, plus TT low (320x480x256) and TT medium (640x480x16, or "standard VGA"). This is the fastest computer Atari ever produced, and several were purchased by NASA for use in designing the Space Shuttle and used in Denver, CO until recently (how many of you guys knew that?).

The Falcon030 is in a case similar to the 1040STe, and has (usually) an internal IDE hard drive of 65 or 85 megs, a DSP for audio (or any other purposes to which a programmer may wish to put it - processing JPEGs is one application of which I know), a 16MHz 68030 CPU, and 1, 4, or 14 megs of RAM (using Atari RAM boards you can't upgrade it yourself, but several third-party boards are available which use SIMMs). The actual RAM installed for a 14 msg Falcon is 16 megs, but the top 2 megs are reserved for system i/o and such. The Falcon also has a "processor direct" slot which is used by some PC emulator cards, and all of the usual STe ports except the DMA port - a SCSI-2 port was substituted there, putting the SLM-series laser printers out of work. The serial port is interesting in that, depending on how it is addressed, it can be limited to 19200 bps like the ST port, or go to 230k bps (although it's next to impossible to find a modem that can handle that speed). The Falcon also has the LAN port introduced on the MSTe and TT.

Hallvard's FAQ pages (referenced on my Web site) have vast amounts of information, but that's a quick overview.

Followups directed to comp.sys.atari.st

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 1331. Re: Need help with Dungeon Master 2!!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c3i9r$e7t@ornews.intel.com>
Source record: 129534

In article <5c3f2g$cco@lyra.csx.cam.ac.uk>,
Adrian Bridgett <apb25@apb25.emma.cam.ac.uk> wrote:
>
>Dungeon Master 2 is only available on PCs.

Is this different from Dungeon Master 2: Chaos Strikes Back? I have that -
for my ST.

----------http://www.teleport.com/~atari----------
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----------ftp://ftp.teleport.com/users/atari----------

# 1332. Re: TT/MSTe LAN port (was Re: Atari used in skiing

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c3icp$e7t@ornews.intel.com>
Source record: 129535

In article <32E52C09.3F54BC7E@fir.fbc.com>,
Curt Vendel <cvendel@fir.fbc.com> wrote:
>To: Mario Becroft <mbecroft@tos.ak.planet.gen.nz>

> with the LAN port in use, what have you been able to accomplish, can
>one TT or STe or Falcon be set-up as a "Server" with a large hard drive
>and a laser printer attached and allow other Atari's to file share and
>print share to and from it???

Yes, do tell, Mario. Inquiring minds want to know!

I have successfully used MIDIcom for all of that (but dear God, is a screen
dump slow over MIDI). I still use it for moving files from one machine to
the other - it's much easier than sneakernet.

----------------------http://www.teleport.com/~atari-----------------------
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NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

# 1333. Re: Papyrus 4

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: dbeards@f1.net.au
Message-ID: <5c3fku$2au@zonk.geko.net.au>
Source record: 129536

>I am also using Papyrus 4.2x on the TT with MagiC 5 NVDI 4.1 works
>great in premtive mode. No crashes. The only problems are setting pap
>to load rtf or asci files from the desktop something has changed and
>the program crashes or refuses to load them as ver 3.65used to. Some
>of the RTF from MS word on the mac seem to cause problems.

I've read somewhere that Pap 4 does crash when loading ASCII files. A
work around exists by creating a new document and loading the ASCII
file into it.
>
>All Pap need now is the word count turned on etc the rsc files are in
>the code.

Too right! Plus object rotation to any degree and greyscale tinting of
text....
Cheers
Dave B

# 1334. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <hHMXuIg.dpj@delphi.com>
Source record: 129537

John Norton <jnorton@nilenet.com> writes:

>I have a unix shell account that for some reason failed to un-MIME a file
>I received as an e-mail attachment. Is there something for the Atari that
>will unMIME it if I d/l it from my internet provider?

ESS-Code will do it nicely.

-Dana

## 1335. Robinson's Requiem

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <881_9701211032@conchbbs.com>
Source record: 129538

I just finished the game, in case anyone is still stuck and wants help.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

# 1336. Re: OCRjr for Migraph Scanner

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32E56BA4.2F2B@huey.cadvision.com>
Source record: 129539

Tom F. Rooney wrote:
>
> Anybody have OCRjr that they want to sell?
> --
> Tom Rooney
> uy594@freenet.victoria.bc.ca

Tom... why not get OCR14b off the 'net? Works actually better than
Migraph's software!

Keith

# 1337. Re: What's the best HW upgrade for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970121132153.25989E-100000@usr02.primenet.com>
Source record: 129540

Hi, everything you said is true, except that you can not place/add the
nemesis with the Centurbo I.
The centurbo I is ready, since a long time actually. The latest
revision of this card is very very very stable.. And with the worse
case you still can switch with a toggle button to the original falcon
16 mhz.
The price is not even 300dollars. It is 150-160 dollars. :)
However Centek ( the company who also does the Phenix) is supposed to
finnish their new card. the centurbo II, price higher, but it really
rocks.. ( price around 400 dollars).
The centurbo should be ready soon now.
The specif are really good , and off course very stable.
This card, will incorporate their new OS, "dolmen", full 32 bit bus,
great acceleration etc.. More detail in the near future..
The problem is that they didn't want to ship outside france.
But I've talk to a person about it, and they are trying to find a way
to ship in the us, if the demand is interesting enough.
"they are working on it" not definitive. So don't blame me, if they
will not ship into the us..
Anyway, still the Phenix will be ready in march for developpers and in
jun/jul for public.
Bye. :)

On 20 Jan 1997, Brian Roland wrote:

>Someone told me there is a nice set of gadgets out of France...
>The one that sounds like a winner to me is the Centek board.
>I've heard it's in the $300 or less price range...will fit inside
>the regular Falcon case, boosts the CPU, DSP, VIDEL, and the BUS speeds
>all four to somewhere around the 25mhz mark. It's supposedly compatible
>with all Falcon software from CuBase to Apex Media/Expose. Also heard
>you can easily put a Nemisis on top of this if desired. Sounds like
>a great option for the mid-range user who would like to use the higher
>resolutions occasionaly without slowing the system to a crawl or adding
>a $400 Nova card. If you compare the price of this one board with
>the costs of putting a power-up and a Screen blaster (both slightly faster
>but no BUS increase) you come out about the same...but get a bit more
>performance due to the BUS speed up.
>
>Now...if I can find out where to get this from here in the US.
>Keep your eyes peeled...someone here in the news groups who is fluent
>in French is looking into a way to get the Centek in the US. Hopefuly
>an English order form and install docs are on the way :)
>
>If you can read French, I saw a text file on ftp.cnam.fr called Centek.

>It might have order information on it...I tried, but couldn't read it,
>so I've no clue what it says!
>
>Brian
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 1338. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: JEDI
Message-ID: <5c3bob$h0g@lana.zippo.com>
Source record: 129541

```
In article , atari@teleport.com.REMOVE.TO.REPLY says...
>
>In article <bwanga-2101970131010001@metricom04.ucsc.edu>,
> bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:
>
>>Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy
>
>Your continued spamming of c.s.a.s is becoming annoying. You, Sinclair-Day,
>"Jedi," Quinlan, et. al. - KNOCK IT OFF.
>
>This bullshit has gone on long enough. Either take it to email, take it
>SOLELY to the advocacy groups, or drop it.
/WHAT IS AN ST/h:j
Perhaps when you get a real newsreader, you should get a pacifier to
go with it...
```

# 1339. Re: OCRjr for Migraph Scanner

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Mike Harvey <mike.harvey@worldnet.att.net>
Message-ID: <32E5A462.5A1F@worldnet.att.net>
Source record: 129542

> Tom... why not get OCR14b off the 'net? Works actually better than
> Migraph's software!
>
> Keith

Keith, do you have the FTP site that has this version, seen 1.3 posted
in most of the FTP sites I've checked. Thanks Mike

# 1340. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: JEDI
Message-ID: <5c2ufi$l0t@lana.zippo.com>
Source record: 129543
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5c1ies$j0d@morgoth.sfu.ca>, quinlan@sfu.ca says...
>
>JEDI [edited] writes:
>
>> 8ms is a lot slower than 150ns no matter what kind of spin you
>> try to put on things.
>
>You might want to reread your own statement because it doesn't make sense.

touche.

>
>>>There are many things which cannot be grafted at the application level.
>
>Anything that needs to access the operating system in protected mode.

That's a poor choice of words. This text I am typing now 'accesses'
the OS and by no means needs supervisor mode or to be running in
the kernel.

Those things which need to be there are by no means 'many'.

>
>> It's a poor start. VM is not at all necessary. In microcomputers,
>> it only serves to allow developers to be immensely sloppy.
>
>> Memory Management would be a much better 'modern' requirement.
>
>Interesting. Are you claiming that no programs for microcomputers require
>large virtual address spaces? That is perhaps true but it is far better

Those that do are attempting to supplant big iron.

>to have a large virtual address space then to constantly read data from
>a disk. Virtual memory paging algorithms are faster than disk caching
>algorithms.

Howso? They both have to deal with the same locality issues.

>
>> For those parts of QT that actually get used: yes.
>> Although, this is applications level as well.
>
>What parts of QT do you think are actually used?

That which is commonly used would be covered by MPEG.
Even the rest which are often touted and less often seen
would be covered by other formats (like vrml).

# 1341. Re: HiSpeed Pascal

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <853811388_OASIS_@swampdog.demon.co.uk>
Source record: 129544

In article <ftn_2.205.340.1$fidonet.org_be6604a1_Stefan.Svensson@p1.lyktan.ct.se>
stefan.svensson@p1.lyktan.ct.se (Stefan Svensson) said:-

>Hi!
>
>I've got problems with HiSpeed Pascal v1.0. 'Rewrite' seems to have a bug. It
>is supposed to delete any existing files, but if the file exists it is only
>opened for output, not deleted.

Rewrite() creates the file if it does not exist and truncates it if it
already exists. In either case the file pointer is positioned at the
beginning.

From my Prospero Pascal days I have a vague recollection of wierd
behaviour if I mucked up or omitted the Assign() function. Might be
worth checking.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 1342. Re: Notator on a TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: tparrett@parrett.fast.co.za
Message-ID: <853860176_OASIS_@parrett.fast.co.za>
Source record: 129545

In article <5c06vo$kat@ankka.csc.fi>
alkio@hkkk.fi (Jouni Alkio) said:-

>You can't run Notator on Falcon :-(
>
>Anyway, they have just released a version 2.5 update of Atari Logic.
>(Which does run on Falcon, and has supposedly lots of improvements
>compared to the earlier versions. It even has some features from MAC
>Logic 2.6!)

Can anyone advise price and availability of the Logic 2.5 Atari upgrade. I saw it mentioned on the EMAGIC web page at the end of 1996. It was stated that it was available from the distributor in the country in which one resides. My local distributor of EMAGIC products didn't know about it and didn't really want to know as it was for Atari. I then phoned Sound Technology in the UK and they also didn't know about it. I followed up with an email to EMAGIC telling them of my enquiries here and in the UK and asking for a price to buy direct from them. I received a reply telling me to contact my local distributor !!! What gives ???????

==================================================
|tparrett@fast.co.za | Ted Parrett |
|City: Johannesburg | Tel No.++27 11 476 5242 |
|Country: South Africa | Fax No.++27 11 474 2985 |
==================================================

# 1343. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c2vjt$49p@ornews.intel.com>
Source record: 129546
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-2101970131010001@metricom04.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

>Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy

Your continued spamming of c.s.a.s is becoming annoying. You, Sinclair-Day,
"Jedi," Quinlan, et. al. - KNOCK IT OFF.

This bullshit has gone on long enough. Either take it to email, take it
SOLELY to the advocacy groups, or drop it.

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# 1344. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c2vgc$49p@ornews.intel.com>
Source record: 129547
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5c1ies$j0d@morgoth.sfu.ca>,
quinlan@sfu.ca (Brian Quinlan) wrote:
>Interesting. Are you claiming that no programs for microcomputers require
>large virtual address spaces? That is perhaps true but it is far better
>to have a large virtual address space then to constantly read data from
>a disk. Virtual memory paging algorithms are faster than disk caching
>algorithms.

Brian, the /algorithm/ isn't the bottleneck, as you well know. You could
have a zero-time algorithm, and VM would STILL be slower than "real" RAM
becasue VM uses that hard drive for the virtual memory space. It doesn't
make a damn bit of differecne if the VM algorithm takes 1 microsecond or 50
microseconds - you can't get the data to or from the hard drive in less than
about 8ms (on average for fast drives - slower for less-expensive drives).

Yet another specious argument blown out of the water...

# 1345. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c2va4$49p@ornews.intel.com>
Source record: 129548
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5c0hjm$e05@lana.zippo.com>, JEDI wrote:
>
>In article <bwanga-2001970121210001@metricom37.ucsc.edu>,
bwanga@cats.ucsc.edu says...
>>
>
> If your OS is 'modern', running out of memory shouldn't be a problem.

Which leaves Win95 totlly out of the picture. <G> Bill G. forgot to mention
that it stands for 1895, not 1995.

>
>[deletia]
>>Does it have VM? No? Well, that's an obvious start. Does it have much
>>in the way of network support? No? Does it have memory protection? No?

Memory protection isn't needed in single-tasking mode, and to the best of my
knowledge, all of the multi-tasking OSes available for TOS-based computers
have MP options (which can be disabled if one has a burning desire to run an
MT on a plain-jane 68000).

As for network support - well, I have two TT030's networked with the
on-board hardware and free software at home. Granted, it's limited to only
256 nodes on the network - a really severe limitation for most home users,
I'm sure.

And if you want to talk about things that are missing - where's the MIDI
support in Mac OS? Where are the MIDI ports? They aren't on the
motherboard, are they?

You guys are ridiculous. Every person has his own favorite computer and/or
OS. An /intelligent/ being uses the system that does the job he has in mind
for the least money, in the least time, with the least hassle (or however he
decides to trade off thsoe three mutually-incompatible goals). EVERY
desktop computer has flaws and strengths, and there is nothing one can do
(in terms of applications) on one platform that can't be done on another.
Trying to "convert" Atari users to the Mac, or PC users to the Timex
Sinclair, or any other conversion, is not only a waste of effort, it's a
waste of bandwidth.

The continuous insistence on cross-posting this idiotic thread into a
non-advocacy newsgroup is not only obnoxious, it's a form of spamming. You
will note that I have redirected all but one of my follow-ups (momentary
lapse there).

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# 1346. Re: What's the best HW upgrade for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E5B7AA.5A4E@owens.ridgecrest.ca.us>
Source record: 129549

I just wish Wizztronics would ship
"inside" the U.S. :)

Mike

# 1347. Re: Atari 1040ST mouse

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c327h$49p@ornews.intel.com>
Source record: 129550

In article <5c2s9a$86s@agate.nbnet.nb.ca>,
gfacini@gov.nb.ca (Gino Facini) wrote:
>
>My Atari Mouse is getting old and is not working properly.
>Does anyone know if it is possible to hook up a microsoft
>compatible mouse to the atari. If so, how?

If it's a bus mouse (not a serial or PS/2 mouse), yes. However, it will be easier (in most cases) to find a mosue that's made for the Atari, or is Amiga/Atari switchable (the Beetle Mouse has such a model, for example). The best mouse I have ever owned is sold in North America by Best Electroncis as "The Best Mouse" - mine is at least 6 years old and still going strong. It's sold in Europe as the Schnieder Bus Mouse and has a 9-pin sub-D plug - just goes right into the Atari mosue port, no special drivers, no wiring.

Next best for simplicity is to use MOUSE2.PRG and plug in a serial mouse on your Modem1 port; this is not a real good choice if you don't have multiple ports, however.

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# 1348. Re: NEWSIE and PPPKIT (english)

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: mc9931@mclink.it
Message-ID: <5c1oid$soj@news1.mclink.it>
Source record: 129551

>
>On 14 Jan 1997 08:16:14, Joyeux Pierre-Yves wrote:
>>do you know how to use NEWSIE with PPPkit ? it seems to be possible
>>(article of french ST magazine of January 1997) but i can't, NEWSIE
>>seems to need STIK ...
>>
>From your email on Jan 17, you seem to indicate that NEWSie does work
>with PPPkit (and STik and GlueSTik).
>
>

Yes, NEWSie does work with the PPPkit. You need GlueSTiK version
0.02B2. GlueSTiK It is avalilable in the author's home page.

Ciao,

Lodovico

## 1349. Emulating the ST on a PC?

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: rick-ellis@vnet.ibm.com
Message-ID: <5c2g0i$m28@zen.hursley.ibm.com>
Source record: 129552

I've sadly moved on from the good old Atari ST to a PC but hark for the days playing some "decent"
games..
Are there any software only emulators for the PC that will run Atari ST stuff?
I've seen the 'hardware and software' emulators and am bemused why I shoud pay up to 100UKP for a bit of hardware when I have my trusty ST in the cupboard. In fact why should anyone buy
a hardware emulator when you can pick up a second hand ST for less than 50UKP?
The only reason I want to emulate the ST on my PC is to avoid running two systems.
I love the nostalgia of those old games but at the moment have to settle for Sinclair Spectum
games on a perfectly decent software only Spectrum emulator (Z80).
Somebody please tell me that there is such a software only emulator or that someone will create
a software only emulator.
I wouldn't mind if it crashed once in a while...after all my ST did that anyway!
Thanks to all.
Rick.

## 1350. FS: Tons of stuff, all kinds

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: travis@cluracan.org
Message-ID: <travis-2101970739510001@dream-king.cisco.com>
Source record: 129553
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

A warehouse store here just obtained a large number of Atari systems, perhaps one hundred carts (from Asteroids to Star Raiders and Ballblazer and beyond), countless power supplies, drives (perhaps twenty-five Rana drives, and many Atari models), what looked to be a tape backup for Atari, and various cables, software, memory cards (some without plastic jackets; raw boards), OS cards, a few CPU cards (6502B), 4-way serial splitter boxes, and a few modems and modem software.

I am not an Atari wizard myself, and so I can only mention the names: everything from the 5200 and 7800s up through the 400 and 800, XE130s (several), 600s, 1200s, and various other STs. There was one original Atari Home Video System for the truly avid collector in you.

If you are interested in this material, fax him - he'll be too busy to answer the phone for a little while -- at 408-462-6798 and describe what you are looking for. The systems are still spread out over two sites and he may have to go looking to meet your needs. The store is "Computer Jones" and his name is Brian Thomas.

--
Ward C. Travis -- @Cluracan.ORG -- Just collecting everything.

## 1351. A3 Printer with Cubase Score

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: kaitxo@cix.compulink.co.uk
Message-ID: <E4DpvK.HIx@cix.compulink.co.uk>
Source record: 129554

Has anyone any experience of using an A3 printer with Cubase Score (on an Atari, of course!) I'd particuarly like to use a bubblejet, and am thinking of buying a Cannon BJ330, but after problems that friends have had with dot matrix A3 printers and Cubase, I'm a bit wary. I did ask the Steinberg helpline who said I should ask Cannon. Now there's optimism (and complete ignorance of how the Atari works!)!

Andrew Harvey
kaitxo@cix.compulink.co.uk

# 1352. Re: 16/32 Systems ?

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <E4Dr4r.1F2@cix.compulink.co.uk>
Source record: 129555

In message <853774776_OASIS_@ping.be>, dipching@ping.be said:
> Does anyone know if 16/32 Systems in England are out of business or
> not ? Do they have an e-mail address ?

Definate still in business:)

Try Nick Harlow at: nharlow@cix.co.uk

Chris Good

---
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e-mail:ataricomputing@cix.compulink.co.uk or NeST:90:100/315.0@nest.ftn
---

# 1353. Re: Need Fix for RDD320 on Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <E4Dr4v.1GH@cix.compulink.co.uk>
Source record: 129556

In message <5bm9ur$522@netnews.mis.net>, phantomm@harold.eastky.com said:
>
>
> The Falcon version locks up on my Bird. I hear there was a fix for
> this. If someone knows a fix, then e-mail or reply please. Thanks,

Works with my Falcon but with MagiC:( Version 3.22

Chris

---
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---

# 1354. Re: CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <E4Dr4u.1Fo@cix.compulink.co.uk>
Source record: 129557

In message <5c0afs$mdg@ultra.sonic.net>, apalmer@zapcom.net said:

> I ask about this same problem a few months ago and never got an answer.
> I think I know what it is. I was using a 30 meg cache and the delay
> grew very long. After loading each new page, CAB seems to be writing
> an index file in the top directory of the cache. As the size of the
> cache increases, the index has to be bigger, so the write takes
> longer. You can control the time of the delay by changing the size
> of your cache. This is just my guess from looking at the problem.
> Hope this helps.

Hi Al,

The CACHE.CAB file is rewritten after every download. Obviously the larger your cache gets the bigger this file gets:( It's a real pain. Why it can't just be appended I don't know.

Chris

---
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---

# 1355. Re: How much the afterburned cost?

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Simon Yardley <si@zetnet.co.uk>
Message-ID: <32E5B50A.4A6F@zetnet.co.uk>
Source record: 129558

FPINTO wrote:
>
> The 040 with the 040 built in; Is it CAF compatible? Which prgs
> will not use the alternate ST ram? limits?
>
> Is there any info on line about this boards?

Hi there,

The 040 board in the UK costs just under ï¿½500 UKP ... try Computers Direct across the atlantic as they have been supply some boards to USA/Canada.

It apparently works "OK" with CAF but does have some teething problems on some of the modules but there are work arounds (but I'm not into music too much so I didn't pay too much attention).

Maybe Magnus Kollberg is around and can answer these questions ???

All in all it is costly but with a little Fast RAM and the new 040 drivers set from Doug Litle @ Black Scorpion software the compaitibilty is very high with some excellent performance figures ... which is why I have one on order !

Simon

--
mailto:Si@zetnet.co.uk
Work: Simon.Yardley@ArthurAndersen.Com
Web: http://www.users.zetnet.co.uk/syardley/
Sys: ~ Falc030 ~ 28.8K ~ 1 Gb HD ~ SCSI CD-ROM ~
--

# 1356. Re: NEW: free Atari ST emulator for MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Christer Bergstr&#65533;m <cri@teracom.se>
Message-ID: <01bc07cd$9aec5180$a5a9edc2@cri-9650>
Source record: 129559

I&#65533;ve lost too!
The Gemulator96Demo works wery well! With a Swedish TOS2.06, The Tos-image (dump) renamed to "magic_pc.os". Or you can also try "magic.ram". TOS.IMG does not work for a tos-dump if you not patch it for use on a bootdisk. If you search the Gemulator-file with an HexEditor you will find the filenames (Search for "magic").

I did the same in Gemulator Classic, but did&#65533;nt found nothing to help.

/Christer

Tony Smolar <asmolar@localhost.fast.net> skrev i inl&#65533;gg <5c1bgi$s9q@news1.fast.net>...
> Anybody get this emulator working? I tried TOS 2.06, the disk based version
> of 1.0, and the Magic that comes with the Magic PC demo. Gemulator Classic
> seems hell bent on using a Gemulator card, even though the docs say that
> you don't need one.
>

# 1357. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <hnF2O4r.dpj@delphi.com>
Source record: 129560

Hallvard Tangeraas <hallvart@sn.no> writes:

>Yes, Esscode will do it, but what a pain..... :-(
>I've managed to do it a couple of times, but I can't really remember how I
>did it.
>I *think* this was the way I did it:

I've had good luck with ESS-Code and mime files once I realized I had
mime files to decode. I would take the file, in its entirety, and re-name
it filename.uue. Then ran the mime decode option and everything decoded
fine. I don't know if my steps are proper, but they have worked every
time.

-Dana

## 1358. Atari storage questions - please help... I'm going nuts!

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <749_please@no.spam.mail.here>
Source record: 129561

Hi marcf@cableinet.co.uk, on 21 Jan 97 you wrote:

m> (1) Is that a SCSI port on the back of the thing? Can I use my old
m> SCSI external drive from my Mac?

No. It's the DMA port. It support something very close to SCSI but not close enough! You need to get a host-adapter which will make it SCSI compatible. These range from boards (adSCSI etc) to special cables containing the adapter in-line (Link 1/2). There is no reason why the Mac drive should not work. I am using a drive from a Mac via an adSCSI board on my STM.

You will also need a s/w driver/formatter etc. I use CBHD (which is free), you can find ICD and Supra stuff on bulletin boards or by ftp. The favourite commercial driver ATM seems to be HDDriver.

m> (2) Would I be able to use a Zip Drive instead?

Yes.

m> (2.1) If so, is an Iomega Driver available? I've not seen one on my
m> travels.

I think they are still about.

m> Also, I've got a 3.5" DD that is formatted to just over 800K - yet
m> when I format using the OS, I only get about 706K of space. I need to
m> back up the 800+K disk (which has 805K of (crucial)) files on it!
m> Shit! Any method of formatting to 810K or something?

Yes. The are floppy formatters which allow you to increase the number of tracks and sectors/track. Discs formatted in this way are not always reliable. Why not just split your archive over 2 floppies?

Roger
rcain@nest.demon.co.uk

--

Send email replies to :Roger Cain@nest.demon.co.uk (Roger Cain)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

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## 1359. MagiC 5

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <748_please@no.spam.mail.here>
Source record: 129562

Hi will@lyneside.demon.co.uk, on 20 Jan 97 you wrote:

w> I have just purchased MagiC 5 for my 1040 STE 4Mb and I have
w> problems setting it up. I use Superboot 8.1 boot manager to set up
w> various .prgs .accs which need to be available for different
w> applications. eg. STiK needs a cookie jar extender. Does anyone know
w> the best way to run superboot with MagiC ?

Make sure Superboot comes just before MagiC in the AUTO folder. Once you have MagiC running you won't need the cookie jar thingy as MagiC sets up a cookie jar.

w> I'm beginning to think I have wasted 70 quid. Please could someone
w> reassure me I haven't.

I adopted MagiC v2 on my STM about a year ago and haven't looked back! Persevere! It gives a whole new boost to yoour computing. There are some old programs which are not happy with MagiC as they were designed before mutlitasking on the ST was even thought of. You can either go back to TOS for these or (better) find a modern replacement for them.

Roger
rcain@nest.demon.co.uk

--

Send email replies to :Roger Cain@nest.demon.co.uk (Roger Cain)

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Via the Net2Net NeST gateway - 90:100/999

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# 1360. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5c1ies$j0d@morgoth.sfu.ca>
Source record: 129591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

JEDI writes:

> 8ms is a lot faster than 150ns no matter what kind of spin you
> try to put on things.

You might want to reread your own statement because it doesn't make sense.

>>There are many things which cannot be grafted at the application level.

Anything that needs to access the operating system in protected mode.

> It's a poor start. VM is not at all necessary. In microcomputers,
> it only serves to allow developers to be immensely sloppy.

> Memory Management would be a much better 'modern' requirement.

Interesting. Are you claiming that no programs for microcomputers require
large virtual address spaces? That is perhaps true but it is far better
to have a large virtual address space then to constantly read data from
a disk. Virtual memory paging algorithms are faster than disk caching
algorithms.

> For those parts of QT that actually get used: yes.
> Although, this is applications level as well.

What parts of QT do you think are actually used?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

# 1361. Old Atari game: "Sentry?".

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: ad634@torfree.net
Message-ID: <E4CEH3.9Jp.0.queen@torfree.net>
Source record: 129592

Does anyone remember this game?

Played it a long time ago and would like to again.
Is it still around somewhere?

Thanks.
--

# 1362. How to set PageStream screen colors?!

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <BJO22gt.johnhechtman@delphi.com>
Source record: 129593

I'm having a problem getting PageStream to display in color. I've got an NEC 3D monitor and a 14 meg Falcon. Problem is that the color pallette shows a particular color (say red, for example), I see the actual color in the display box, but the screen color is a shade of grey or black.
.
I've tried editing the colors, but I don't understand how to set them with the color boxes and sliders. If I don't know which box of the 16 color/boxes is supposed to be, for example green, how do I know which box to set for which color?
.
The NEC 3D is a multi-sync monitor and so easily able to display a much higher color pallette than what PageStream is working with, right? So how do I set PS to take advantage of it?

Thanks in advance for any/all help!

John

# 1363. LZH decompression problems. Help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <744_please@no.spam.mail.here>
Source record: 129594

Hi mykle@con2.com, on 20 Jan 97 you wrote:

m> I'm sitting on a load of lzh files that i can't seem to decompress.
m> I have LZH201L.TTP and ARCSHELL but I'M stuck. Sometimes I get
m> cryptic error messages (sorry, I didn't write them down) about the
m> archives not existing. I'm sure of the path and procedure so I'm
m> perplexed.

I think you should move on to v3 of both LZH and the shell - v2 is very old
now.

Roger
rcain@nest.demon.co.uk

--

Send email replies to :Roger Cain@nest.demon.co.uk (Roger Cain)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

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# 1364. Re: NEW: free Atari ST emulator for MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0768$9e3b2240$14f7aecc@127.0.0.1>
Source record: 129595

> Anybody get this emulator working? I tried TOS 2.06, the disk based
version
> of 1.0, and the Magic that comes with the Magic PC demo. Gemulator
Classic
> seems hell bent on using a Gemulator card, even though the docs say that
> you don't need one.

Same problem here. It seems that when it was upped to Emulator Inc's website someone forgot to include some needed documentation and/or a gemulator.ini file the program keeps looking for. The website also says that Gemulator 3.6 will not allow access to your hard drives... why then does Gemulator 3.6 tell you that it's remapping all your drives to the ST? (Drive C: -> C:, Drive D: -> D:, etc).

Darek: If you are reading this could you possibly fix this so all those w/out your Gemulator card can give it a go? The ZIP on your web site *ONLY* contains GEMUL8R.EXE and -NOTHING- else! No docs or ini file!!!

Thanks!
--
William J. Fisher

_____
BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

COMMERCIAL/BULK EMAIL WON'T BE TOLERATED
(all such mailings will be reported)

## 1365. Atari picture files to PC?

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: ad634@torfree.net
Message-ID: <E4CE7v.8y3.0.queen@torfree.net>
Source record: 129596

Anyone know how I might take my NEO and SPC picture files into a Win95 or WinNT graphics application?

Thanks.

--
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----------/\---<\/>----~</\>~----<\/>---/\----------
--------<\/><\/><\/><\/><\/><\/><\/><\/><\/>--------

# 1366. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2101970131010001@metricom04.ucsc.edu>
Source record: 129597
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5c0hjm$e05@lana.zippo.com>, JEDI wrote:

>In article <bwanga-2001970121210001@metricom37.ucsc.edu>,
bwanga@cats.ucsc.edu says...

>>Oh, come on. The point is that it's there if you need it. I'd rather
>>have VM around so that I don't have to worry nearly as much about running
>>out of memory.
>
> If your OS is 'modern', running out of memory shouldn't be a problem.
>
> If, on the other hand, it is likely to go down in a ball of flames:
> then it's a problem.

Your postings get more bizarre each time.

Running out of memory has nothing to do with the OS in question. It's a
matter of using the memory for programs. If you crank up enough of them
you will run out. If you run a single program that needs more than you
have free, you will run out.

>>I would be very surprised, based on your postings, if you had much of a
>>grasp of computer architecture. If you do, you sure aren't using it.
>
> I have enough to know that SCSI fast wide (or even RAID) doesn't quite
> compare to multiple IO channels or solid state disk.

Um, you just demonstrated that you can masterfully make a dumb
comparison. Big machines might have multiple I/O channels for a RAID --
what do you think each of those channels is? Very often, fast/wide SCSI.
You can buy dual-channel UltraSCSI cards for Macs; they're intended mainly
for RAIDs. (Single-channel RAIDs are possible, but not as fast.)

> Furthermore, such knowledge really isn't required. All that I have
> said can be demonstrated empirically with no technical understanding
> needed.

First you say you have knowledge of computer architecture, as a way of
trying to bolster your argument, now you say you don't need it. Make up
your mind.

>[deletia]
>>You're really exxagerating the performance hit quite well. I congratulate
>>you on your use of polemics.
>
> Then I challenge any interested parties to test for themselves.

>
> 8ms is a lot faster than 150ns no matter what kind of spin you
> try to put on things.

Strange that people don't use hard drives instead of DRAM, then.

OK, that's a cheap shot. I'll give you the benefit of the doubt and assume that you really meant to type it reversed. Simple mistake, everybody does it.

However, you should really look at VM in this light: VM is like having a large but very slow memory cached by the computer's DRAM. The computer's DRAM is in turn cached by an external "L2" cache, which is in turn cached by a internal CPU cache. Ultimately, the CPU keeps data it is currently operating on in extremely fast registers. Each level in this memory hierarchy is much slower than the one which preceded it. The idea is to avoid too many misses so that fetching from the next slowest member doesn't happen often.

The reward is that if the miss rate is kept down, you can make a slower but cheap memory perform almost as well as a faster but more expensive memory. The techniques for reducing miss rates are well known and are the subject of intense research by computer architects. Although the techniques used for caches are somewhat different from those used for VM, there is a striking amount of similarity.

Furthermore, both systems have breakdowns. Just as VM can sit there and grind the disk continuously, L2 cache can exhibit thrashing behavior which makes the system perform worse than it would without any L2 cache.

In both cases, though, the benefits are too good to ignore.

>>And what the hell is that non sequitur supposed to mean?
>
> It means that some of us have been doing this for awhile and
> have actual empirical knowledge of the subject that trumps
> quite a bit of what academia may be feeding you. It's a shame
> they don't quite feed you enough.

Ah, an anti-academic. If you can't win an argument, try to paint the opponent as living in an ivory tower.

>>Oh, wait, I get it. You're trying to make an obscure and clever reference
>
> Amongst memory consumers, the reference is by no means obscure.

I am a memory consumer who was hurt by the incident, yet it took me a while to remember.

>>to the scare that artificially inflated memory prices a while back.
>>Unfortunately, as a response to the point I was making, it falls flat on
>>its face.
>
> Money is never irrelevant.

So you're trying to say that because RAM was excessively expensive for a while, virtual memory is bad? Sorry, either you're gibbering, or you're trying to sidetrack from the issue of whether VM is a Good Thing.

> Perhaps this is the reason Mac is in its
> current state. When I got my first ST, you could buy a new car for
> less than some Macs. They're trapped in an academic mentality and
> aren't capable of real engineering.

The fact that Apple had models in the 80's which initially retailed for more than $5000 (some were closer to $10000) does not mean that they had an "academic mentality". It means only that they were targeting a much different market than Atari. IMO, it was a mistake for Atari to ignore that market, since targeting it would have given the ST much more credibility as a serious computer, as well as ensuring that Atari kept up with current technology instead of falling far behind like it did.

It was also a mistake for Apple to ignore the low-cost market until recent years. There is no rule that says you cannot design a machine which is easily scaled to several levels of price/performance.

> We are just fortunate that RAM doesn't impose the same kind of
> constraints that it once did. To believe that it never will again
> to the same extent is grossly naive.

In the long run, RAM will get cheaper and denser. This is a very non-naive idea based on knowledge of what goes on in semiconductor manufacturing. The price scare of a few years ago and the current low prices are symptoms of a commodity market. But nothing will change the fact that roughly every 1.7 years (if I remember correctly), DRAM density quadruples. This is a rule which has held true for 20 years or more. It's why I paid $50 or so for 256K of RAM to upgrade my 800XL in the 80's and paid $90 for 16 MB of RAM a few months ago.

>>There are many things which cannot be grafted at the application level.
>
> Like What?

Like anything which needs to be global and standardized. You could try to graft something like UNIX pipes onto programs at the application level, but it wouldn't be nearly as good as if it were done in the OS itself.

>[deletia]
>>Does it have VM? No? Well, that's an obvious start. Does it have much
>
> It's a poor start. VM is not at all necessary. In microcomputers,
> it only serves to allow developers to be immensely sloppy.

How is it sloppy to be unable to anticipate that J. Random User will try to run fifteen programs simultaneously on his 4 MB Mac LC? Each of those programs could be as tightly coded as possible and J.R.U. would still run out of RAM.

I really think you're pulling this out of your hat. Most developers have to try to code for the lowest common denominator. That automatically includes trying to avoid dependence on large amounts of memory being present. As the average user gets more and more memory, developers set the bar higher and higher, but in no case do they just sit around saying "hehe, let's make our software a pig, we don't care, we don't have to".

Some developers are clearly much worse at efficiency than others. For example, Microsoft Word 6 for the Mac is an insufferable pig, both for the CPU cycles it burns and the memory it eats. The user reaction was to dump it, something which was probably a factor in Microsoft's recent announcement of its creation of a new Mac product division which will develop Mac products from the ground up. (As opposed to the current policy of doing poor ports from the Windows versions.)

> Memory Management would be a much better 'modern' requirement.

Define "Memory Management".

>>in the way of network support? No? Does it have memory protection? No?
>
> Actually, MagiC does. Network support can exist on the application
> level and has been existent on the ST's for quite some time.

Network support needs to be an OS service. It is too much to ask every application developer to reinvent the wheel.

MiNT/MultiTOS probably have at least a TCP/IP protocol stack, but there seem to be very few people that use those particular offshoots of TOS.

It is always very funny to see the extremist Atari advocates gloat about the LocalTalk compatible port on the Falcon. They never mention the fact that Atari didn't have an AppleTalk network driver (and, to the best of my knowledge, nobody outside of Atari has ever written one either). A network port without the software to support it is worthless.

>>Sounds like a limitation to me. (Maybe things have changed, but in my
>>Atarian days there was little to no support for any of these things, and I
>>haven't seen evidence of them in my fiddling with MagiCMac.)
>
> I'll consider this methodology the next time I fire up the PC
> Mac emulator: Executor. '-p

You were talking about MagiC. I assumed that MagiCMac is the same OS, just running on a Mac instead of an Atari. Did I assume wrong? I thought that was the idea behind MagiCMac.

>>Does TOS have a 3D graphics API? Does it support hardware acceleration
>>for it? MAJOR limitation. This is hardware of today we're talking about.
>
> API's are all applications level.

You have an odd definition of "application level". Usually it refers to code that sits in an application instead of in an OS. An API is the interface offered to an application for an OS service.

> Although 3D hardware acceleration would be a nice addition.
> However, this could also be added to TOS with no problems.

That doesn't change the fact that it's not there.

>>Does TOS have anything like QuickTime?
>
> For those parts of QT that actually get used: yes.

What parts do you think don't get used?

> Although, this is applications level as well.

Is it? Is it practical to expect every developer who wants to include digital motion video in their program to reinvent all of the technology that's present in QuickTime? QT means that programmers can easily implement fairly advanced features in their programs with minimal effort. It means that you don't have to worry about interoperability with other digital video programs, because if you use QuickTime you automatically get it. Just as an example, you can cut, copy and paste chunks of video using standard Mac clipboard operations between any two apps which support QuickTime.

This would be extremely impractical to do at the application level.

--
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+

# 1367. Re: WILL ANY TYPE FLOPPY DRIVE WORK?

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2101970136450001@metricom04.ucsc.edu>
Source record: 129598
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <5bj6hg$df8@lana.zippo.com>, JEDI wrote:

> The drive mech should be no more than 50 bux.

New 1.44 drives are less than $35. $50 would be a ripoff.

--
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+

# 1368. Re: NEW: free Atari ST emulator for MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: asmolar@localhost.fast.net
Message-ID: <5c1bgi$s9q@news1.fast.net>
Source record: 129599

On 20 Jan 1997 20:07:47 GMT, Darek Mihocka <brasoft@coho.halcyon.com> wrote:
>
>Emulators Inc. has just released updated versions of our free Atari
>8-bit and Atari ST emulators for MS-DOS, OS/2 Warp, and Windows 3.1.
>
>GEMULATOR CLASSIC version 3.6 is the latest Atari ST emulator which
>replaces Gemulator 3.02. We ported over a bunch of bug fixes and 68000
>speed optimizations from the Windows version of Gemulator, making
>Gemulator Classic 3.6 run noticably faster than Gemulator 3.02 and
>earlier versions. Still requires only a 386 with 2 meg or more when
>running on MS-DOS, or 8 meg when running in a Windows 3.1 or OS/2 DOS
>prompt.
>
>Download it from the Emulators web page at http://www.emulators.com.
>
>You can also download a demo version of Gemulator 96 version 4.6,
>the latest Windows version of Gemulator, which runs about 30% faster
>than Gemulator Classic and adds a ton more features. Gemulator 4.6 has
>been benchmarked at double the speed of MagiC PC, which using less than
>half the disk space. Check it out!

Anybody get this emulator working? I tried TOS 2.06, the disk based version
of 1.0, and the Magic that comes with the Magic PC demo. Gemulator Classic
seems hell bent on using a Gemulator card, even though the docs say that
you don't need one.

## 1369. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <32e49d18ce1553@xs4all.nl>
Source record: 129600

on Mon 20-01-97 04:50 Hallvard Tangeraas wrote:

>Yes, Esscode will do it, but what a pain..... :-(

Get a life and get mpack/munpack. A port of version 1.5 is in
sunsite.cnam.fr:/pub/Atari/Archivers/mpack15.lzh

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

## 1370. Re: Defragment HD? Virus Software for HD?

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: croth@audiophile.com
Message-ID: <32eba2a4.6788702@news.univie.ac.at>
Source record: 129601

On Mon, 20 Jan 97 06:10:02, please@no.spam.mail.here (please@no.spam.mail.here) wrote:

>Hi mykle@con2.com, on 19 Jan 97 you wrote:
>
>
> m> Is there defragmenting software and virus software for Atari hard
> m> drives?
>
>I use ZORG as my hard disc tool - try it, there are PD demos around.

Is ZORG reliable now? I heard rumors months ago that it can crash your hd.

bye,
Chris

# 1371. Re: NEWSIE and PPPKIT (english)

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Joyeux Pierre-Yves <Pierre-Yves.Joyeux@wanadoo.fr>
Message-ID: <32E544EF.5BF0@wanadoo.fr>
Source record: 129602

that's right, NEWSIE can work with PPPkit (wich use MINTNET with
freemint) with the help of GLUESTIK wich is a STIK emulator under
MINTNET ...

Bye.

Pierre-Yves Joyeux

John M Rojewski wrote:
>
> On 14 Jan 1997 08:16:14, Joyeux Pierre-Yves wrote:
> >do you know how to use NEWSIE with PPPkit ? it seems to be possible
> >(article of french ST magazine of January 1997) but i can't, NEWSIE
> >seems to need STIK ...
> >
> From your email on Jan 17, you seem to indicate that NEWSie does work
> with PPPkit (and STik and GlueSTik).
>
> John
>
> *
> * John Rojewski email: rojewski@primenet.com
> * http: www.primenet.com/~rojewski
> * Atari Falcon'030/14/84
> * Use NEWSie - the UseNet NewsReader for the Atari

# 1372. Re: New WEB HTML browser

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvybdnrv1b.fsf@emw.ericsson.se>
Source record: 129603

rgoring@zetnet.co.uk (Roy Goring) writes:

>
>
> When are the details going to be produced as to when a working version will
> be ready and how much it will cost?

You can already find this if you take a look at Oxo's homepage, atlteast
last week. This is the price.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 1373. Re: Notator for TT 030?

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: nam101@york.ac.uk
Message-ID: <5c2jeo$t5u@netty.york.ac.uk>
Source record: 129604

Hello Simon

: cartridge port for the dongle. Certainly cubase had this problem and a
: special dongle for the TT was required.

Cubase v2 dongles don't work on tt or falcon. However v3 dongles do,
leading me to think that notator might be ok on the tt with a standard
dongle. I wouldn't buy the product on the strength of that, mind you ;-)

Best wishes

--
Neil

Neil Martin

Postgraduate student, Music Technology, University of York.
<nam101@york.ac.uk>

# 1374. Music DTP error or GDOS error??

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Richard Krejstrup <di94rkr@student.hk-r.se>
Message-ID: <32E4DC87.4F6E@student.hk-r.se>
Source record: 129605

Anyone here who knows anything about a program called
Take Control Music DTP ?? It was developed at a University
somewhere in the yearly 90ies (released in 92 ver 2.2d).
It's the best music dtp style program for the atari I've
seen, but the gdos printer routines doesn't work that well...
I have had to get a IMG.SYS and make an outprint to disk
in a .img format and then print it. I've tried with lots
of different laser printer drivers (I got an HP laserjerII)
but it bombs out just when it supposed to sent the stuff
to the printer (it loads the printer fonts allright).

Do you know if there is a newer versin of this program
available (I don't think so, but I don't _know_)?
Any sugestions of what could be wrong here??

I run it on an Atari Mega STe 4/210 with NVDI3. Outputs
doesn't work at all with NVDI and with GDOS1.1 I can get
a *.img file as mentioned above...

Anyone? :|

--
/Richard Krejstrup
di94rkr@student.hk-r.se
http://www.student.hk-r.se/~di94rkr

# 1375. ATARI GEAR FOR SALE - (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Richard Olpin <richard.olpin@tmc.u-net.com>
Message-ID: <32E4DEEA.4633@tmc.u-net.com>
Source record: 129606

Hi All,

Just a note re some Atari Gear that I'm selling:

Atari Falcon 030 4mb Ram, 210Mb Hard Drive, Blow Up 030 etc

Loads of original (boxed) software, including:

Cubase Score v3.0, Calamus SL, APEX (with Expose Digitiser)
NVDI 3
Atari Works, Hisoft Twist
Lattice C, Devpac 3
Atari Compendium Book

plus loads more!!!

Anybody interested please E-Mail me privately at:
richard.olpin@tmc.u-net.com

Thanks!

RiK

---
Visit my home page: http://www.personal.u-net.com/~tmc
Home of much strangeness, music, Midi, Eckankar and Martial Arts

And remember kids - In CyberSpace, no one can hear you scream....
---

# 1376. Wanted: Mega-STE

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: q-funk@eclypse.net
Message-ID: <5c25qc$p3v$1@cti01.citenet.net>
Source record: 129607

```
I'm looking for a Mega-STE:
---
Preferably offers from within Canada or eastern USA (I'm in Quebec)
---
specs wanted:
* 4 Mb RAM
* internal Hard-Disk controller (HD capacity not important)
* clean or mint condition
---
e-mail offer and details (condition of equipment, included goodies).
---
Note that I do not need any monitor; only the machine and, possibly,
some included power softwares (NVDI 3.x &+, MagiC 5.x, etc.) are of
any consideration for this purchase, should you offer your complete
package --unless the price is SO rock-bottom that the monitor seems
like a freebee in the package deal 8^D--

-----------------------------------------------------------------
From: Martin-Eric Racine Reply-To: q-funk@eclypse.net Irc: Q-FUNK
Home: http://members.tripod.com/~Q_FUNK/ comp.sys.atari.st.stik
-----------------------------------------------------------------
Existing Funkyware:
HTML3_UC.KRZ v1.05 W3C compliant HTML 3.2 Kurzel for Everest 3.5
-----------------------------------------------------------------
Upcoming Funkyware: CAB_MAIL.PRG CAB_GOPH.PRG FORECAST.APP
-----------------------------------------------------------------
"Necessity is the mother of invention. I wasn't born a STiK author;
I just had to become one when my Atari *looked* like it could still
show surprising usefullness in this age where everything everywhere
including your favorite songs got copyrighted by Micro$uck$" Q-FUNK
-----------------------------------------------------------------
```

## 1377. Re: Atari BBS? Here's one:

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc07b2$c1184e60$LocalHost@default>
Source record: 129608

> Others that are still available
> are Foresight, Transcendence, STadel, Fnordadel and a heap of other
similar
> room-based systems.
>

Speaking of Fnordalel room based bbs's, JACS (Jersey Atari Computer
Society) user group is running Fnordadel. I have a zmodem problem I have
been trying to fix for some time now. Call us.
BBS # 609-346-1224
14.4 modem
130+ rooms, many nationally networked
online games (only 3 so far..)
directory rooms.

# 1378. Re: Want to Convert Pagestream PS to Adobe PDF

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.853864164@gen-off-3>
Source record: 129609

jnorton@nilenet.com (John Norton) writes:
>I have no idea what it means! Something Distiller doesn't like that
>Pagestream sticks in there I guess.

The distiller has to encode the PostScript fonts used into the PDF file,
I believe, in case the viewer doesn't have that font installed. Maybe
it can't find one of the fonts you have used? PageStream has to be
tricked into putting the PostScript font in the PS output, either by
using a non-PS font (so it converts it), or by some other technique which
I can't remember, but I've done it. Try generating a simple PostScript
file from PageStream just using non-PS fonts, eg the CS Garamond font.
Then see what Distiller does with that.
--
Home page http://www.ktl.cix.co.uk/hoagy.html
Alternate Email hoagy@cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

# 1379. Re: STiK/CAB error message new to me

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5c2u90$7n8@m1.cs.man.ac.uk>
Source record: 129610

In article <5bigro$6ot@scanner.worldgate.com>, leslieh@valis.worldgate.com ( ) writes:
>Roy Goring (rgoring@zetnet.co.uk) wrote:
>
>: On 14 Jan 1997 08:30:56, Doug Kendall wrote:
>: >Last evening while running CAB 1.5 on a STiK connection, I received the
>: >following error message repeatedly while connecting to the WebCrawler
>: >(http://webcrawler.com) search engine: "STiK-KRfree()/Memory corruption
>: >detected". The message appeared every time my modem made a connection to
>: >WebCrawler's server, but could be cleared with no apparent effect on
>: >transmission. When I moved on to other sites, I no longer got these
>: >messages.
>: >
>
>
>: I also have started getting this :-(

This could be totally un-related, but SunOS 4.1 has problems accessing
webcrawler.com as it has too many DNS numbers for this version of SunOS
to cope with. Maybe this is related? Try giving it the numeric address,
as this solves the problem with SunOS. (152.163.202.22 is webcrawler.com)

Anthony
--
---------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
---------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------

# 1380. Re: Protext - where to obtain

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: tparrett@parrett.fast.co.za
Message-ID: <853860680_OASIS_@parrett.fast.co.za>
Source record: 129611

In article <HARPDGUQUp@tos.ak.planet.gen.nz>
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-

>It was mentioned in Atari Computing magazine issue 2 in the Papyrus article
>that Protext is still being developed.
>
>A club member would like to know where this softare can currently be
>obtained, and who is continuing development.

I started searching for this in mid 1996 and on a trip to the UK obtained an address to which I wrote whilst still in the UK. I received a lengthy reply some time later(many weeks in fact) that was very encouraging. The prg was being re-issued for Atari (v6.7). I was sent a spec sheet for the PC version which indicated support for Vector fonts.Users will know that Protext on Atari did not support Vector or bitmap fonts.I got quite excited as I still feel Protext is the best all round WP prg for the Atari.
I wrote(via email) back asking about the Vector fonts support and whether the prg was fully compatable with the Falcon. I didn't get a reply at first and sent a reminder which did bring a response but no further information. I can advise the contact details I have and perhaps someone in the UK can follow up (maybe the guys from ACG.....what a good mag by the way !)

My contact has been with Brian Watson of Protext Software,Harrowden,39 High St,Sutton,ELY,Cambridgeshire,CB6 2RA.
Tel (01353) 777006 7.00pm to 9.00pm weekdays Fax (01353) 777741
email address: brian@spheroid.demon.co.uk

He gave me the following address where orders could be placed:
COMSOFT,10 McIntosh Court,Wellpark,GLASGOW,G31 2HW
Tel/Fax (0141) 554 4735

Should anyone get hold of some updated info re the release date and features and compatibilties it would be a good idea to post the information here. I have offered to do this but got no response. One last thought is that the price I was quoted is 40.00 UK pounds and that there were no discounts for upgrading from earlier versions

==================================================
|tparrett@fast.co.za | Ted Parrett |
|City: Johannesburg | Tel No.++27 11 476 5242 |
|Country: South Africa | Fax No.++27 11 474 2985 |
==================================================

# 1381. Atari 1040ST mouse

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: gfacini@gov.nb.ca
Message-ID: <5c2s9a$86s@agate.nbnet.nb.ca>
Source record: 129612

My Atari Mouse is getting old and is not working properly.
Does anyone know if it is possible to hook up a microsoft
compatible mouse to the atari. If so, how?

Thanks,

Gino Facini (gfacini@gov.nb.ca)

# 1382. fdi / dat backup progam

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: croth@audiophile.com
Message-ID: <32eca301.6882062@news.univie.ac.at>
Source record: 129613

Hi Atari friends,

I've bought a FDI for my Falcon now at last, but there was no backup program
for a DAT in the package.
Could someone please help me out?

Thanks very much!

Chris

# 1383. Re: Newsie & Demon

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c2vpb$49p@ornews.intel.com>
Source record: 129614
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

In article <5c0v12$rrm@usenet.bham.ac.uk>, awood@f030.demon.co.uk wrote:
>
>In reply to R.T.s suggestion to check the default files for the newsgroups,
>it was the first thing that I did!

Thoguht it might be, but there are others reading this who might not have
done.

>... maybe Demon's
>newly configured News server is to blame (and would that be a surprise?)

Judging from the number of psams I see that were injected through Demon's
open port, and the continuous problems I read about from "happy" Demon
users, I'd have to judge that Demon is to the UK what AOL is to the USA, in
terms of quality of service, at least. %^<

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# 1384. Re: Programming ideas

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c2ump$49p@ornews.intel.com>
Source record: 129615

In article <26975_please@no.spam.mail.here>,
please@no.spam.mail.here (please@no.spam.mail.here) wrote:
>This message from atari@teleport.com.REMOVE.TO.REPLY ...

> a> That's not a valid email address, either, Derryck.
>I'll point it out to Paul, TVM.

Looks like he fixed it - but the .sig file is added below the cut line, so the correct email address is now cut off when a "proper" newsreader quotes the body in a reply.

I understand what Paul is trying to do, and I approve - but the method he's used will prevent many legitimate replies as well as blocking spam.

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# 1385. Re: Old Atari game: "Sentry?".

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc07b3$484d57e0$LocalHost@default>
Source record: 129616

Jeff Heeney <ad634@torfree.net> wrote in article
<E4CEH3.9Jp.0.queen@torfree.net>...
> Does anyone remember this game?
>
> Played it a long time ago and would like to again.
> Is it still around somewhere?
>

I have it. Great 3-D graphics and fast paced. I'm not selling though. I
want to finish it first, if possible.

# 1386. Re: Emulating the ST on a PC?

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c31ui$49p@ornews.intel.com>
Source record: 129617

In article <5c2g0i$m28@zen.hursley.ibm.com>, rick-ellis@vnet.ibm.com wrote:
>
>I've sadly moved on from the good old Atari ST to a PC but hark for the
>days playing some "decent" games..
>Are there any software only emulators for the PC that will run Atari ST
>stuff?

Yes, but... If it won't run from the hard drive on the ST, no promises on
emulators.

TOS2WIN is a good emulator from a Euro developer - I use the demo version to
check out software for compatability here (I don't actually /do/ anything
with it, but I do plan to buy the full version as soon as the budget
permits).

You can check out the demo version from
http://www.aixit.com/tos2win/info.htm

Aixit has a number of other interesting products (easier to find if you read
German, though).

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# 1387. Re: Notator on a TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: Ben Hall <cb170@city.ac.uk>
Message-ID: <Pine.GSO.3.95.970121191026.19407A-100000@swindon>
Source record: 129618

On Sun, 19 Jan 1997, Mike McGowan wrote:

> Date: Sun, 19 Jan 1997 11:31:44 -0600
> From: Mike McGowan <jmmcgowan@worldnet.att.net>
> Newsgroups: comp.sys.atari.st
> Subject: Notator on a TT or Falcon?
>
> I have been using Notator for years on ST machines.I have tried the
> Logic "upgrade", thank you, but prefer Notator. Can you run Notator on
> a TT or Falcon. I found a place that has both machines at a good price,
> but I am not sure about compatability.

No - Notator is tied very close to the ST hardware. It _will_ work on an
ST, STE and Mega ST, and also the Mega STE (with the cache settinsg as in
the NSL manual) but it definitely _won't_ work on a Falcon, and probably
not on a TT either.

|> | |
|> E |\| |-| /\ |_ |_

# 1388. Re: Mint with CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: mc9931@mclink.it
Message-ID: <5c1obd$soj@news1.mclink.it>
Source record: 129619

>In <5aot22$h52@news1.mclink.it> Lodovico Zanier wrote :
>
>>>In <59eokc$nno@charm.magnus.acs.ohio-state.edu> Matthew C. Faehnle wrote :
>>>
>>I have tried Geneva with the PPP Kit. CAB works.. But, even if I am
>>connected it works in a off-line mode.
>>Any clue?
>>AntMail and Newsie both work fine (with Gluestik 0.2B)... :^)
>
>It sounds like you do not have a valid CAB-for-MiNTNet overlay installed.
>

Thank you for your reply...
Actually I already have been able to solve the problem.
It was just the position of CAB Overlay. Geneva seems not to like a
Cab-for-Mintnet in the modules folder. I had just to move it into the
Cab.app folder. Now works fine...

ciao,

Lodovico

# 1389. Re: Atari picture files to PC?

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c300m$49p@ornews.intel.com>
Source record: 129620

In article <E4CE7v.8y3.0.queen@torfree.net>,
ad634@torfree.net (Jeff Heeney) wrote:
>
>Anyone know how I might take my NEO and SPC picture files into a Win95 or
>WinNT graphics application?

The Spectrum pccies may be a problem (though I think there's a SPC2GIF
convertor someplace), but NEO is easy. It's a 32k bitmap with some header
info determining the color palette to be used. You could use one of the
many NEO2GIF conversion programs on the ST, or run NeoChrome under TOS2WIN95
and use the PrintScreen function of Win95 to copy the Neo pic to the
clipboard, and then to the MSpaint app.

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# 1390. Re: Music DTP error or GDOS error??

Newsgroup: comp.sys.atari.st
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c30us$49p@ornews.intel.com>
Source record: 129621

In article <32E4DC87.4F6E@student.hk-r.se>,
Richard Krejstrup <di94rkr@student.hk-r.se> wrote:
>
>Anyone here who knows anything about a program called
>Take Control Music DTP ??
>... but the gdos printer routines doesn't work that well...
>... it bombs out just when it supposed to sent the stuff
>to the printer (it loads the printer fonts allright).

Sounds as if it doesn't wait long enough for the printer to acknowledge
receipt of data (or some similar timing problem). I would try a printer
spooler/speeder (Mspool, Outburst are a couple that come to mind) and see if
that fixes the problem.

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# 1391. Re: .Mid Files

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c61pk$21j@ornews.intel.com>
Source record: 129422

In article <c7rvoNAfVn5yEwp8@mchugh1.demon.co.uk>,
Jonathan McHugh <Jon@mchugh1.demon.co.uk> wrote:
>
>In article <5br9se$m76@charm.magnus.acs.ohio-state.edu>, "Matthew C.
>Faehnle" <faehnle.3@osu.edu> writes
>>
>>Is there a player available to play .mid files without a midi setup?
>
>Sorry the ST only has 4 sound channels

That part is correct.

>you need at least 16 to play MIDI,

That part is wrong. I think you're confusing the number of MIDI channels with the number of audio channels; there need not be any relationship there at all, although most musicians using MIDI instruments assign one voice per channel.

Midi Music Maker will play a bunch of different music formats, including MIDI (both format0 and format1) on an ST without a synth. Granted it sounds better with a synth; it plays quite well, though, and that's what Matt was looking for.

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# 1392. Re: Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: no@spam.please
Message-ID: <853966118_OASIS_@whalley.demon.co.uk>
Source record: 129423

In article <26915_please@no.spam.mail.here>
please@no.spam.mail.here (please@no.spam.mail.here) said:-

>*Hi Steve*, on 18 Jan 97 you wrote to *john@whalley.demon.co.uk*:
>..respect, brethren
>
> >>> Blimey, 5.05, would you send that to System Solutions, Quickly, I'm
> >>> still waiting for them to aquire 5.03 8~))
> j>> Um, they have: I bought MagiC 5.03 off them at the show in Birmingham
> j>> in September :)
> SS> That's the version 5.03 of MAGICDESK I think your refering to, not
> SS> magic itself.
>
>MagiC v5.03 - MagixDesk v3.20 here...

Same here (like I said...)! At least that is unless the About...
dialog is lying.

TTFN
John

Please send email to address below: header altered to avoid spam mail.

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

# 1393. Re: .Mid Files

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: faehnle.3@osu.edu
Message-ID: <5c64dc$sc5@charm.magnus.acs.ohio-state.edu>
Source record: 129424

>Sorry the ST only has 4 sound channels you need at least 16 to play
>MIDI, A program called Cubic Player on My P.C. takes 128 Channels ! and
>a 5Mb Instrument Bank to play MIDI. but if theres a MIDI file you
>despiratly want to hear I can use my P.C. to convert it to SND, IFF,
>SMP, SAM of WAV format which you can use on an ST but these formats can
>be any size from 300kb to 20mb depending on the Quality you set it to
>and the length of the music.
>--
>Jonathan McHugh
>.
Do you know if there is a program that exists on the Atari that can at least
convert these files to a playable format as you suggest? -without listening
to then of course.

# 1394. Help Japan with ST & CAF

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Aardvyrk@cris.com
Message-ID: <5c6768$g3h@chronicle.concentric.net>
Source record: 129425

Okay, so I was browsing around in alt.steinberg.cubase again, and there are some nice ST boys over there who could use a local merchant or two... I mean in the same country as Japan or nearby.

Anyway, here's the quoted text. The questions are probably being answered now, but I guess I just wanted to ask if anyone knew of any Eastern suppliers or import companies, to tell Mr. Kitano of them and ask him to spread the news. I don't think he gets around c.s.a.st much.

Sorry about the multiple threads, but they were different topics.

From: f8267448@ca.aif.or.jp.DONT.SPAM (Takahiro Kitano)
Newsgroups: alt.steinberg.cubase
Subject: RE: DMaker? + ATARI FALCON
Date: 20 Jan 1997 08:22:02 -0000
Organization: Sirius Cybernetics Corporation
Lines: 74
Sender: pp@yama.mcc.ac.uk
Message-ID: <199701200807.RAA07015@ifis1-enet0.aif.or.jp>
NNTP-Posting-Host: yama.mcc.ac.uk
X-Gatewayed-By: mail2news@yama.mcc.ac.uk

[SNIP!]

digital I/O, I know these sound cards are expensive. So if Falcon has digital I/O and cost is less than these PC sound cards it's would be cool for me.... But here is some problems.

#1: Atari is not populer in Japan
Almost 99% guys who making music on computer are using Macs.
So as music computer, PCs are rare too. But populer as buisiness and game machine in Japan. you know I'm not typical Japanese type of guy, I think. : )

#2: I can't buy any Ataris around Tokyo Japan these days
I wanna buy Atari. What can I do?

#3: Because of #2, there is no software/hardware for Ataris.

Could you understand how many problems I got?
Any suggestion?

And other things what I wanna know is....

-price of Ataris (Falcon,ST,STE or whatever. And if you know please tell me secondhands prices too.)

-DMaker's ability and function. tell me your impression.
(Have you tried this one? you can download it from
Steinberg's FTP for free) I don't need Atari to use Cubase
currently. I need Atari for DMaker.

-Compatibility of files.
Can I convert files Atari to PC easily?

thanks
keep in touch
bye

f8267448@ca.aif.or.jp.DONT.SPAM.JAPAN
Takahiro Kitano
(Tokyo Japan)

--
"Rock music is all about moving big | aardvyrk@cris.com
black boxes from one side of town to | It's better to disturb than
the other in the back of your car." | entertain, but if you can do both,
-John Thompson (of Pere Ubu), 1979 | you can work pop radio or TV news.

# 1395. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c5j47$mph@ornews.intel.com>
Source record: 129426

In article <5c3u1d$cm0@news1.fast.net>,
asmolar@localhost.fast.net (Tony Smolar) wrote:
>
>You forgot to mention that the 520STe and the 1040STe also have Blitter
>chips.

That's due to ignorance - I've never had a plain STe.

>Also STe's, Mega STe's, and Falcons (and maybe TTs) have Jaguar compatible
>Joystick ports.

Well, the TT and the Mega STe do NOT have the Jaguar (or "enhanced")
joystick ports, but the STe and the Falcon do. There's so little support
for those ports, however, that I usually forget they exist.

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## 1396. Q: The Best Falcon Demo:

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970122071206.996B-100000@acs2.byu.edu>
Source record: 129427

What has been the best one you that you have seen?

I vote for LOSTBLUB; 7'324,449 bytes of animated computer art.

( ( ( ( ( ( -F. ) ) ) ) ) )
UTAH * USA * 1997

# 1397. Re: OASIS V2.10 & V2.05

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: denr@denr.demon.co.uk
Message-ID: <970122Z130920.774denr@denr.demon.co.uk>
Source record: 129428

In article <49427812_000007_OASIS_NEWS@000007-hookup.net>
martinr@hookup.net "Rick Martin" writes:

> I would get Oasis 2.10 which is the updated version ! You can get the
> complete package from ftp.demon.co.uk in the /pub/atari/oasis folder.
> In this version I would look at the Tools.CFG file to makesure it's
> pointing to the right drives . If you can't get this version to work
> then get version 1.35 this was an easy version to install and if you
> have a POP mail account then get NOS_POP3.TTP also.
>
> --
>
> ---------------------------------------------------------------------------
> ***************************************************************
> * martinr@hookup.net Falcon 030 85/IDE 1.6/GIG SCSI Powerup 2 *
>
> * Ottawa , Ontario Pioneer 4x Cd Roland D70 Synth *
> * Canada Apexmedia Imagecopy ... *
> ***************************************************************
> ---------------------------------------------------------------------------
>
>
>
>
OH NO ITS NOT!!

I look for Oasis v2.1 every day without success!!

ftp.demon.co.uk pub/atari/oasis has not got either Oasis v2.10 package
ftp.cnam.fr pub/Atari/Internet/Oasis has the complete update file BUT only
a partial "Complete" file
--
Denniss Riches
denr@denr.demon.co.uk

# 1398. Re: Wordcounter for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <5c663m$sba@freenet-news.carleton.ca>
Source record: 129429

Alyre Chiasson (chiassa@umoncton.ca) writes:
> Is there any way to determine the number of words in a Calamus document
> without physically counting them?
>
If you can save it out as a text file, then check it with GramSlam, or
many word processors give a word count.

--
Songshop Musical Productions / Two wrongs don't make a right...
Box 266, Shawville, Que. / But three lefts do!
J0X 2Y0

# 1399. Re: .Mid Files

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c6865$60r@ornews.intel.com>
Source record: 129430

In article <5c64dc$sc5@charm.magnus.acs.ohio-state.edu>,
faehnle.3@osu.edu (Matthew C. Faehnle) wrote:
>
>>Sorry the ST only has 4 sound channels you need at least 16 to play
>>MIDI, A program called Cubic Player on My P.C. takes 128 Channels ! and
..
>>Jonathan McHugh
>>.
>Do you know if there is a program that exists on the Atari that can at
>least convert these files to a playable format as you suggest? -without
>listening to then of course.

Ever have the feeling that you're invisible? ;^/

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# 1400. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: titus@mothra.rose.hp.com
Message-ID: <TITUS.97Jan22103617@clisome9.rose.hp.com>
Source record: 129431

In article <01bc01d7$29ac85e0$fc39d9a5@mikehome> "Mike Scholman"
<mikescholman@geocities.com> writes:

> I've been looking for a while for a good PD/shareware terminal program that
> will do full VT100 or higher. I've tried a number of programs which do
> ANSI, rather that a true VT100, and display wierd codes, jumbling up the
> screen. I've fornd two programs which seem to work, each with it's own
> problems:
>
> Teddy Term - great program, but it uses CTRL-key combinations for keyboard
> shortcuts. The freenet shell account uses PINE for email, which also needs
> the CTRL-key combinations.
>
> MINIterm - also a pretty good program, but no auto-redial or integrated
> Zmodem
>
> Programs which did not work because of incomplete VT emulation:
> VanTerm 3.8
> OpusTerm

Uniterm is the best I have found for full VT100 emulation. Other programs
that claim VT100 emulation leave out features such as separate scrolling
regions, which is annoying if you use mainframe editors.

# 1401. TT Ram Board Jumpers?

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: fl@zot.io.org
Message-ID: <5c6ipd$9cn@zot.io.org>
Source record: 129432

I have a TT 030 with a revision H mother board and an Atari Rev. C TT ram board installed. Currently it houses four 1 Meg, eight chip SIMMs.

I am thinking of upgrading to four 4 Meg simms. I understand that I should look out for the newer three chip simms and go with the older eight or nine chip models.

My question is about the six little jumpers on the Ram board in my TT. Currently they are set up as follows (please excuse my lapse into Ascii art - best viewed with a monospaced font):
.
In this picture ! represents a jumper connecting two pins.

```
------------Simm------------ ^
. Towards the
! Back of the
------------Simm------------ . Computer

......
------------Simm------------ !!!!!.
.....!

------------Simm------------
```

What should the proper jumper configuration be so that it will run with 16 Megs?

Thanks very much.
********** Frank Lockwood, Toronto, Ontario, Canada **********
Please note that my io.org account will become inactive as of January 24.
You can contact me through my new address: lockwood@freenet.calgary.ab.ca
**********

---
* Kivi 2.00 *
--
____/ / Frank Lockwood
/ / *** Please note my address changes as of Jan. 24 ***
__/ / *** Email: lockwood@freenet.calgary.ab.ca ***
__/ _______/ *** Web Page: http://www.candisc.com/fl/ ***

# 1402. Re: Java

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c5lop$mph@ornews.intel.com>
Source record: 129433

In article <5c5etv$i34@scipio.cyberstore.ca>,
dougb@dsoe.com (Doug Byfield) wrote:
>
>Java has no TOS support. Linux however has the FULL JDK-Java
>Developers Kit available to it.

Hmmm, if the JDK-Linux contains C source code...

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# 1403. Re: Detachable Keyboards

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.comREMOVETOREPLY>
Message-ID: <32E6FC5E.27F6@huey.cadvision.comREMOVETOREPLY>
Source record: 129434

Alan Swanson wrote:
>
> Since no-one answer my last question about availability of TT or MSTE
> keyboards in the UK I'll reask it.
>
> Or alternatively, does anyone have a second hand one they don't need?
>
> Thanks.
>
> ALaN.
>
> "One must never be purposelessnessnesslessness"

I don't have a spare but you mean to tell us System Solutions doesn't have one, or can't put you in touch with someone or some shop that has one? Is there a local user group you could contact?

Keith

# 1404. Re: Falcon SCSI Performance Tests...

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E6EEC3.3B59@owens.ridgecrest.ca.us>
Source record: 129435

Gerry O'Rourke wrote:
>
> >
> > Hi, I've found that the speed of the drive very much depends on what
> > driver you are using for it. I compared ICD Pro 6.5.5 with HDdriver 4.5
> > using HowFast, and HDdriver was about 100-200K/s faster than using ICD.
> >
> > Doing a test like this would be nice, but you should include what driver
> > is used with it as well.
> >
>
> According to the DOC's for ICD's RATEHD program; it does not use a driver,
> it is intended as a hardware test. Why not use this program. It may not be
> the most accurate, but if everybody uses it, the results would be
> comparable.
>
> Or, is there some problem with RATEHD, as it never features in the lists
> of SCSI tester programs?

I found that with HD Driver or HUSHI installed RATEHD will skip
some or all of the drives I have connected at times. Not always,
but most of the time. This was on a MegaST and Falcon.

Mike

>
> --
> Gerry O'Rourke
> Materials Engineering
> Northern Telecom (Ireland) Ltd
> E-mail gigxr01@nt.com

# 1405. Atari ST - BIG SALE

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Joe Yeomans <joe@spuddy.mew.co.uk>
Message-ID: <01bc0890$d947b780$LocalHost@compuserve.com.compuserve.com>
Source record: 129436
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.discussion,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,misc.forsale.computers.other.systems,spuddy.forsale

Loads of Atari ST gear for sale:

1040 STe good working order
Atari (original) Hires Monitor (tilt & swivel) - may still work. I think
the power suppply needs looking at. May just be an internal fuse blown.
External DS Floppy drive
Spare Power supply
Spare Atari 1040 ST. (blown ROMS, I think)
2 or 3 mice, joysticks, dust cover
MIDI cables, audio cables, manuals
2 Large disk boxes (100), 2 small disk boxes (50), other smaller disk
cases
Books, professional software (C programming, DTP, Music, Graphics)
About 500 disks *PACKED* with software (100's of games, magazine cover
disks, public domain material, downloaded software)...
Magazines, other material...

Disks from STAMPEDE (complete), ST USER, ST FORMAT, ST REVIEW most issues.

Sell the lot for £100. Will consider offers. May split.

Reply to my email address.

Please ask for any specific software you require. I may have it.??..!!??

--
---
--- Joe Yeomans on Spud's Xanadu <joe@spuddy.mew.co.uk ---
---

# 1406. Hook up Thomson 5210 Monitor to 1040st ??

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Curtis Blanton <cgb9@ccddn1.em.cdc.gov>
Message-ID: <32E65F70.1F68@ccddn1.em.cdc.gov>
Source record: 129437

Hello,

I recently found a Thomson 5210 ( I think the number is correct) monitor someone threw out, and I want to know
if you can hook this up to a 1040ST (No FM). I am currently using it as CGA monitor with an XT, but I noticed
there is a switch with 4 settings on the front(It says RGB monitor on the back.) Does anyone have the specs on
this beast? I would love to know if I can use it like an SC1224...

Thanks

Curtis Blanton
cgb9@ccddn1.em.cdc.gov

# 1407. Re: MegaST (4MB) + 80 MB drive

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <853924784_OASIS_@pcc-uky.campus.mci.net>
Source record: 129438

In article <5bum32$cm0@madeline.INS.CWRU.Edu>
ig050@cleveland.Freenet.Edu (Clarence T. Chang) said:-

>
>1
>4 MB MegaST with tweety board
>80 MB harddrive in a Megafile30 case w/ ICD host adapter
>mono monitor.
>
>$200. You pay shipping.
>
>Clarence
>

How much for just the Mega ST with 4 megs/ram and the Tweety Board? Thanks.

--

```
_/_/_/
```

# 1408. Re: Read Atari-diskettes (1.44) on DOS-PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <853972572_OASIS_@pwomar.demon.co.uk>
Source record: 129439

In article <5bvetu$bgd@rzsun02.rrz.uni-hamburg.de>
roehl@erzicip.erzwiss.uni-hamburg.de (W. Roehl) said:-

>Hallo,
>
>does anybody know a shareware-program that can read Atari-diskettes
>from a Atari ST (1.44 MB) on a DOS-PC?
>
>Thanks for any help!

You should need absolutely nothing atall, I believe that all programs
capable of formatting to 1.44 MB on the Atari will format it so that
it is PC compatible, it should work. If not then format the disks on
the PC first and use the atari to put the stuff on them.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

# 1409. Cubase Atari SLM904 driver

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: DuaneOD@atlantis-bbs.com
Message-ID: <5c4b42$9rk@news.wco.com>
Source record: 129472

I need a driver to use Cubase with the SLM804 printer.

Duane

# 1410. Re: Iomega Jaz on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5c4dfe$9pt@scanner.worldgate.com>
Source record: 129473

dbeards@f1.net.au (Dave B) wrote:
>
>>
>> Hi,
>>
>> I was interested in purchasing an Iomega Jaz drive for my Windows
>>box, but I might get an external version if I could also use it with my
>>Falcon. I know the Falcon came with SCSI ports, so I should be able to
>>connect it, but it doesn't look like Iomega has any drivers for Atari. Is
>>there a solution to this problem...i.e. does someone provide 3rd party
>>drivers, or do there exist shareware/freeware drivers, etc?
>>
>> Also, if this turns out to be doable, will the connection work at
>>full speed (i.e. will I be able to use it to do hard disk digital recording?)
>
>
>Hi Robert,
>There should be no problems running the Jazz drives on your Falcon. It
>will be recognised by all the main HD drivers, though I would
>recommend HD Driver V6 to get the best out of it. It may not support
>all features (such as password protection) but should read and write
>at full speed....
>Hope this helps...
>Dave B.
>P.S. email info@toad.net, they should know and supply a drive for
>you...
>

HD Driver v6 definately supports password and write protect on Jaz drives.

There is a CPX that handles this included with the HD Driver package
we sell, it also works with Zip drives.

All the best,
Chris @ Computer Direct

http://compdirect.com

# 1411. MagiC Mac, Modem 1 and STik 1.12

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E5BC46.583E@owens.ridgecrest.ca.us>
Source record: 129474

I've been trying to set up STik on my
Quadra 900, but am having about as much
trouble as I did with NetScrape on it.
As it turns out the Quadra 900 dosen't
do hardware flow control, nor can I get
it to do software flow control. Once
configuring the Mac dialer (Free PPP)
for no flow control the dialer works
fine, and as you can image, works
with NetScrape with many error due
to no handshake. There is suppose to
be a hardware mod to fix this, but my
soldering iron won't get hot over a Mac:).

Anyway when trying STik 1.12 under
MagiC Mac I get an exception error
#2/$00FFFA01 and an increase in the
I/O counter on the Mac utilites menu.
Dosen't matter if I run it as an acc
or prg, multitasking or singletasking.
At one point I got the STik dialer up
to the phone number before the error.
It looks like it's having a problem
with the modem 1 port that is set
up under MagiC Mac.

I was able to log onto my I/P with
Connect, 57600,Xon/Xoff, modem 1 with
out problems under MagiC Mac, same
settings as above. After looking at the
setter program for the Modem 1 app,
I seen mention of the Quadra 900 and
something about SCC. I think that the
problem is either here with the Modem 1
settings, or STik is expecting something
that isn't there.

Anybody make any sence out of this?

Thanks,

Mike

## 1412. (Gem) Games for MagiC (Mac)

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E5C1F4.5546@owens.ridgecrest.ca.us>
Source record: 129475

I posted several Gem games that
work under MagiC Mac on my FTP site
for those interested.
Mostly board games, but none the less
something to "play" with on the Mac.
I was running them at 24bit, 800*600.

Mike

ftp.ridgecrest.ca.us/pub/users/m/mgrove

# 1413. Re: Need help with Dungeon Master 2!!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0839$350f8960$18f7aecc@127.0.0.1>
Source record: 129476

```
> >Dungeon Master 2 is only available on PCs.
>
> Is this different from Dungeon Master 2: Chaos Strikes Back? I have that
-
> for my ST.
```

DM2 (Chaos Strikes Back) for the ST was originally designed to be the
'Module' for DM. The people at FTL took too long to write it that they just
added the DM engine to the module and made it a 'new' game. Dungeon Master
II for the PC is the 'real' sequal for Dungeon Master. And it is awesome!
--
William J. Fisher

_____

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca
COMMERCIAL/BULK EMAIL WON'T BE TOLERATED
(all such mailings will be reported)

# 1414. Re: Emulating the ST on a PC?

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc083a$87944da0$18f7aecc@127.0.0.1>
Source record: 129477

> I've sadly moved on from the good old Atari ST to a PC but hark for the
days playing some "decent"
> games..
> Are there any software only emulators for the PC that will run Atari ST
stuff?
> I've seen the 'hardware and software' emulators and am bemused why I
shoud pay up to 100UKP
> for a bit of hardware when I have my trusty ST in the cupboard. In fact
why should anyone buy
> a hardware emulator when you can pick up a second hand ST for less than
50UKP?
> The only reason I want to emulate the ST on my PC is to avoid running two
systems.
> I love the nostalgia of those old games but at the moment have to settle
for Sinclair Spectum
> games on a perfectly decent software only Spectrum emulator (Z80).
> Somebody please tell me that there is such a software only emulator or
that someone will create
> a software only emulator.
> I wouldn't mind if it crashed once in a while...after all my ST did that
anyway!
> Thanks to all.
> Rick.

There are two options that I can think of off the top of my head:

1) This assumes you have an MS-DOS machine setup!
- Get Gemulator Classic v3.6 from Emulators, Inc (MS-DOS Only!)
- Get Gemulator96 from Emulators, Inc (Runs in Win95!)
- Install Gemulator which will emulate your HDD as an ST drive
and uses your PC's floppy drive (no disk images).

2) This assumes you have a UNIX setup! (ie: Linux)
- Get STonX off the Web
- Compile it for your system (a two-step operation)
- Run a full screen, fast Atari ST emulator that emulates
the ST at a hardware level via software only!
- Converts your UNIX filesystem into AtariST on-the-fly, can
load 'standard' Atari ST disks from the floppy drive or can
use disk images for non-standard disks.

I have both emulators, Gemulator96 (Demo) and STonX (Freeware), installed
on my PC here and
I prefer STonX to Gemulator for most things. Hope this helps a bit!
--

William J. Fisher

---

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca
COMMERCIAL/BULK EMAIL WON'T BE TOLERATED
(all such mailings will be reported)

# 1415. Re: Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27079_please@no.spam.mail.here>
Source record: 129478

Yo! Harry Dude!

Whilst under caution Harry said to Officer Steve :~)

HS>
>>>> Blimey, 5.05, would you send that to System Solutions, Quickly, I'm
>>>> still waiting for them to aquire 5.03 8~))

j>>> Um, they have: I bought MagiC 5.03 off them at the show in Birmingham
j>>> in September :)

SS>> That's the version 5.03 of MAGICDESK I think your refering to, not
SS>> magic itself.

HS> MagiC v5.03 - MagixDesk v3.20 here...

Hm, so WTF am i waiting for then. 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I don't believe this 3rd time lucky crap!..... Yet!.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 1416. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <5c4hhu$56q@nexp.crl.com>
Source record: 129479
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

: In article <5c0hjm$e05@lana.zippo.com>, JEDI wrote:

: >In article <bwanga-2001970121210001@metricom37.ucsc.edu>,
: bwanga@cats.ucsc.edu says...

: >>Oh, come on. The point is that it's there if you need it. I'd rather
: >>have VM around so that I don't have to worry nearly as much about running
: >>out of memory.
: >
: > If your OS is 'modern', running out of memory shouldn't be a problem.
: >
: > If, on the other hand, it is likely to go down in a ball of flames:
: > then it's a problem.

```
#include <stdlib.h>

main(void)
{
while (1)
*((int *) (malloc(1000000))) = 1;
}
```

This is called a malloc bomb. It eats memory. Fast. Nearly every OS
in existence will go down in a ball of flames if you try it. Even those
that support copy-on-write die, because this writes (It'd work faster on
those if you malloc'd the page size (unless the copy-on-write algorithm is
no good), but they die anyway). Go ahead, try it; you'll discover that,
by your definition, most OS's out there are quite ancient.

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any
significant number of users want fixed." -- Bill Gates

# 1417. Re: Joust

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <40269356_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 129480

In article <19970119233844.8344.qmail@mail.ptd.net>
Mr.Maddog@mail.ptd.net wrote:-

>I have a copy of Joust I can send you through e-mail if you want. It used
>to be a commercial release by Atari but now the game's PD. It is very
>much like the arcade version with even better looking background graphics.
>This port really gives the one on Williams Greatest Hits a run for it's
>money, and 'that' is the actual arcade game! :)

Does it run on a Falcon? I'd love a copy of this too if it's PD!
I used to love this game on my trusty old Dragon32 :)

Regards, Gary

--

---

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

---

# 1418. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1167cd$17215.2ee@HERMES>
Source record: 129481
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

JEDI wrote:
> 8ms is a lot faster than 150ns no matter what kind of spin you
> try to put on things.

... in much the same way that walking from Los Angeles to Washington DC is faster than flying.

(Hint: 8ms [eight milliseconds] is really _eight_million_ nanoseconds, which is well over 53000 times longer than 150ns [one hundred and fifty nanoseconds] )

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

# 1419. Re: How much the afterburned cost?

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5c502n$ngl@m1.cs.man.ac.uk>
Source record: 129482

In article <Pine.OSF.3.95.970120151059.30450B-100000@acs2.byu.edu>, FPINTO
<fpinto@cougarnet.byu.edu> writes:
>
> The 040 with the 040 built in; Is it CAF compatible? Which prgs
>will not use the alternate ST ram? limits?

Any program that is Fast RAM aware can use it, and some programs which
are not can as well, AIUI.

> Is there any info on line about this boards?

Check out Titan Designs' WWW at:
http://ourworld.compuserve.com/homepages/TITANWEB/
and also the unofficial page:
http://rand.thn.htu.se/~johan/ab040/ab040.html

Anthony
--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
---------------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
---------------------------------------------------------------------

# 1420. Re: Keyboards (was: Atari used in skiing resort! (Switzerland))

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5c4vqj$nfc@m1.cs.man.ac.uk>
Source record: 129483

In article <32DCDF64.15FB7483@jet.uk>, Dennis Armstrong <Dennis.Armstrong@jet.uk> writes:
>You could try a repair, Maplin have them FCC68 modular plugs Part JW41U.
>I have been amazed at the parts that Maplin stock that are used in the
>TT. The small clock battery is stocked by them as well as the unusual
>connectors (14pin and 13pin).
>
>So give it a go for 49p !!!!

At that price, it's probably worth breaking it just for the fun of getting a
replacement!


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

## 1421. Digigram and Hotz MIDI software wanted

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HAWOEEUQUp@tos.ak.planet.gen.nz>
Source record: 129484

I am looking for software called "Hots MIDI Translator 3.7" (or similar name). This software is an integral chord harmonizing program.

I am also looking for "Digigram Big Band Plus".

I would like to hear from anyone who can help me to find the above software or who use that software.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

## 1422. Java

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: skr@dcs.ed.ac.uk
Message-ID: <E4EvJB.9A5.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 129485
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st.programming

Does anyone know if there exists a way to run Java applets on a TOS machine?
AFIK there exists nothing for TOS, how about under linux?

Any ideas greatly appreciated.

--

:=----+Steve.

# 1423. Re: TAF Home Page Moving

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk.spam-me-not>
Message-ID: <01bc086a$e1ae8dc0$80dfe49d@m_clemmetsen_pc.ac.uk>
Source record: 129486

If people are having problems with this, there is one slash too many. The
correct URL is:
http://www.interlog.com/~schrist/taf/

Michael

Stephen Christian <schrist@interlog.com> wrote in article
<5bruct$g1f@gold.interlog.com>...
: Please update your bookmark files and hypertext links for the Toronto
: Atari Federation (TAF) home page to:
:
: http:///www.interlog.com/~schrist/taf/
:
: This change is effective immediately and we appologise for the
inconvience
: it may cause (but when the ISP is being closed down there is little we
: can do about it!).

# 1424. Re: Detachable Keyboards

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Alan Swanson <emdu02@holyrood.ed.ac.uk>
Message-ID: <32E6206A.3C54@holyrood.ed.ac.uk>
Source record: 129487

Since no-one answer my last question about availability of TT or MSTE keyboards in the UK I'll reask it.

Or alternatively, does anyone have a second hand one they don't need?

Thanks.

ALaN.

"One must never be purposelessnessnesslessness"

# 1425. Re: SALUDOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Ramiro Tellez Sanz <rtellez@filabres.ualm.es>
Message-ID: <Pine.A32.3.91.970122134820.32973A-100000@filabres.ualm.es>
Source record: 129488

On 17 Jan 1997, Daniel Rojo wrote:

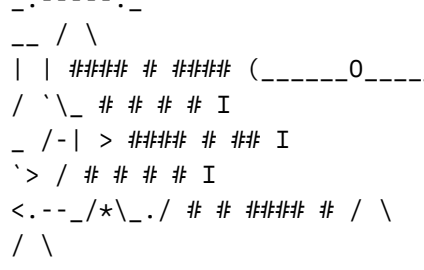
> Rodolfo Carlos Burlando Makthon (inbosa@net.cosapidata.com.pe) wrote:
> : EXISTE ALGUN PERSONAJE QUE SE COMUNIQUE EN CASTELLANO.
>
> Yes! digo... si!, en que te puedo ayudar?
>
> saludos!,
>
> Daniel.
>
>
>
> ---
> Daniel Rojo daniel.rojo@utmb.edu
> University of Texas Medical Branch, Galveston
> ---
>
>

Yo tambien. Soy fanatico Atari desde hace mucho tiempo.

Un saludo a todos los usuarios Atari.

!Larga vida al TOS!
!Long life TOS!

---




Almeria/Atari Life Form

rtellez@ualm.es
Ramiro Tellez Sanz

# 1426. Re: How much the afterburned cost?

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvpvyxyjnw.fsf@emw.ericsson.se>
Source record: 129489

Simon Yardley <si@zetnet.co.uk> writes:

> Maybe Magnus Kollberg is around and can answer these questions ???

Sure, but not about CAF.

One of the problems I heard about was down to the hd driver they used
and not the AB040 (the disapering sound problem) it self. CAF works
just fine if you use the correct 040 driver _and_ harddisk driver.

Zero-X works as well and it's rather fast, even when runned in ST-RAM
(doesn't like Fast-RAM at the moment).

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 1427. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <32e5ffce158e7e7@xs4all.nl>
Source record: 129490

on Tue 21-01-97 23:15 Hallvard Tangeraas wrote:

>Thanks, I'll get a life ;-)
>I hope it isn't one of those unfriendly .TTP things or anything like that.
>I'll check it out.

It is a .TTP thing, but not unfriendly. The program takes very few parameters, and the advantage is, it can handle all MIME messages. You just save a MIME message, header and all, and munpack does all the extracting for you. With mpack you can generate your own MIME messages, ready to be sent off.

If you prefer to operate from a GEM program, get Holger Weets' PackShell and install it as a tool.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

# 1428. Get the Atari ST/TT/Falcon "Ultimate Virus Killer" TOTALLY FREE

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.012297.160402.47@wxs4-15.worldaccess.nl>
Source record: 129491

Hi to all of you!

There is reason for some celebration! Since I started doing the "Ultimate Virus Killer" commercially, in spring 1988, I have personally sold 3000 disks (this is barring the sales through people like Oregon Research, CRL and Douglas Communications, about which I have no statistics). This morning I sent off the 3000th disk, which made me pretty content.
I'd like to celebrate this with all of you, so I am now offering all of you the opportunity to become a registered user of the "Ultimate Virus Killer" *for free*, yes, you read that correctly, at no charge! This means you'll be getting the latest version, 7.0, and you will be eligible to receive updates at a drastically reduced price.
Here's how to go about it (and a few conditions):

1) Send one formatted double density disk and 2 International Reply Coupons (3 International Reply Coupons if you live outside Europe) to "UVK offer", P.O. Box 67, NL-3500 AB, Utrecht. Instead of a disk, you can also add an extra International Reply Coupon.
2) Make sure it arrives at my P.O. Box by January 31st at the latest (!).
3) Only one free copy of "UVK" per address!
4) This offer does *not* count for people who are already registered users through me direct or through Oregon Research. It *does* count for people who have registered at Douglas Communications.
5) This offer does *not* count for people who live in the USA or Canada (contact orres@teleport.com to get your copy at a regular price).
6) If in doubt, or if you have questions, simply email me and ask.

The "Ultimate Virus Killer" is the industry standard virus killer for the Atari range of computers. It works on literally *any* TOS version, any hardware configuration, any multi-tasking system and "GEMulator" (and probably on any other good ST emulator such as Magic PC, Magic Mac and STonx, though this is unconfirmed). It recognises 98 bootsector viruses and 5 link viruses, and can restore the original bootsectors of almost 800 games and megademos. In total it can recognise well over 1800 different commercial and non-commercial bootsectors (viruses, anti-viruses, games, virus free disks, bootsector demos, etc., etc.).

Hope to hear from you soon...

--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer

P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\------------------------------------------------------------/

# 1429. Re: Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <16773@gos.ukc.ac.uk>
Source record: 129492

In article <26853_please@no.spam.mail.here> please@no.spam.mail.here writes:
>FROM: SSweet@mettav.demon.co.uk
> >> Blimey, 5.05, would you send that to System Solutions, Quickly, i'm
> >> still waiting for them to aquire 5.03 8~))
> j> Um, they have: I bought MagiC 5.03 off them at the show in Birmingham
> j> in September :)
>Thats the version 5.03 of MAGICDESK i think your refering to, not magic itsel

Nope, it's definately v5.03 of MagiC - cos I got it from the Brum Atari Show
too!

Neil.

P.S. There are more UK Atari Shows on the last weekend of April, smae places
as the last ones... more details in AC #3 apparently...
--
---
Neil Jones-Rodway UNIVERSITY OF KENT
AT CANTERBURY ####
---

# 1430. Re: Joust

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvohehygio.fsf@emw.ericsson.se>
Source record: 129493

gary@the-gap.demon.co.uk (Gary Priest) writes:

> >I have a copy of Joust I can send you through e-mail if you want. It used
> >to be a commercial release by Atari but now the game's PD. It is very
> >much like the arcade version with even better looking background graphics.
> >This port really gives the one on Williams Greatest Hits a run for it's
> >money, and 'that' is the actual arcade game! :)
>
> Does it run on a Falcon? I'd love a copy of this too if it's PD!
> I used to love this game on my trusty old Dragon32 :)

There is actually a Joust clone (okey it's not exactly the same) for the
Falcon which is supposed tp be very good and have very nice graphics.
It's a french clone and I have tried the demo and it was good.

The main difference was the Joust have a rather small playing area (if I'm
thinking of the right game) while the clone has a _huge_ smooth multi
scrolling playarea with monsters and the lot.

Can't remember the name though.. I think it was reviewed in Atari World
and got a pretty high score (if I remember correctly someone thought the music
was _very_ good).

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 1431. Notator on a TT or Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: dreibel@zap.io.org
Message-ID: <5c54fq$dhi@zap.io.org>
Source record: 129494

To: Mike McGowan <jmmcgowan@worldnet.att.net>
Subject: Notator on a TT or Falcon?
Newsgroups: comp.sys.atari.st

j > I have been using Notator for years on ST machines.I have
j > tried the Logic "upgrade", thank you, but prefer Notator. Can
j > you run Notator on a TT or Falcon. I found a place that has
j > both machines at a good price, but I am not sure about
j > compatability.

Very simple - get the TT. Notator SL does not run on a Falcon. And I've known people who use Notator on a TT and have found it to be excellent.

Too bad you didn't find Logic to your liking - I upgraded and have been quite pleased with the results.

... "D'oh!" "A deer!" "A FEMALE deer!"
___ Mountain Reader II - #00000007

# 1432. Re: Nemesis Benchmarks

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvk9p5yb2r.fsf@emw.ericsson.se>
Source record: 129495

Ivan@recursiv.demon.co.uk (Ivan Eric Dimbleby) writes:

>
> Hej Magnus,

Hej p dig. :-)

> the tests were all carried out with Nemesis set at 24 MHz (ie. the CPU
> and bus @ 24 MHz and the DSP and FPU @ 48 MHz). And yes, the Falcon is
> perfectly stable like this.

That's just great. :-)

Now, if you only could get the CPU to run at 48MHz... Maybe
putting a fan on it would do the trick. :-))))

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 1433. Re: Falcon SCSI Performance Tests...

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Tomas Berndtsson <tobe@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.970122165922.2814R-100000@tiny.lysator.liu.se>
Source record: 129496

On 22 Jan 1997, John Perez wrote:

> Greetings,
>
> I'm currently experiencing a lack of adequate SCSI hard disk
> performance on my Falcon, and was hoping some of you out there could put
> your systems to the test and let me know what your results are. This time
> I'm looking for hard disk model numbers.
>
> Please give it a try, and post your results up here as such:
>
> Brand Model Size Tester Access Transfer
> ---------------------------------------------------------------------------
> (example)
> Seagate ST15230W 4gig RATEHD 9ms 1428k/sec
>
> - If using HOWFAST, please also include your parameters on a second line

Hi, I've found that the speed of the drive very much depends on what
driver you are using for it. I compared ICD Pro 6.5.5 with HDdriver 4.5
using HowFast, and HDdriver was about 100-200K/s faster than using ICD.

Doing a test like this would be nice, but you should include what driver
is used with it as well.

Greetings,

Tomas

--
NoBrain/NoCrew
tobe@lysator.liu.se
http://www.lysator.liu.se/~tobe

## 1434. FTP list coming up: any changes/new sites???

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e639a42b9686@sn.no>
Source record: 129497

It's about that time again....
time for this year's first FTP site list, so as usual I'm looking for new sites/changes or anything else I should include in it.
So if you know about anything like that, then please reply to me as soon as possible. I'll be posting/uploading the list at the very end of the month.

PS. I've been getting questions about where the FTP list can be found after posting these messages. The answer to that is: have a look at the signature below.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1435. Re: Java

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: dougb@dsoe.com
Message-ID: <5c5etv$i34@scipio.cyberstore.ca>
Source record: 129498

>Does anyone know if there exists a way to run Java applets on a TOS machine?
>AFIK there exists nothing for TOS, how about under linux?
>
>Any ideas greatly appreciated.

Java has no TOS support. Linux however has the FULL JDK-Java
Developers Kit available to it. I haven't used Java apps/applets
personally, but hear in the Linux newsgroups that Corel's new Java
Office suite runs slow.

## 1436. Retro fit floppy.

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: ACA126@news.salford.ac.uk
Message-ID: <5c5lcu$7v0_002@salford.ac.uk>
Source record: 129499

I'm trying to fit a 5.25 in drive to drive B on my ST. (for compatibility reasons at university) I've cannabalised an old external drive and cable and fitted an edge connector to it. the ST recognises that a drive B is connected (B on FCopy is clickable) but I cannot use either A or B drives at all. what obvious thing am I doing wrong?

Leon L Robinson
Still running at 8MHz and proud

# 1437. Re: 720 to 1.44 meg floppie

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <5c59kg$f0u@freenet-news.carleton.ca>
Source record: 129500

Dwmoar (dwmoar@aol.com) writes:
> I have installed the Ajax chip and a few support chips and a new 1.44 Teac
> floppie disk drive in my older Mega ST. I am currently running TOS 1.04
> and have no plans on upgradeing to TOS 2.06. What I am looking for is a
> format program that will allow you to change the step rate of the floppie
> drive and format the disk to 1.44. The system can tell when a 720 or a
> 1.44 meg disk has been inserted into the drive. I just need software that
> will allow me to choose the disk format. Any information about this would
> really be helpfull.

You can use the "Floppy Configurator" from Double Click to set
the seek rate, turn your floppy off and on, etc. There are
a lot of great DC utilities out there.

I seem to recall reading that SuperBoot also had the ability to
set the seek rate at bootup.

For formatting your floppies, you can use "Dformat.prg", which
is in the "EXTRAS" folder of "Diamond Back" version 2.x. It's
quite possible that the "Dformat.Prg" is available as "Troutware"
(i.e., on BBS's and such). This will format 3.5" disks with
various DD and HD formats.

Another formatter is called "HCOPY" from Germany. This one will
format 3.5" AND 5.25" floppies with various DD and HD formats.

Hope this helps,

Randy Kwak

# 1438. Re: Atari 1040ST mouse

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32E63573.1818@huey.cadvision.com>
Source record: 129501

Gino Facini wrote:
>
> My Atari Mouse is getting old and is not working properly.
> Does anyone know if it is possible to hook up a microsoft
> compatible mouse to the atari. If so, how?
>
> Thanks,
>
> Gino Facini (gfacini@gov.nb.ca)

You can use a PC serial mouse but you'll need software to drive it. I think you can find the software in the various libraries, certainly it exists on Genie AFAIK and it was written by Cybercube as I recall.

What specifically is your Atari mouse doing? Could be you can repair it or better yet, buy an Atari specific mouse (i.e. Golden Image etc).

Keith

# 1439. Re: OCRjr for Migraph Scanner

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.com>
Message-ID: <32E63697.10D@huey.cadvision.com>
Source record: 129502

Mike Harvey wrote:
>
> > Tom... why not get OCR14b off the 'net? Works actually better than
> > Migraph's software!
> >
> > Keith
>
> Keith, do you have the FTP site that has this version, seen 1.3 posted
> in most of the FTP sites I've checked. Thanks Mike

Yeah MIke.... hensa, umich, cnam.fr and paderborn all have the latest versions which on checking, should be 1.4d not 1.4b as I incorrectly stated!

Keith

# 1440. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32E67191.25E3@cfcsc.dnd.ca>
Source record: 129503

Rich Tietjens wrote:
> In article <32E53AF1.5CA@microware.com>,
> "Thomas A. Sherman" <toms@microware.com> wrote:< some stuff snipped >
> The Falcon030 is in a case similar to the 1040STe, and has (usually) an
> internal IDE hard drive of 65 or 85 megs, a DSP for audio (or any other
> purposes to which a programmer may wish to put it - processing JPEGs is one
> application of which I know), a 16MHz 68030 CPU, and 1, 4, or 14 megs of RAM
> (using Atari RAM boards you can't upgrade it yourself, but several
> third-party boards are available which use SIMMs). The actual RAM installed
> for a 14 msg Falcon is 16 megs, but the top 2 megs are reserved for system
> i/o and such. The Falcon also has a "processor direct" slot which is used
> by some PC emulator cards, and all of the usual STe ports except the DMA
> port - a SCSI-2 port was substituted there, putting the SLM-series laser
> printers out of work.

Don't forget the lack of an external floppy drive port also!

The serial port is interesting in that, depending on
> how it is addressed, it can be limited to 19200 bps like the ST port, or go
> to 230k bps (although it's next to impossible to find a modem that can
> handle that speed). The Falcon also has the LAN port introduced on the MSTe
> and TT.

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 1441. Re: NEWSIE and PPPKIT (english)

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Joyeux Pierre-Yves <Pierre-Yves.Joyeux@wanadoo.fr>
Message-ID: <32E6CEED.1CC3@wanadoo.fr>
Source record: 129504

Thank you, now NEWSIE doesn't ask STIK (it found it), i can send EMAIL but i have a problem to connect host and to check email : my internet domain refuse my user/ password ... i am sure of my password but not of my user, there is no parameter for that.
Do you have an idea ?

Pierre-Yves.

Lodovico Zanier wrote:
>
> >
> >On 14 Jan 1997 08:16:14, Joyeux Pierre-Yves wrote:
> >>do you know how to use NEWSIE with PPPkit ? it seems to be possible
> >>(article of french ST magazine of January 1997) but i can't, NEWSIE
> >>seems to need STIK ...
> >>
> >From your email on Jan 17, you seem to indicate that NEWSie does work
> >with PPPkit (and STik and GlueSTik).
> >
> >
>
> Yes, NEWSie does work with the PPPkit. You need GlueSTiK version
> 0.02B2. GlueSTiK It is avalilable in the author's home page.
>
> Ciao,
>
> Lodovico

## 1442. WTB: ImageCopy software for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: ercorp@aol.com
Message-ID: <19970122184301.NAA14121@ladder01.news.aol.com>
Source record: 129505

Any version. Best is 3.0 or 4.0 or let me know what you have.

Tom

# 1443. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c5ire$mph@ornews.intel.com>
Source record: 129506

In article <5c3bob$h0g@lana.zippo.com>, JEDI wrote:
>NNTP-Posting-Host: bibm6k.idi.oclc.org
>>
>>This bullshit has gone on long enough. Either take it to email, take it
>>SOLELY to the advocacy groups, or drop it.
>
>Perhaps when you get a real newsreader, you should get a pacifier to
>go with it...

I'd reply via email, but you're hiding behind an anonymous address, so all I
can say is "bite me." Get back in my kill list, moron.

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# 1444. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c5iuu$mph@ornews.intel.com>
Source record: 129507

In article <32e5ffce158e7e7@xs4all.nl>,
josdb@xs4all.nl (Jos den Bekker) wrote:
>
>If you prefer to operate from a GEM program, get Holger Weets'
>PackShell and install it as a tool.

Good plan. Where can it be found?

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# 1445. Re: 720 to 1.44 meg floppie

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c5j8s$mph@ornews.intel.com>
Source record: 129508

In article <19970122034801.WAA14442@ladder01.news.aol.com>,
dwmoar@aol.com (Dwmoar) wrote:
>
>I have installed the Ajax chip and a few support chips and a new 1.44 Teac
>floppie disk drive in my older Mega ST. I am currently running TOS 1.04
>and have no plans on upgradeing to TOS 2.06. What I am looking for is a
>format program that will allow you to change the step rate of the floppie
>drive and format the disk to 1.44. The system can tell when a 720 or a
>1.44 meg disk has been inserted into the drive. I just need software that
>will allow me to choose the disk format. Any information about this would
>really be helpfull.

There are lots of step rate modifier programs, but I think SCSIwait might be
a real good choice (can't recall if NoRoach does this or not).

Formatting is easier, if anything. Hcopy.Prg or the HDformat.Cpx come to
mind immediately.

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--------------------ftp://ftp.teleport.com/users/atari---------------------

# 1446. Re: Get the Atari ST/TT/Falcon "Ultimate Virus Killer" TOTALLY FREE

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c5k91$mph@ornews.intel.com>
Source record: 129509

In article <N.012297.160402.47@wxs4-15.worldaccess.nl>,
cronos@worldaccess.nl (Richard Karsmakers) wrote:

> 5) This offer does *not* count for people who live in the USA or Canada
>(contact orres@teleport.com to get your copy at a regular price).

This sounded wonderful until I got to this line. %^< However, it does
answer the question about the email address for Oregon Research.

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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 1447. Re: Falcon SCSI Performance Tests...

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-2201971659430001@47.85.0.99>
Source record: 129510

> 
> Hi, I've found that the speed of the drive very much depends on what
> driver you are using for it. I compared ICD Pro 6.5.5 with HDdriver 4.5
> using HowFast, and HDdriver was about 100-200K/s faster than using ICD.
> 
> Doing a test like this would be nice, but you should include what driver
> is used with it as well.
> 

According to the DOC's for ICD's RATEHD program; it does not use a driver, it is intended as a hardware test. Why not use this program. It may not be the most accurate, but if everybody uses it, the results would be comparable.

Or, is there some problem with RATEHD, as it never features in the lists of SCSI tester programs?

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

## 1448. trouble with floppy drive

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: lwright@silk.net
Message-ID: <5c5mq4$k6g@scipio.cyberstore.ca>
Source record: 129511

I've got a TT. When I write copy something to the floppy it seems to work alright, but when I try to load it again, the file is mangled. If it's a text file, it comes back with about 70% of the file missing, but in all sorts of places. I figgered the floppy was shot, so I replaced the drive, but to no avail. Could it be the drive controller? Next thing to change is the cable, but has anyone else had this problem?

Thanks,

Lawrence.

## 1449. Iomega Bernoulli 150 with Atari Mega STE .....

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: jcarr@mrbit.es
Message-ID: <32e76a3c.4505374@noticias.ibernet.es>
Source record: 129512

Iomega Bernoulli 150 with Atari Mega STE ......

I would like to know if somebody has got this to work ....
(and... how!)
Please mail me

Thx

# 1450. Re: SALUDOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: jcarr@mrbit.es
Message-ID: <32e66a2c.4489273@noticias.ibernet.es>
Source record: 129513

On Fri, 17 Jan 1997 07:17:33 -0500, Rodolfo Carlos Burlando Makthon
<inbosa@net.cosapidata.com.pe> wrote:

>EXISTE ALGUN PERSONAJE QUE SE COMUNIQUE EN CASTELLANO.

Uno mas para la lista..

# 1451. Re: .Mid Files

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Jonathan McHugh <Jon@mchugh1.demon.co.uk>
Message-ID: <c7rvoNAfVn5yEwp8@mchugh1.demon.co.uk>
Source record: 129514

In article <5br9se$m76@charm.magnus.acs.ohio-state.edu>, "Matthew C.
Faehnle" <faehnle.3@osu.edu> writes
>
>Is there a player available to play .mid files without a midi setup? I was
>talking to a friend that said he was able to do so on his pc, so I figured
>this wouldn't be a problem on my Atari. If one is available, where could I
>find it?
>
>
>
>
>Matt Faehnle
>
>
>E-mail address:
>
>
>-------------------------->FreeNet- mfaehnle@freenet.columbus.oh.us
Sorry the ST only has 4 sound channels you need at least 16 to play
MIDI, A program called Cubic Player on My P.C. takes 128 Channels ! and
a 5Mb Instrument Bank to play MIDI. but if theres a MIDI file you
despiratly want to hear I can use my P.C. to convert it to SND, IFF,
SMP, SAM of WAV format which you can use on an ST but these formats can
be any size from 300kb to 20mb depending on the Quality you set it to
and the length of the music.
--
Jonathan McHugh

# 1452. Re: Monitors - NEC 5D

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Jonathan McHugh <Jon@mchugh1.demon.co.uk>
Message-ID: <PLTrkDA8Fn5yEwpP@mchugh1.demon.co.uk>
Source record: 129515

```
In article <26752_please@no.spam.mail.here>, "please@no.spam.mail.here"
<please@no.spam.mail.here> writes
>I've recently been offered an NEC 5D monitor for a very good price and am
>wondering whether to have it.
>
>My question is will this monitor work on the STFM/Falcon in Colour/RGB modes.
>Does anyone know the sync rate this monitor can handle?
>
>NEC's website only mentions their current range of monitors and I couldn't
>find any information on the 5D on the web.
>
>You see the current owner is running an old 486sx25 on it using a VGA card
>and has bought a new PC which includes a 15" SVGA monitor which he is pleased
>with (smaller and takes less room) so is interested in getting rid of the
>bulky 5D ASAP and if it can handle the lower rates I will snap it up to run
>my Falcon/STFM on.
>
>All help appreciated.
>
>Spencer
>
> spencer@mettav.demon.co.uk
>
>--
>
>Send email replies to :Spencer Davies@mettav.demon.co.uk (Spencer Davies)
>
>
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>| The Tavern BBS Gateway 300-31200 V42Bis 44-(0)181-445-6514 24 Hrs |
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Well according to Microsoft Windows 95 on my P.C. the Nec 5D can do
resolutions up to 1280x1024 and vertical refresh rate of 33KHz - 60Khz
and Horisontal refresh rate of 50Hz to 90Hz so I think the answer your
looking for is 50 to 90 Hz, That will run fine on a Atari.
--
Jonathan McHugh
```

# 1453. Re: Get the Atari ST/TT/Falcon "Ultimate Virus Killer" TOTALLY FREE

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: sjsblake@cix.compulink.co.uk
Message-ID: <E4FF46.5Bq@cix.compulink.co.uk>
Source record: 129516

>4) This offer does *not* count for people who are already registered
>users through me direct or through Oregon Research. It *does* count
>for people who have registered at Douglas Communications.

Great offer, and I'll definitely take advantage of it despite having a subscription with Douglas Communications. They still owe me four updates and I haven't received anything since UVK v6.6. Whenever I phone I'm told the latest version is about to be despatched, and yet nothing shows up.

What's the score with Douglas Communications, should I ask for my money back?

Shaun

# 1454. Re: OCRjr for Migraph Scanner- Thanks for source

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Mike Harvey <mike.harvey@worldnet.att.net>
Message-ID: <32E67EA2.4C1F@worldnet.att.net>
Source record: 129517

K. Brooks wrote:
>
> Mike Harvey wrote:
> >
> > > Tom... why not get OCR14b off the 'net? Works actually better than
> > > Migraph's software!
> > >
> > > Keith
> >
> > Keith, do you have the FTP site that has this version, seen 1.3 posted
> > in most of the FTP sites I've checked. Thanks Mike
>
> Yeah MIke.... hensa, umich, cnam.fr and paderborn all have the latest
> versions which on checking, should be 1.4d not 1.4b as I incorrectly
> stated!
>
> Keith

Thanks Mike

# 1455. Anybody know where Rob Magdich is?

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c5up2$di@ornews.intel.com>
Source record: 129518

He's the author of SEE version 1137 - and the package appears to have been updates as recently as 4 Jan 97. There's a listing for an Fnet BBS in the archive:

ACORN BBS
Fnet Node 678
219-744-1396

But there's no listing for Rob Magdich in Fort Wayne, IN at Four11.com or Switchboard.com

I'd like to contact Rob to see if we can collaborate on another version of SEE that will support multiple graphics types and non-Fnet networking. IF you know how to get in touch with him (even if you can simply validate the mailing address in the SEE docs), please contact me.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 1456. Re: Iomega Jaz on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970122152233.22223C-100000@usr08.primenet.com>
Source record: 129519

I have the last version of HDDRIVEr with My JAZ on the falcon.
Everything works, even the passwrd protection. :)
The only problem non solved is the sleep mode. :(
Every 30 min, the jaz will go in a sleep mode.
I DOn't know if I can change that by hardware (jumper) or if the next
release of hddriver could include that. However, it is not that bad
that the JAZ goes into sleep mode, but under MINT/mintnet it is quite
annoying. Anyway, so Hddriver fully support the jaz. It is litterally
plug and play, It took me 5 min to install it and get it to work
perfectly..
:)
Bye

On 21 Jan 1997, Dave B wrote:

> 
>> 
>> Hi,
>> 
>> I was interested in purchasing an Iomega Jaz drive for my Windows
>>box, but I might get an external version if I could also use it with my
>>Falcon. I know the Falcon came with SCSI ports, so I should be able to
>>connect it, but it doesn't look like Iomega has any drivers for Atari. Is
>>there a solution to this problem...i.e. does someone provide 3rd party
>>drivers, or do there exist shareware/freeware drivers, etc?
>> 
>> Also, if this turns out to be doable, will the connection work at
>>full speed (i.e. will I be able to use it to do hard disk digital recording?)
> 
> 
>Hi Robert,
>There should be no problems running the Jazz drives on your Falcon. It
>will be recognised by all the main HD drivers, though I would
>recommend HD Driver V6 to get the best out of it. It may not support
>all features (such as password protection) but should read and write
>at full speed....
>Hope this helps...
>Dave B.
>P.S. email info@toad.net, they should know and supply a drive for
>you...
> 
> 
> 
> 

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 1457. Re: Papyrus 4

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.comREMOVETOREPLY>
Message-ID: <32E672CE.58DB@huey.cadvision.comREMOVETOREPLY>
Source record: 129520

Dave B wrote....
> >All Pap need now is the word count turned on etc the rsc files are in
> >the code.
>
> Too right! Plus object rotation to any degree and greyscale tinting of
> text....
> Cheers
>

It could also use a thesaurus! I'd like to see more import/export
filters because there are just too many darn flavours of RTF out there!

Keith

# 1458. FS: (UK) Falcon, Cubase Score

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: Aardvyrk@cris.com
Message-ID: <5c666r$g3h@chronicle.concentric.net>
Source record: 129521

Hello all. I don't know how many of you get around in alt.steinberg.cubase, the mailing list mirror, but there's a guy by the name of Rich Olpin who is selling his Falcon and Cubase Score. I'm just doing this as a service for the Falcon-hungry. He lives "in a town called Dursley, which is about 15 miles south of Gloucester in England."

And you can get him at richard.olpin@tmc.u-net.com.DONTSPAM.THISGUY.

--
"Rock music is all about moving big | aardvyrk@cris.com
black boxes from one side of town to | It's better to disturb than
the other in the back of your car." | entertain, but if you can do both,
-John Thompson (of Pere Ubu), 1979 | you can work pop radio or TV news.

# 1459. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <1167cd$d223.80@HERMES>
Source record: 129563
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

JEDI wrote:
> 8ms is a lot faster than 150ns no matter what kind of spin you
> try to put on things.

... in much the same way that walking from Los Angeles to Washington DC is faster than flying.

(Hint: 8ms [eight milliseconds] is really _eight_million_ nanoseconds, which is well over 1.3 million times longer than 6ns [six nanoseconds] )

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

## 1460. can I run older TOS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: STigma@not.here
Message-ID: <MPG.d4f8eb9a4cd47098968a@news.redestb.es>
Source record: 129564

El 18 Jan 1997 18:04:02 -0700, Satcom2 (svenhard@primenet.com) dijo:
> I have trouble playing about 30% of games on my STe with TOS 2.06.Is there
> an executable version of an older TOS,like 1.2 or 1.4,that I can run,then
> use a program like DC bootit so that I can "boot up" with this other TOS?
> Or do I *have* to get a switchable TOS to do this?Or am I just going to
> have to buy an old 1040 from someone for games?-Satcom2

I doubt it will work with games. I have a cople of old TOS (maybe 1.2 and
1.4) in disk.

Before anyone complains, they were given to me by an Atari technician to
resolve some problems I had with a big screen monitor and spanish TOS.

--

# 1461. Trade: Quicktake Camera for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: ercorp@aol.com
Message-ID: <19970122021401.VAA09806@ladder01.news.aol.com>
Source record: 129565

I wish to trade a Apple Quicktake 150 camera setup (like new) for a used Atari Falcon. Or of course a sale of the Quicktake is OK also.

Tom

# 1462. ST Software FS

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn5eaar8.36g.mlake@melake.erols.com>
Source record: 129566

```
Atari ST Software for sale (all come with docs unless otherwise noted):

The Gold of the Aztecs $5
Oids $5

All the rest are 2 for $5 or 1 for $3:
Kings Quest II
Vampire's Empire
Black Lamp
Targhan
Anarchy
Lost Dutchman Mine
Terrapods
Ball
Warlock
Defender of the Crown (no docs)
C.O.L.R. Object Editor (docs on disk)

Please add $1 per order to help cover shipping.

--
Marshall Lake - TEAM Software - mlake@melake.erols.com
http://melake.erols.com http://melake.erols.com/~team
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy
```

# 1463. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: asmolar@localhost.fast.net
Message-ID: <5c3u1d$cm0@news1.fast.net>
Source record: 129567

On Tue, 21 Jan 97 20:02:05 GMT, Rich Tietjens <atari@teleport.com.REMOVE.TO.REPLY> wrote:

>The STe is almost identical to the STfm in appearance, but uses SIMMs for
>RAM, and has DMA setero sound and an enhanced color palette (4096 colors vs.
>the old 512 colors). It was delivered with TOS 1.60 and 1.62, and 2.05 or
>2.06 can be easily installed in most STes (although not all have large
>enough sockets and will require new ROM sockets for a ROM upgrade). TOS
>versions from 1.6 on support only 512k, 1 meg, 2 meg, and 4 meg
>configurations (in the ST and STe). The 2.5 meg configuration was dropped,
>although some pathces exist that are supposed to fix this.

You forgot to mention that the 520STe and the 1040STe also have Blitter chips.
Also STe's, Mega STe's, and Falcons (and maybe TTs) have Jaguar compatible
Joystick ports.

# 1464. Falcon SCSI Performance Tests...

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5c3ri7$3ri@news.Hawaii.Edu>
Source record: 129568

Greetings,

I'm currently experiencing a lack of adequate SCSI hard disk performance on my Falcon, and was hoping some of you out there could put your systems to the test and let me know what your results are. This time I'm looking for hard disk model numbers.

Please give it a try, and post your results up here as such:

Brand Model Size Tester Access Transfer
---
(example)
Seagate ST15230W 4gig RATEHD 9ms 1428k/sec

- If using HOWFAST, please also include your parameters on a second line

Thanks much!

---
Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing
---

## 1465. 720 to 1.44 meg floppie

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970122034801.WAA14442@ladder01.news.aol.com>
Source record: 129569

I have installed the Ajax chip and a few support chips and a new 1.44 Teac floppie disk drive in my older Mega ST. I am currently running TOS 1.04 and have no plans on upgradeing to TOS 2.06. What I am looking for is a format program that will allow you to change the step rate of the floppie drive and format the disk to 1.44. The system can tell when a 720 or a 1.44 meg disk has been inserted into the drive. I just need software that will allow me to choose the disk format. Any information about this would really be helpfull.

dwmoar@aol.com

# 1466. Re: fdi / dat backup progam

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: none-set <76031.1247@CompuServe.COM>
Message-ID: <5c43kg$q6s$1@mhafc.production.compuserve.com>
Source record: 129570

I don't know where you can find the DATA DAT program. I know SoundPool sells one but even they recommend the Program from BlowUP called PSI Backup which will backup ALL data.

Rich

# 1467. ST's....crave that 16-bit!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-22 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970122050300.AAA17505@ladder01.news.aol.com>
Source record: 129571

Hello,

Even though I have a Macintosh PowerBook 5300cs now, I also have several 8-bit Atari's. Even as rugged the 8-bit is and how powerful the Mac is, I want an ST!!

Anyways, does anyone out there have a 1040ST or a Mega ST that they are willing to sell me? Hopefully they would have a color monitor and some bundled software.

If so, give me a buzz at: AntBBaker@AOL.com

Atari shall live forever even though the company is gone.

# 1468. Re: ZIP drive and Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Eddy Morfan <morfan@etu.info.unicaen.fr>
Message-ID: <32E7A47C.6CF4@etu.info.unicaen.fr>
Source record: 129322

Nicholas Steele wrote:
>
> I just purchased an Iomega Zip and the outrageously expensive cable but
> the Falcon will not recognize it upon boot-up. It says that device 0 is
> not responding, which I understand because the Zip can only be set for
> device 5 or 6. HDX.prg correctly locates it as device 5. I'm using AHDI
> and I really don't feel like spending more on driver software if I don't
> have to. Do I have to or is there some way to get AHDI to see device 5 on
> boot-up. Any help would be greatly appreciated. Thanks.
>
> Nicholas Steele
> --
>
AHDI 6.x can recognize devices with any ID number, but you
nedd a patched version of these it is available in some AHDI pack in
the directory 'MUNGED'. Just look at your AHDI disk.
If you don't find it look on ftp or send me an E-mail.
--
+--------------------------------------------------------------------+
| Eddy MORFAN ( Email : morfan@etu.info.unicaen.fr ) |
+--------------------------------------------------------------------+
| Atari STf 2.5Mo |
| Atari Falcon 030/14Mo/340Mo |
+--------------------------------------------------------------------+

# 1469. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32E73D83.167EB0E7@doc.ic.ac.uk>
Source record: 129372

Unfortunately, some ST owners *may* have more problems than others. The real-time clocks in the Mega ST range only keep two digits of the year. I suspect that this is true for some other machines in the range as well, and I don't know exactly how carefully TOS is written in this respect (I suspect that it will break).

As for the statement that the ST's clock stores four digits, this is total rubbish. It isn't stored this way at all; firstly, there's the GEMDOS clock, which is the one that most people use. This, like the XBIOS clock (actually the same thing, I suspect), stores years relative to 1980 in a bitfield. I think they have 5 or 6 bits to play with, giving a range of 63 or 127 years (if we're lucky).

There is also the keyboard controller's clock, which I can't remember the details of offhand, and the real-time clock in systems that support it. The RTC is different in the Mega STE and TT (and Falcon) to the older one in the Mega ST, but I believe that they store the year as a two digit BCD number (the digits being available separately from memory).

So we may have a problem.

--------------------------------------------------------------
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

## 1470. Re: how do i read atari 'twisted' disks on a mac?

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32E7404D.446B9B3D@doc.ic.ac.uk>
Source record: 129373

> >is there an app that runs on a mac that will alow me to
> >retrieve the data from an atari disk that has been
> >formated whith the atari 'twisted' format?
> >--
> >--
> Very unlikely..

Not at all.

> Your best bet is to format a PC disk on the mac, copy the Atari files
> to it and re-read on the mac.

No. The PC should read them. If it doesn't, then you should get a
decent BIOS that actually uses the disk controller correctly; the
controller will be quite happy to read the sectors off the disk in
an interleaved ("twisted") format; just because it sounds wierd
doesn't mean that the PCs don't like it. I have used many "twisted"
or otherwise fast formatted disks in PCs, some of which produced
astounded gasps from the owners of said machines when they read/
wrote at about four times normal speed.

--------------------------------------------------------------
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

# 1471. Re: CAB is killing me!! Please HELP!

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Mark Gardiner <100550.3170@compuserve.com>
Message-ID: <854017592.25508.1@mrktng.demon.co.uk>
Source record: 129374

Yeah!

Get the latest ovl and also HSModem 7...

# 1472. I am looking for a TOS 3.06

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: acounis@lpnp16.in2p3.fr
Message-ID: <5c7l1i$5i8@ccpnws.in2p3.fr>
Source record: 129375
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,
I am looking for a dump of a TOS 3.06 (canadian-french or english) to test
it on my PAK3 card.
If anyone can help me, that would be great.

PS: please don't tell me it is illegal because of copyright stuff, I just want
to test it!

--
+---------------------------------------------------------------+
| ACOUNIS St�phane Laboratoire de Physique Nucl�aire et des |
| Hautes Energies - Universit� PARIS 6 |
| T�l: 01-44-27-43-62 Fax: 01-44-27-46-38 |
+---------------------------------------------------------------+

# 1473. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: !ynoT
Message-ID: <32e734fa.635776@news.airtime.co.uk>
Source record: 129376

On Thu, 23 Jan 1997 01:36:11 +0000,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>> There was a very popular one in its day called Michtron BBS, by a company
>> of the same name. It's pretty complete, including a small scripting
>> language.

>MichTron is also way out of date - it only supports 2400 and below

Thats 9600 Frank...still too slow IMHO but? :)

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 1474. Atari Safari '97

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: jhauser@wt.net
Message-ID: <32e741ba.26687187@news.swbell.net>
Source record: 129377

HACE invites all Atari users to the seventh annual Houston Atari Safari.
Safari '97 is primarily a sales show, with plenty of old and new software
and hardware for the ST/TT/Falcon computers, Atari 8-bit computers and
Atari Lynx and Jaguar game systems. Major Atari vendors who will be at the
show include:

BRASOFT - Derek Mihoka with Gemulator 96, PC Xformer
ChroMagic - ST/Falcon hardware interfaces, ST MIDI tutorial software, ST game software & ST utilities
Crawly Crypt - ST shareware & PD CD Rom disks, CD drives
4Play - Battlesphere Jaguar game
ICD Inc - ST SCSI host adapters, PC Snap Dragon digitizer
It's All Relative - PhotoCD viewers, Genealogy software, CD's
Systems For Tomorrow - lots of commercial software, TT monitors
TOAD Computers - Jennifer is bringing lots of commercial software
Trace Technologies - FlexMenu/FastPath, Squish II, other ST utils

Safari '97 will also have a used hardware/software area composed of Atari
user and "ex-user" individuals.

Safari 97 will be held at the Four Points Hotel, 7611 Katy Freeway in
Houston Texas. One day only, Saturday - February 22nd, 1997 - 10 am to 5
pm. Admission to the show is $5 (only 1 dollar for kids 12 and under).
Vendor tables are available for $20 per table.

---

Table Reservation Form for the Atari Safari '97
Fill in this form and return to the following address so that it will be
received in Houston no later than 15 February 1997:
HACE ~ PO Box 820335 ~ Houston TX 77282-0335

NAME: _____
COMPANY: _____
ADDRESS: _____
CITY, ST, ZIP: _____
Do you represent a Dealer or Company? .. Yes No
Number of tables Required? ..... Yes No
Do you need an electrical outlet? ..... Yes No
Will you have any special requirements? (describe) _____

---
---
$20.00 X ____ (number of tables requested) = _______ Amt due HACE
Make checks payable to HACE.
THANK YOU FOR YOUR PARTICIPATION!

HACE BBS 713-458-9923

# 1475. Re: "Current Notes" ST mag

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32E751EA.7030@cyberstrider.org>
Source record: 129378

Steve Hammond wrote:
> Is "Current Notes" still being published? I haven't seen a new
> issue in several months, and their web site is down..

Yes it is still being published.. although the last issue was a bit
late, and many of us received it only a couple of weeks ago.

They have moved ISP, but I do not have the actual CN web site URL. You
can find the TAF pages (affiliated in a sense to CN) via

http://www.interlog.com/~schrist/

Oh, CN have also moved to Interlog...

--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk

# 1476. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32E752B4.3E2D@cyberstrider.org>
Source record: 129379

Hallvard Tangeraas wrote:
> You can download Esscode from:
> ftp://ftp.sn.no/user/hallvart/atari/esscod64.zip (77 Kbytes).

The latest update (doc update only) will be available from my web pages under the CyberSTrider shareware support scheme section very soon. The change in the docs to inform everyone of the new address for Michel Forget (the author) and also the drop in price of registering the product to
$10 CDN, $8 US, and 5UKP

--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk

# 1477. Re: .Mid Files

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvg1zsy5bd.fsf@emw.ericsson.se>
Source record: 129380

faehnle.3@osu.edu (Matthew C. Faehnle) writes:

>
>
> >Sorry the ST only has 4 sound channels you need at least 16 to play
> >MIDI, A program called Cubic Player on My P.C. takes 128 Channels ! and
> >a 5Mb Instrument Bank to play MIDI. but if theres a MIDI file you
> >despiratly want to hear I can use my P.C. to convert it to SND, IFF,
> >SMP, SAM of WAV format which you can use on an ST but these formats can
> >be any size from 300kb to 20mb depending on the Quality you set it to
> >and the length of the music.
> >--
> >Jonathan McHugh
> >.
> Do you know if there is a program that exists on the Atari that can at least
> convert these files to a playable format as you suggest? -without listening
> to then of course.

I think it's a pitty that no one has written a program like this for the
Falcon ages ago. There are several good trackers supporting up to 32 channels
of sound. Why not base midi player on one of those and make a complete music
station? If I could, I would have done it a long time ago.

I still have the hope that one day someone will write such aplication for
the Falcon.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 1478. **** I N F O N E E D E D ****

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Richard Wegner <richardw@dmapub.dma.org>
Message-ID: <Pine.SV4.3.91.970123071354.2523B-100000@dmapub.dma.org>
Source record: 129381

Here is the situation:

I run PUBLISHER ST and I have an Atari SLM804 Lazer Printer. I have no problems with the program except when it comes to printing the file. I set it up for a PostScript 300 dpi printer. I go do a print, and I select Print to Disk (since that is what they recommend). I then exit after this is done, but then I goto the program USCRIPT to print it off. It can't find the file and when it does, the printer doesn't recongize the fonts. Is there an easier way to print to the printer? I have no problem with doing a screen dump to the printer (I have a program that sets that up in my AUTO folder) and also text files in a .TTP file that does that. ANYONE KNOW WHAT TO DO?

---
Richard Wegner - Dayton Microcomputer Association - richardw@dma.org
http://members.aol.com/PenneyGuy/richard1.html

"Time is an illusion...lunch time doubly so" - Ford Prefect
---

# 1479. ST to PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Theodore Georgopoulos <stud0772@di.uoa.gr>
Message-ID: <32E7740A.61E@di.uoa.gr>
Source record: 129382

Hi,

I want to access my PC's hard and CD-ROM drives from my Mega 4.I 've
heard of
Ghostlink,but it uses the serial interface,so it should be rather
slow...
Any hints?

Theodore Georgopoulos
stud0772@di.uoa.gr

# 1480. Re: Maggie and other

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32E773B2.3820@cyberstrider.org>
Source record: 129383

Rosario Pignatelli wrote:
> I've read from Atari Computing's P.D. and Shareware pages
> about the following interesting titles:
> - Appline 2.1E;
> - Start me up 1.10e;You can get these two from my web page (URL in the sig below), or direct
URL is

http://www.cyberstrider.org/computing/files/atari/shareware_support/

--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk

# 1481. Re: /32 Systems ?

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5c7qlh$hh5@m1.cs.man.ac.uk>
Source record: 129384

In article <853774776_OASIS_@ping.be>, dipching@ping.be (Vandeweghe Jo) writes:
>Does anyone know if 16/32 Systems in England are out of business or not ?

AFAIK they are still in business. They were at the recent shows...

>Do they have an e-mail address ?

nharlow@cix.compulink.co.uk I think.

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
---------------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
---------------------------------------------------------------------

# 1482. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5c7vuh$jfo@m1.cs.man.ac.uk>
Source record: 129385

In article <5c3i08$e7t@ornews.intel.com>, atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) writes:

[stuff about TT030 deleted]

>(640x480x16, or "standard VGA"). This is the fastest computer Atari ever
>produced,

Hmm, but what about the ATW800? The basic model (one processor) is probably more powerful than a TT and a fully loaded one will definitely knock the serial ports off it...

>and several were purchased by NASA

Yeah?!? Where did you hear about that?

> for use in designing the Space
>Shuttle

What do you mean by this? The Space Shuttle has been around for years longer than the TT and as I recall (from an official company annual report) the shuttle was designed by Rockwell International. Do you mean TTs were used to design some kind of subsystem or what? Perhaps they had them in the shuttle so the astronauts could spend their free time writing music, raytracing or DTPing ;-)

>and used in Denver, CO until recently (how many of you guys knew
>that?).

I certainly didn't! Please tell us more!

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S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
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lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
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# 1483. Re: Need help with Dungeon Master 2!!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5c7q76$hct@m1.cs.man.ac.uk>
Source record: 129386

In article <5c3i9r$e7t@ornews.intel.com>, atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) writes:
>In article <5c3f2g$cco@lyra.csx.cam.ac.uk>,
> Adrian Bridgett <apb25@apb25.emma.cam.ac.uk> wrote:
>>
>>Dungeon Master 2 is only available on PCs.
>
>Is this different from Dungeon Master 2: Chaos Strikes Back? I have that -
>for my ST.

CSB was not Dungeon Master 2 - it was basically a set of new levels for the original game. Dungeon Master 2 is only available for the PC, and features (supposedly) much improved artificial inteligence for the baddies, but appart from that, is not really a huge improvement over the original game. This is a shame, because they could have done a lot with it using newer 3D graphics techniques...

Anthony
--
------------------------------------+----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
---

# 1484. Re: Joust

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5c7ue0$it7@m1.cs.man.ac.uk>
Source record: 129387

In article <19970119233844.8344.qmail@mail.ptd.net>, Mr.Maddog@mail.ptd.net writes:
>> From: "Pharao" <Pharao@Bigfoot.com>
>>
>>
>>Hi!
>>
>>I'm looking for "Joust"... it's quite an old game, but
>>it used to be one of my favorites...
>
>I have a copy of Joust I can send you through e-mail if you want. It used
>to be a commercial release by Atari but now the game's PD.

Erm, are you absolutely sure about this? I remember that Atari threw a wobbly
when numerous sources (e.g. PD libraries) were assuming that programs such as
NeoChrome and Joust were PD, when in fact they were not, and it did clamp down
and banned a whole list of programs from free distribution. So when did Joust
attain PD status?

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S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
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lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
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# 1485. Re: /32 Systems ?

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5c80jh$jod@m1.cs.man.ac.uk>
Source record: 129388

In article <853774776_OASIS_@ping.be>, dipching@ping.be (Vandeweghe Jo) writes:
>Does anyone know if 16/32 Systems in England are out of business or not ?
>Do they have an e-mail address ?

They advertised in Atari Computing 2 and I was interested in buying something but had no reply to an email I sent. Perhaps he just missed my message or accidentally deleted it. However, I'm on 16/32's mailing list and haven't had anything for a while. You could give them a try though:

nharlow@cix.compulink.co.uk

It hope they're not out of business - they had a very good range of software.

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S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
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lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
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# 1486. Re: For Sale-Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Daniel Fangmann <dfangmann@msn.com>
Message-ID: <01bc093e$865b8b60$69072399@default>
Source record: 129389

Following for-sale:

1040STF 1meg/720k floppy, good clean, working condition...$65.
(mouse not included)

SC1224 Color Monitors-for Atari Computers- 'refurbished'-original
box&docs, like new...$65.

'Used' SC1224's, good clean, working condition...$50.

PCM124 Atari PC monitor - new-in the box- 9 pin connector...$65.

AlberTT Video Card for MEGA STE or TT - 1024x768, 16 colors fron a
palette of 4096, driver software and install instructions
included...$125. (video cable included-9pin to 15 pin)

Jaguar & CD Player, like new, original boxes/doc's, includes CD
'pack-in' software titles PLUS Raiden Cartridge, Highlander CD &
BrainDead 13 CD...$175.

Aerochopper R/C Flight simulator, airplane and helicopter simulator,
includes 4 channel R/C Futaba transmitter contoller, software,
original box, plugs into the 'cartridge slot' on an ST computer, like
new...$125.

Buyer Payes shipping. Payment made by check/money-order or COD.
Will ship to US & Canada only!
Atari Computers are A-1!!!

Dan Fangmann send e-mail to: dfangmann@msn.com

Do not send me e-mail to my old delphi.com address.-DF

# 1487. Mega STE and SLM Toner for sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Reg Loeppky <a50146w8@awnet.com>
Message-ID: <32E78767.6D65@awnet.com>
Source record: 129390

I have a friend who wants to sell his Mega STE 4 meg 170 mg Hard drive
He is asking $550.00 Cdn but will take offers. He also has 1 SLM 605
toner cartridge that he is asking $30 for. If you are interested in
either of these please email me at reg@awnet.com.

# 1488. Need good mpeg viewer for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Message-ID: <32E78A97.41C67EA6@ena-east.ericsson.se>
Source record: 129391

Where can I find a good mpeg viewer for the Falcon?
Is there one out there that uses the 56K DSP for the
video?

Thanks,

Brian

# 1489. FS: Atari ST programming books

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: chadd@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <5c6j7k$lqr@news.jhu.edu>
Source record: 129392

Hi, I have the following computer-related books for sale. There are
several Atari ST programming books at the top of the list, as well
as many non-Atari books in case anyone is interested. Feel free to
make an offer on any or all of them. If you have any questions,
just let me know.
(Note: You may have trouble using the reply command to e-mail me, so
be sure that the reply to address you use is chadd@tquark.pha.jhu.edu.)
Thanks for taking a look!

Atari ST related:
-----------------
Title: Atari ST: Graphics & Sound
Author(s): Data Becker/Abacus Software (Walkowiak)
ISBN: 0-916439-49-6

Title: Atari ST: Internals (with supplementary 3.5" disk)
Author(s): Data Becker/Abacus Software (Bruckmann, English, Gerits)
ISBN: 0-916439-46-1

Title: Atari ST: Tricks & Tips
Author(s): Data Becker/Abacus Software (Bruckmann, English, Gerits, Walkowiak)
ISBN: 0-916439-47-X

Title: Compute!'s ST Programmer's Guide
Author(s): Compute! Books
ISBN: 0-87455-023-8

Title: The Elementary Atari ST
Author(s): Compute! Books/Sanders, William B.
ISBN: 0-87455-024-6

Title: Programmer's Guide to GEM
Author(s): Balma, Phillip and William Fitler
ISBN: 0-89588-297-3

Title: ST BASIC Sourcebook
Author(s): Atari
ID#: CO26166 Rev. A

Title: Understanding Atari ST Basic Programming
Author(s): Knight, Tim
ISBN: 0-89588-344-9

Not Atari ST related:
---------------------
Title: Amiga Assembly Language Programming
Author(s): Commander, Jake

ISBN: 0-8306-2711-1

Title: Apple Pascal - A Programming Guide
Author(s): Tucker Jr., Allen B.
ISBN: 0-03-059547-9

Title: Basics of Digital Computers
Author(s): Murphy, John S.
ISBN: 0-8104-0739-6

Title: Computer Graphics: 118 Computer Generated Designs
Author(s): Prueitt, Melvin L.
ISBN: 0-486-23178-X

Title: The DIF File - For Users of VisiCalc & Other Software
Author(s): Beil, Donald H.
ISBN: 0-8359-1305-8

Title: Digital Concepts
Author(s): Tektronix, Inc./Bell, Leonard W.

Title: Discover FORTH - Learning and Programming the FORTH Language
Author(s): Hogan, Thom
ISBN: 0-931988-79-9

Title: DOS 5 - Techniques and Utilities (with 2 5.25" diskettes)
Author(s): Prosise, Jeff/PC Magazine
ISBN: 1-56276-007-6

Title: Elements of BASIC-PLUS Programming
Author(s): Price, Wilson T.
ISBN: 0-03-060148-7

Title: IBM Graphics - From The Ground Up
Author(s): Simon, David E.
ISBN: 0-8104-6375-X

Title: IBM PC Assembly Language - A Guide for Programmers
Author(s): Scanlon, Leo J.
ISBN: 0-89303-241-7

Title: The IBM PC-DOS Handbook
Author(s): King, Richard Allen
ISBN: 0-89588-103-9

Title: Inside the IBM PC - Access to Advanced Features & Programming (2)
Author(s): Norton, Peter
ISBN: 0-89303-556-4

Title: LISP - Second Edition
Author(s): Winston, Patrick Henry & Berthold Klaus Paul Horn
ISBN: 0-201-08372-8

Title: MS-DOS and PC-DOS User's Guide
Author(s): Norton, Peter

ISBN: 0-89303-645-5

Title: Paradox For Windows 1.0 Manuals: User's Guide, Getting Started, Quick Reference, Learning ObjectPAL, ObjectPAL Reference, and ObjectPAL Developer's Guide
Author(s): Borland International

Title: The PC Configuration Handbook - A Complete Guide to Assembling, Enhancing, and Maintaining Your PC
Author(s): Woram, John
ISBN: 0-553-34489-7

Title: PC DOS: Using the IBM PC Operating System
Author(s): Ashley, Ruth and Judi N. Fernandez
ISBN: 0-471-89718-3

Title: PC DOS User's Guide
Author(s): DeVoney, Chris/Que Corporation
ISBN: 0-88022-040-6

Title: The Penguin Dictionary of Microprocessors
Author(s): Chandor, Anthony
ISBN: 0-14051-100-8

Title: Smart - Tips, Tricks, and Traps
Author(s): Schwartz, Andrew N./Que Corporation
ISBN: 0-88022-290-5

Title: UCSD Pascal: A Beginner's Guide to Programming Microcomputers
Author(s): Hume, J.N.P. and R.C. Holt
ISBN: 0-8359-7913-X

Title: Upgrading to MS-DOS 5
Author(s): Underdahl, Brian/Que Corporation
ISBN: 0-88022-673-0

Title: Using the IBM Personal Computer: VisiCalc
Author(s): Crowley, Robert
ISBN: 0-03-062634-X

Title: Using Smart
Author(s): Schwartz, Andrew N./Que Corporation
ISBN: 0-88022-229-8

Title: Videotext - The Coming Revolution in Home/Office Information Retrieval
Author(s): Sigel, Efrem
ISBN: 0-517-543869

Title: Your IBM Personal Computer: Use, Applications, and Basic
Author(s): Cortesi, David E.
ISBN: 0-03-063671

Title: Z BASIC - Interactive BASIC Compiler
Author(s): Zedcor, Inc.

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chadd@tquark.pha.jhu.edu Grad Student/Department of Physics
http://jhup.pha.jhu.edu/~chadd/chadd.html Johns Hopkins University

# 1490. Re: Falcon SCSI Performance Tests...

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-2301971751510001@47.85.0.99>
Source record: 129393

In article <32E6EEC3.3B59@owens.ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> wrote:

> Gerry O'Rourke wrote:
> >
> > >
> > > Hi, I've found that the speed of the drive very much depends on what
> > > driver you are using for it. I compared ICD Pro 6.5.5 with HDdriver 4.5
> > > using HowFast, and HDdriver was about 100-200K/s faster than using ICD.
> > >
> > > Doing a test like this would be nice, but you should include what driver
> > > is used with it as well.
> > >
> >
> > According to the DOC's for ICD's RATEHD program; it does not use a driver,
> > it is intended as a hardware test. Why not use this program. It may not be
> > the most accurate, but if everybody uses it, the results would be
> > comparable.
> >
> > Or, is there some problem with RATEHD, as it never features in the lists
> > of SCSI tester programs?
>
> I found that with HD Driver or HUSHI installed RATEHD will skip
> some or all of the drives I have connected at times. Not always,
> but most of the time. This was on a MegaST and Falcon.

Strange !!

RATEHD will skip drive #6, because that's where ICD have a clock on some
of their host adapter boards.

I find it skips a drive when there are cabling problems, like an intermittent or
poor connection on one of the 50 pin IDC headers connecting to the drive.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

## 1491. How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <abf_9701231301@conchbbs.com>
Source record: 129394

```
d > I would take the file, in its entirety, and re-name it
d > filename.uue.

Did you just luck into that, or did it come to you in a vision?

BTW, it's amazing to me that someone could write a hypertext help
file then not put any (well, hardly any) useful information in it.
Apply filter? Batch? About the only thing of use is the
description of the Options menu item.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

# 1492. Re: Retro fit floppy.

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <5c7s88$lkd@freenet-news.carleton.ca>
Source record: 129395

L.L.Robinson (ACA126@news.salford.ac.uk) writes:
> I'm trying to fit a 5.25 in drive to drive B on my ST. (for
> compatibility reasons at university) I've cannabalised an old external
> drive and cable and fitted an edge connector to it. the ST recognises
> that a drive B is connected (B on FCopy is clickable) but I cannot use
> either A or B drives at all. what obvious thing am I doing wrong?

If both drives are "on" as soon as you turn on your ST (i.e., both
floppy lights are on), you have to get your lines and jumpers right.

If both drives are "off" and are scanned like usual during bootup,
it sounds like you may have a terminating resistor on your B drive.
Depending on the make, this may be a large (usually blue) chip that
has to be pried out of the socket OR a jumpered point labelled T1 or T.

Hope this helps,

Randy Kwak

## 1493. Re: Java

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc095c$56edd680$a1f7aecc@127.0.0.1>
Source record: 129396
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st.programming

> 1. Get the Java JDK sources from Sun (no fee for non-commercial use)
> 2. Apply the Linux patches to them and compile them
> 3. Make additional processor-related patches (a few lines of Java source
> code are written in assembler language)
> 4. Get your hand on the Motif sources (unlikely). You need Motif for the
> Java AWT.

Not for point #4. I have linux Slackware96 installed and it no longer contains or requires anything from Motif. It uses a Motif-alike that is sanctioned by the Free Software Foundation so Java is now able to run with a simple patch. Actually when I installed Linux Java was pre-installed when I installed the "N" disk set i believe!

Will

## 1494. PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: caesar@nwlink.com
Message-ID: <5c85gj$mbb$1@texas.nwlink.com>
Source record: 129397

After about a year of hesitation, I took the plunge and downloaded PPPkit this morning. So far, it's been easier to install than I expected (phew). I do have a couple of questions, though.

First, in the document that comes with the software, I find the following sentences:

"Open a window on U:\BIN\. Install the application
SH.TTP and give it 'SCR' as document type. Change the
path of this window to U:\CAB\. Open a new window on
U:\ETC\SCR\."

Well, I opened the window and installed the application. But this whole window path changing thing has got me just a bit confused. Can someone who is familiar with the kit elaborate a bit for me?

Second----well, I'll get to second later, after I figure out first.

May your mighty Atari brains rescue me again!

Joel!
Seattle, Washington, USA

# 1495. Re: Seagate SCSI HD

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970123145618.27203C-100000@moose.erie.net>
Source record: 129398

On Mon, 20 Jan 1997, Rich Tietjens wrote:

> In article <32E30367.6954@worldnet.att.net>,
> Mike Harvey <mike.harvey@worldnet.att.net> wrote:
> >
> >I found a source for a Seagate ST1480N 400+ meg SCSI 3.5 inch HD.
> >
> >Does anyone know if these will work, the Seagate webpage shows that
> >it has a jumper for partiy, but I believe some of these on not to
> >disable partity, but just for the HD not to check it upon booting.

I've been using an ST1480N in my Mega STE for the past two years
with no problems.

# 1496. Re: Newsie & Demon

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <854050392_OASIS_@flinny.demon.co.uk>
Source record: 129399

In article <5c0v12$rrm@usenet.bham.ac.uk>
awood@f030.demon.co.uk said:-

>In reply to R.T.s suggestion to check the default files for the newsgroups,
>it was the first thing that I did!
>
>I have even set up a separate folder to hold default files so that when
>the one in the working folder gets destroyed, I always have a back-up.
>
>Unfortunately as it now stands, every time I connect to Demon's new news
>server it always gets ruined.

Fixed in the lastest beta you will be pleased to know :)

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

# 1497. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5c8fi0$h7k@ornews.intel.com>
Source record: 129400

In article <5c7vuh$jfo@m1.cs.man.ac.uk>, lais@cs.man.ac.uk (S94) wrote:
>
>In article <5c3i08$e7t@ornews.intel.com>,
atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) writes:
>
>[stuff about TT030 deleted]
>
>>(640x480x16, or "standard VGA"). This is the fastest computer Atari ever
>>produced,
>
>Hmm, but what about the ATW800?

Sorry, should read "...fastest TOS-based computer..."
>
>>and several were purchased by NASA
>
>Yeah?!? Where did you hear about that?

From a friend who worked there.

>> for use in designing the Space Shuttle

Aggggh! Typo (as in "did I really type "Shuttle?"") - should be "station" -
and we all know what Congress did to that concept. %^<

>..the shuttle was designed by Rockwell International.

Correct.

>Do you mean TTs were used to design some kind of subsystem or what?

Not certain precisely what was being designed, but I do know they were using
the TT-high-rez mode on 19-inch monitors for CAD work of some kind.

>Perhaps they had them in the shuttle so the astronauts could
>spend their free time writing music, raytracing or DTPing ;-)

Hmmmm, probably not. Many of the Shuttle's computer systems were originally
based on the Apple-II, but I think most of them have been replaced with
Intel-based systems (probably 8086's knowing how "advanced" any government
project is likely to be).

>>and used in Denver, CO until recently (how many of you guys knew
>>that?).
>
>I certainly didn't! Please tell us more!

Well, I just did. Wish I had more info, but what I have is from memory, adn
that's rather spotty these days.

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# 1498. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5c8f3g$h7k@ornews.intel.com>
Source record: 129401

In article <32E73D83.167EB0E7@doc.ic.ac.uk>,
"Alastair J. Houghton" <ajh8@doc.ic.ac.uk> wrote:
>The RTC is different in the Mega STE and TT (and Falcon)
>to the older one in the Mega ST, but
>I believe that they store the year as a two digit BCD number
>(the digits being available separately from memory).

No problem. I have the MSTe and TT030 at home, and can call my sons and get
either one of them to run the specific checks on their old-model Mega; but
there definitely is no problem with the TT030 for the next 40 years or so.
If I get to be more than 86 years old, I may start worrying about it then.
<G>

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# 1499. Re: .Mid Files

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5c8emb$h7k@ornews.intel.com>
Source record: 129402

In article <yvviv4oyc38.fsf@emw.ericsson.se>,
Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
>atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) writes:
>
>> >Is there a player available to play .mid files without a midi setup?
>>
>> Try MIDI Music Maker at
>> ftp://ftp.doc.ic.ac.uk/Mirrors/atari.archive.umich.edu/Music/mmm226.lzh
>
>What is this? Does it have internal sounds as well, or does it only
>play midi files so that you still need a midi setup?

By "setup" I presume you mean an external MIDI isntrument - and the answer to that is, MMM will play with the internal Yamaha sound chip, or with an external synth, or both (though why anyone would use the Yamaha chip when they have a MIDI synth is beyond me).

>What the h*ll happened to T.D.S.M from Griff!!!!! :-((((

Beats me, what IS TDSM?

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# 1500. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan23.144206.1@cobra.uni.edu>
Source record: 129403
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

'In article <5c4d6q$9pt@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:

>> It's "Rhapsody", Sinclair. Not Rhasopy.
>>
>>So sue me..I am a lousy speller..
>
> gee Sinclair, I recall an incident where i made a typo awhile back and
> you impolitely corrcted me. At least we were being polite about this.
>
> What would I sue you for? If I won the judgement... what would I collect?

I have some used underwear..

GREETINGS..
|---------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|---------------------------------------------------------------------------|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

## 1501. Wizard's Crown HD installation????

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: cahjan@popalex1.linknet.net
Message-ID: <32e7e25b.4865278@news.linknet.net>
Source record: 129404

I was wondering if there is a way to install an game onto hard drive that is not meant to be installed on a HD.... The game in question is Wizard's Crown.... My nephew would like to install it to the hard drive but can't seem to get it to recognizes the second disk... Is there a program for the Atari kinda like an installing program that would install Wizard's Crown and other game that were not meant to be ran on a hard drive? Thanks for any advice,

Jason

# 1502. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan23.143944.1@cobra.uni.edu>
Source record: 129405
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.st

In article <5c2vjt$49p@ornews.intel.com>, atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) writes:

>>Newsgroups: comp.sys.atari.st,comp.sys.atari.advocacy
>
> Your continued spamming of c.s.a.s is becoming annoying. You, Sinclair-Day,
> "Jedi," Quinlan, et. al. - KNOCK IT OFF.
>
> This bullshit has gone on long enough. Either take it to email, take it
> SOLELY to the advocacy groups, or drop it.
>

Why don't you mind your own business...

GREETINGS..
|-----------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-----------------------------------------------------------------------------|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

# 1503. Re: Wizard's Crown HD installation????

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Mike Harvey <mike.harvey@worldnet.att.net>
Message-ID: <32E7DF82.7BCC@worldnet.att.net>
Source record: 129406

Cahjan wrote:
>
> I was wondering if there is a way to install an game onto hard drive
> that is not meant to be installed on a HD.... The game in question is
> Wizard's Crown.... My nephew would like to install it to the hard
> drive but can't seem to get it to recognizes the second disk... Is
> there a program for the Atari kinda like an installing program that
> would install Wizard's Crown and other game that were not meant to be
> ran on a hard drive? Thanks for any advice,
>
> Jason

There is one program I've seen that might work, it's called Divert, but
if you
must swap disks, I don't think it will work, seems like it was mostly
designed
for applications which are programmed to think they can only run from
the
floppy drive "A", regardless if there's a HD on the system or not.

You could run this prg, and it would redirect the calls for files to the
HD vise
running to a slower floppy. Plus, many of these older games had some
type of
copy protection on them to prevent (or slow) software piracy.

# 1504. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5c8csg$7fh@morgoth.sfu.ca>
Source record: 129407
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

JEDI writes:

> That's a poor choice of words. This text I am typing now 'accesses'
> the OS and by no means needs supervisor mode or to be running in
> the kernel.

> Those things which need to be there are by no means 'many'.

You asked what cannot be written at the application level and I told you. I
am not claiming that any particular technology is best implemented in
supervisor code.

> Those that do are attempting to supplant big iron.

And doing it successfully. There is no reason to not run a program that needs
a few hundred megs of logical address space on a decent microcomputer using
a decent OS. I don't include the Mac operating system here.

> Howso? They both have to deal with the same locality issues.

VM has a lot of hardware support for keeping track of page faults and page
touch frequence/recency to pick victim pages. If you wanted to use that
information in a disk caching algorithm then you would have to do it
in software which would be much slower. Most "modern" operating systems
(such as NT, IRIX, UNIX) use a good hardware supported VM scheme and
a simpler disk caching scheme. Also remember that each time you read
something from a (non-memory mapped) file you are invoking a function that
will have a lot more overhead than simply accessing a memory address.

> That which is commonly used would be covered by MPEG.
> Even the rest which are often touted and less often seen
> would be covered by other formats (like vrml).

MPEG is a video format. QuickTime is a video engine. They are not directly
comparible. For example, it is logical to ask "Can QuickTime play MPEGs?"
(it can) but it is silly to ask "Can MPEG play AVI files?". QuickTime
adds a great deal of functionality to your computer. It allows you to play
back many animation and sound formats, it can control MIDI devices and it
can control video digitizers. This gives programmers a powerful API to
create multimedia applications. I wrote a digitizing program for the
Mac once and the digitizing component was only about a fifty lines long.
--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

# 1505. Re: WHAT IS AN ATARI ST/FALCON!!!!????z

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5c8pp4$nf1@ornews.intel.com>
Source record: 129408
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <1997Jan23.144206.1@cobra.uni.edu>,
sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>
>'In article <5c4d6q$9pt@scanner.worldgate.com>, Chris Krowchuk
<chris@compdirect.com> writes:
>>
>> What would I sue you for? If I won the judgement... what would I collect?
>
>I have some used underwear..

Yes, but Chris has no need for urine-stained Depends<tm>.

Haven't you ever wondered WHY people think you're an idiot?

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# 1506. Re: MagiC 5

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Ade@finitive.demon.co.uk
Message-ID: <854041448_OASIS_@finitive.demon.co.uk>
Source record: 129409

In article <853582464_OASIS_@lyneside.demon.co.uk>
will@lyneside.demon.co.uk (Will) said:-

>Hello,
Hi !
>
> I have just purchased MagiC 5 for my 1040 STE 4Mb and I have problems
> setting it up. I use Superboot 8.1 boot manager to set up various
> .prgs .accs which need to be available for different applications.
> eg. STiK needs a cookie jar extender. Does anyone know the best way
> to run superboot with MagiC ?
Dunno if its the best way, but it's how I do it!

The first file in my AUTO folder is my Clock followed by Superboot prog,
then is the magic booter, followed by everything else and then the second
Superboot prog.

This works fine, Superboot is not called up when the computer resets
for MagiC as superboot hasn't reached second prog, so just carries on
happily setting up everything else as you'd expect.

If after booting with MagiC you wish to use the computer without it,
you'd need to turn machine off, as reset of course leaves MagiC in
memory.

Hope this Helps,
Ade.

--

---
ade@finitive.demon.co.uk - Curious Creature Animal Keeper
Look out for the adventures of Dorf Crefept and the search for 42
http://www.finitive.demon.co.uk/
---

# 1507. Re: TT Ram Board Jumpers?

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: rcollins@freenet.columbus.oh.us
Message-ID: <5c8v4p$m6v@login.freenet.columbus.oh.us>
Source record: 129410

Frank Lockwood (fl@zot.io.org) wrote:
: I have a TT 030 with a revision H mother board and an Atari Rev. C TT ram
: board installed. Currently it houses four 1 Meg, eight chip SIMMs.

: I am thinking of upgrading to four 4 Meg simms. I understand that I
: should look out for the newer three chip simms and go with the older eight
: or nine chip models.

: My question is about the six little jumpers on the Ram board in my TT.
: Currently they are set up as follows (please excuse my lapse into Ascii
: art - best viewed with a monospaced font):
: .
: In this picture ! represents a jumper connecting two pins.

: What should the proper jumper configuration be so that it will run with 16
: Megs?

The TT RAM chips must be 30 pin 1Mb or 4Mb x 8 non parity SIMMs.
^^^^ ^^ ^

If you have one of the newer TT RAM boards it will have 6 jumpers
labeled w101 to w106.
The jumpers settings are as follows:

w101 w102 w106
1M x 8 SIMMs (4MB) 2-3 2-3 2-3
4M x 8 SIMMs (16MB) 1-2 1-2 1-2

jumpers w103 & w104 are for the start address remain the same 2-3
jumper w105 is burst mode ON 2-3 OFF 1-2

| Raymond Collins | Atari TT030 4/16 Mb ST/TT RAM 245 HD |
| a.k.a Master Z --|Z|-- |Travel via ZyXEL 28,800 (115,200)baud |
| Collins.197@osu.edu |2MB CyREL, Sunrise M16-1280 video card|
| rcollins@freenet.columbus.oh.us | Die Hard Atarian since 1983 |

--
| Raymond Collins | Ohio State University |
| Collins.197@osu.edu | Neuropathology |
| rcollins@freenet.columbus.oh.us | Research Assistant |

# 1508. Re: Notator on a TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: nam101@york.ac.uk
Message-ID: <5c8nd2$ho3@netty.york.ac.uk>
Source record: 129411

```
: Anyway, they have just released a version 2.5 update of Atari Logic.
: (Which does run on Falcon, and has supposedly lots of improvements
: compared to the earlier versions. It even has some features from MAC
: Logic 2.6!)

Logic Audio Falcon can be downloaded free. It's not supported by EMagic
but it's there (I think it was src.doc.ic.ac.uk) but I'm not sure.

Best wishes

--
Neil

Neil Martin

Postgraduate student, Music Technology, University of York.
<nam101@york.ac.uk>
```

# 1509. Re: Monitors - NEC 5D

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5c8l9b$6ut@ccshst05.cs.uoguelph.ca>
Source record: 129412

Jonathan McHugh (Jon@mchugh1.demon.co.uk) wrote:

: Well according to Microsoft Windows 95 on my P.C. the Nec 5D can do
: resolutions up to 1280x1024 and vertical refresh rate of 33KHz - 60Khz
: and Horisontal refresh rate of 50Hz to 90Hz so I think the answer your
: looking for is 50 to 90 Hz, That will run fine on a Atari.

No, actually, it won't. You appear to have mized up the horizontal and vertical refresh rates, but that doesn't matter. In order to display ST medium or ST low on an ST(e), the horizontal refresh rate must be able to go as low as 15 kHz, which, it appears, the 5D isn't able to do. ST Hi should still work, but it's something of a waste using a monitor like that for one resolution only.

THeo

# 1510. Re: What's the best HW upgrade for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <90519081_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 129413

In article <5c0peb$qav@einstein.ebicom.net>
bjr@edison.ebicom.net (Brian Roland) wrote:-

>Someone told me there is a nice set of gadgets out of France...
>The one that sounds like a winner to me is the Centek board.
>I've heard it's in the $300 or less price range...will fit inside
>the regular Falcon case, boosts the CPU, DSP, VIDEL, and the BUS speeds
>all four to somewhere around the 25mhz mark. It's supposedly compatible
>with all Falcon software from CuBase to Apex Media/Expose. Also heard
>you can easily put a Nemisis on top of this if desired. Sounds like
>a great option for the mid-range user who would like to use the higher

Sounds very much like Nemesis to me. So why would you *want* to put Nemesis
on top of it? Nemesis speeds up the CPU and BUS to 24mhz, DSP to 48mhz and
the FPU is also increased but I can't remember what to.
Nemesis is about $100 so seems like a much better deal to me!
Nemesis allows you to use 640x480x256 and seems faster than a standard
Falcon running 640x480x16.
Nemesis also allows 640x480x65k which seems to perform faster than a
standard Falcon running 640x480x256.

I've got one and I'm *very* happy with it :)

For info see: http://www.ourworld.compuserve.com/homepages/TITANWEB/

Regards, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 1511. Re: Papyrus 4

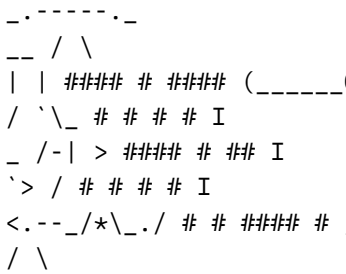
Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Ramiro Tellez Sanz <rtellez@filabres.ualm.es>
Message-ID: <Pine.A32.3.91.970123194229.21684A-100000@filabres.ualm.es>
Source record: 129414

On Wed, 22 Jan 1997, K. Brooks wrote:

> Dave B wrote....
> > >All Pap need now is the word count turned on etc the rsc files are in
> > >the code.
> >
> > Too right! Plus object rotation to any degree and greyscale tinting of
> > text....
> > Cheers
> >
>
> It could also use a thesaurus! I'd like to see more import/export
> filters because there are just too many darn flavours of RTF out there!
>
> Keith
>
>
That's all very well, but I think what Papyrus 4 (at least v4.25 I own)
urgently needs is a decent GEM/3 import filter. It's a shame color GEM/3
files from Kandinsky 2.x or even PC's can't be imported!! GEM/3 is the
GEM standard color vector format, and a package like Papyrus should
support all its versions. It also would be nice to be able to import
CVG 1.1 vector files, which are almost the de-facto standard for TOS
computers.

Regards

---



Almeria/Atari Life Form

rtellez@ualm.es
Ramiro Tellez Sanz

# 1512. Spectre GCR FS, $40 shipped (continental US) Complete less manuals

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Dan Mowczan <dano@ic.net>
Message-ID: <01bc08f1$1408e8c0$e911a098@alekhine.ic.net>
Source record: 129415

```
Complete less manuals. Will include a few copies of the Mac System 6.0.5.

-Dan
```

# 1513. Re: Mac read ST floppies?

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: "Gordon R. Meyer" <grmeyer@apple.com>
Message-ID: <AF0D2B9F-44B3D8@17.192.33.94>
Source record: 129416

>Hello,
>
>I have the same question about that, just not about that particular
>program.
>
>If you have an answer, could you E-mail me at:
>
>AntBBaker@AOL.com
>
>I have a Macintosh PowerBook 5300cs (PPC) that I want it transfered to.
>

I missed the original question, but as long as the ST disk is in IBM-format, the Mac will be able to read it provided you have PC Exchange installed. PC Exchange came with your PowerBook (and has been shipping for a long time) so you already have it. If the ST disk is in some funky twisted format that only the ST can read, I don't know what to suggest other than using the ST to copy the files to a standard-format diskette.

---
Gordon Meyer <grmeyer@acm.org>
These are personal opinions, not those of my employer.
---

## 1514. Interesting Web site...

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5c8p76$nf1@ornews.intel.com>
Source record: 129417

Probably this belongs in .advocacy, but you be the judge:

http://www.vcnet.com/bms/hello.html
http://www.vcnet.com/bms/page7.html
http://www.vcnet.com/bms/default.html

The last one is the "top" page, but I prefer this order for my own reading.
YMMV.

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# 1515. Re: Monitors - NEC 5D

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <854014638_OASIS_@pcc-uky.campus.mci.net>
Source record: 129418

In article <PLTrkDA8Fn5yEwpP@mchugh1.demon.co.uk>
Jonathan McHugh <Jon@mchugh1.demon.co.uk> said:-

>Well according to Microsoft Windows 95 on my P.C. the Nec 5D can do
>resolutions up to 1280x1024 and vertical refresh rate of 33KHz - 60Khz
>and Horisontal refresh rate of 50Hz to 90Hz so I think the answer your
>looking for is 50 to 90 Hz, That will run fine on a Atari.

Yes, but if it won't synch "down" to 15.75, it won't be able to do the RGB mode on the Falcon-just VGA modes... and IMHO, a Falcon that can't do RGB is mucho crippled for a lot of software. Go with a NEC 3D, or other older model multisynch. Systems for Tomorrow sells the NEC 3D for around $275.00. You can reach them via E-Mail: sft@sound.net (I think) Another (distasteful) alternative is to buy an Amiga monitor from AmiTech... The A1200 is in the same boat as the Falcon when it comes to older/newer software and they have some multisynch monitors that cover it. They sell a 14" for around $450.00 and a 17" for $750.00... Good luck! ;)

--

```
_/_/_/
```

# 1516. Re: **** I N F O N E E D E D ****

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.comREMOVETOREPLY>
Message-ID: <32E83291.2DC5@huey.cadvision.comREMOVETOREPLY>
Source record: 129419

Richard Wegner wrote:
>
> Here is the situation:
>
> I run PUBLISHER ST and I have an Atari SLM804 Lazer Printer. I have no
> problems with the program except when it comes to printing the file. I
> set it up for a PostScript 300 dpi printer. I go do a print, and I
> select Print to Disk (since that is what they recommend). I then exit
> after this is done, but then I goto the program USCRIPT to print it off.
> It can't find the file and when it does, the printer doesn't recongize
> the fonts. Is there an easier way to print to the printer? I have no
> problem with doing a screen dump to the printer (I have a program that
> sets that up in my AUTO folder) and also text files in a .TTP file that
> does that. ANYONE KNOW WHAT TO DO?

What fonts are you using in Publisher? Do you have the matching or substitute fonts for UltraScript? Are you printing to disk with a *.PS name? Have you setup UScript properly? What message(s) is UScript giving you in refusing to print? Do you have the SLM printer driver for UScript?

Details man, details! Get back to us - glad to help if we can!

Keith

# 1517. fs:1 meg atari st w colr mon $60.00

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: alan adkins <merlin@tco.net>
Message-ID: <32E7FCAB.13FC@tco.net>
Source record: 129420

```
for sale:
1 meg atari st
1 ds drive
1 color monitor
$60.00 + shipping obo
```

# 1518. Re: Falcon IDE partition curruption

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Anna Chiavetta <aechiavetta@clstac.is.csupomona.edu>
Message-ID: <Pine.PMDF.3.95.970123175040.541070215A-100000@clstac.is.csupomona.edu>
Source record: 129421

On 20 Jan 1997, Daniel Hedberg wrote:

> Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:
>
> Does anyone know if Oregon Research has an E-Mail address?

Last flyer I have listed:

orres@teleport.com

Pat

# 1519. Re: Mac read ST floppies?

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970123004001.TAA00111@ladder01.news.aol.com>
Source record: 129440

Hello,

I have the same question about that, just not about that particular program.

If you have an answer, could you E-mail me at:

AntBBaker@AOL.com

I have a Macintosh PowerBook 5300cs (PPC) that I want it transfered to.

# 1520. Re: Maggie 22 available from 18/1/96

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970123013613120085@tachyon.demon.co.uk>
Source record: 129441

Nicholas Flintham <Nick@flinny.demon.co.uk> wrote:

> Says Frank using his Mac to reply <G>

Er, yes, so? :) I'm using a standard text-based offline newsreader, just like any NOS or STiK user, not some awful bastardised halfbreed of browser and newsreader, like so many Mac and Wintel users ;)

ATB, Frank.

# 1521. Re: Maggie 22 available from 18/1/96

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970123013612120005@tachyon.demon.co.uk>
Source record: 129442

Paul Womar <Paul@pwomar.demon.co.uk> wrote:

> On a slightly more serious note, does anyone have an email address of
> someone at Netscape (and Microsoft) that is the closest thing tot he
> newsreader team because whoever thought that letting you duplicate a
> message as HTML in the same post was mental but the person who decided
> to enable it as default and make it almost invisible to users needs to
> be dragged out into the street and shot!

No idea, you might like to try their respective websites' developer section. Netscape in particular does it though. You only have to look through one or two of the binary groups to see the amount of spam which contains HTML code to suck users into dodgy porn sites as soon as they open the message online - presuming they're using Netscape as well, that is.

ATB, Frank.

# 1522. base 64

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: gijsijz@worldacces.nl
Message-ID: <5c6cqb$cra@neptune.worldonline.nl>
Source record: 129443

Hello all,

Is there anyone who can tell me how to decode 'base 64' mails/files?
Which programm(s) do I need to decode mime and base 64 files?

Greetz

Gijs van IJzendoorn
e-mail gijsijz@worldaccess.nl
gggggggggg ii jj sssssss gijsijz@worldaccess.nl
g ss gijzje@dds.nl
g ii jj ss
g g ii jj sssssss
g g ii jj ss
gggggggggg ii jj sssssss Atari MegaSTE4~TOS2.06
gg jj Tornado 28K8~Quantum LPS105 |
gg jj
gggggg jjjjjj Gijs van IJzendoorn
Dobbelmannweg 15
6531 KT Nijmegen
The Netherlands
Tel +31(0)24-3540694

# 1523. FS: ST items - * Prices Reduced *

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Jeffrey Young <j-young@msys.net>
Message-ID: <01bc08c0$ba4bbcc0$74d082cd@j-young>
Source record: 129444

Hi,

The following ST items are still for sale at reduced prices.

Email if interested. Thanks!

```
************
* HARDWARE *
************
$50 Marpet Xtra-RAM - Includes *4 MEGS OF RAM*, disk and manual.
$35 Adspeed ST - 16 Mhz accelerator. Includes disk and manul
$30 SM124 monitor - Monochrome.
$30 SC1224 monitor - Color.
$17 AT-Key - Hook up any PC keyboard to your Atari.
$17 Overscan board - This is a hardware board that will remove
the border around your screen and give you more screen pixels.
Includes disk and manual. (Not STe)
$8 Clock Cartridge - Includes disk
$3 ST Power Supply - External 'brick' type
$3 3.5 Power Supply- External 'brick' type

************
* SOFTWARE *
************
$17 NeoDesk 4 - Includes manual
$17 AtariWorks - Includes manual and SpeedoGDOS.
$8 GFA Basic 3.6 - Includes manual
$4 UVK 6.4 - Virus protection, includes manual.

*********
* Games *
*********
w/box and manual
$9 Chaos Engine - By Bitmap Brothers
$9 Magic Pockets - By Bitmap Brothers
$4 Torvak - By CORE
$4 Doodlebug - By CORE
$1 Wanted (Gunsmoke)

disk(s) only
$9 GODS - By Bitmap Brothers
$4 Wolfchild - By CORE
$1 Alien Syndrome
$1 Captive
$1 Leander
$1 Star Wars
```

$1 Rick Dangerous
$1 Battleship
$1 Strider
$1 Dynasty Wars
$1 Tiger Road
$1 Black Tiger
$1 Last Dual
$1 Night Shift
$1 St Dragon
$1 Turrican II

# 1524. Re: FLOPPY COMPAIBILITY

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970123015014170640@tachyon.demon.co.uk>
Source record: 129445
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st

SC1Way <sc1way@aol.com> wrote:

> FLOPPY COMPAIBILITY
>
> Can I stick a PC formatted disk in an ATARI ?
>
> And most important, can I read midi files (programmed on PC) eventually ?
>
> Thanx in advance to anyone who knows the answer.

Can't you people *please* keep postings like this to comp.sys.atari.st
etc rather than cluttering a specific newgroup for Demon Internet users
with general tech questions?

Followups set to : comp.sys.atari.st

ATB, Frank.

## 1525. Protext - where to obtain

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27189_please@no.spam.mail.here>
Source record: 129446

*Hi Mario*, on 21 Jan 97 you wrote: ...respect, brethren

m>
m> It was mentioned in Atari Computing magazine issue 2 in the Papyrus
m> article that Protext is still being developed.
m>
m> A club member would like to know where this softare can currently be
m> obtained, and who is continuing development.

Development is still with the original authors - contact
mtilley@cix.compulink.co.uk

I don't think anything's appeared just yet on the ST version though...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 1526. Re: Clock in menu bar - program needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27190_please@no.spam.mail.here>
Source record: 129447

*Hi Hallvard*, on 21 Jan 97 you wrote: ...respect, brethren

h>
>> Try getting Stewert v1.04e... adds a menu bar clock, spinning dialogs,
>> an icon in the top-right that changes with the foreground app and much
>> more :)
h> Is this something that just works for the Falcon, or is it for all STs?

All STs with MagiC...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 1527. Re: FS(UK): *EVERYTHING* Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27191_please@no.spam.mail.here>
Source record: 129448

*Hi Paul*, on 21 Jan 97 you wrote: ...respect, brethren

P>
>> P> Diamond Edge 2.04-The ultimate Hard Disk utility
>> Does anyone now if there's a patch program to update from v2.03
>> anywhere? There always used to be a patch for minor updates...
P>
P> I think I saw the patch on ftp.cnam.fr something like
P> pub/Atari/Disk/depat204.zip I'm sure that isn't the exact name but it's
P> not too hard to find, I looked just the other day.

Cheers. I'll look at the weekend...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 1528. WTB Roland 303

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: vampyre69@aol.com
Message-ID: <19970123050401.AAA12252@ladder01.news.aol.com>
Source record: 129449

Any leads??? E-Mail Vampyre69@AOL

Thanx,
Mark

# 1529. Atari 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: amc@wlv.iipo.gtegsc.com
Message-ID: <E4G0nE.39x@wlbr.iipo.gtegsc.com>
Source record: 129450

Any one want to buy my Atari 1040ST w/ 1 MB not hard drive, but b & w and color
Atari monitors.
For sale to highest bidder.

--
Allen M. Cohen -- GTE Govt Sys. Lakeview Cyn Rd, Thousand Oaks, Ca. 91362-5027
Voice: (805) 497-5198 FAX: (805) 497-5050
Ask me a riddle and I reply \ Cottleston, Cottleston, Cottleston Pie.
<><><>

# 1530. Re: NEW: free Atari ST emulator for MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: wjones41@mail.caps.maine.edu
Message-ID: <32e6f4ab.14904669@news.caps.maine.edu>
Source record: 129451

asmolar@localhost.fast.net (Tony Smolar) wrote:
>
>Anybody get this emulator working? I tried TOS 2.06, the disk based version
>of 1.0, and the Magic that comes with the Magic PC demo. Gemulator Classic
>seems hell bent on using a Gemulator card, even though the docs say that
>you don't need one.

I wrote Darek and asked him about his and this was his response:

>Gemulator Classic is used differently. I haven't written up docs for it which
>is why you can't figure out how to use it. For now we're just intending for
>existing Gemulator customers to download it since they would have docs
>already. We never had online docs for Gemulator Classic, just a printed manual
>for which we long lost the master document. I should have the new docs posted
>in the next week or two.

>- Darek

So, it looks like we should have something soon. Please hurry Darek! :-)

Regards,
William Jones

# 1531. Re: LZH decompression problems. Help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <RRM02Ez.rldetlefsen@delphi.com>
Source record: 129452

> I'm sitting on a load of lzh files that i can't seem to decompress.

Make sure to turn Questor mode on. Then save it as a default.
Rick D.

# 1532. Re: How to set PageStream screen colors?!

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <ZzMWG+5.rldetlefsen@delphi.com>
Source record: 129453

How do you set colors in Pagestream? I've been using 2.2SE
for a while, now that I finally convinced it to remember font
paths. My testing shows that you can only set colors for the
current session. Its sporadic when remembering the settings
next time. It is also sporadic in changing colors of objects
at bizzare times, such as playing with fills. I find that
to set RED, I usually have to start with Yellow.
Rick D.

# 1533. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970123013611119946@tachyon.demon.co.uk>
Source record: 129454

Bradley A. Burns <bburns@sprynet.com> wrote:

> There was a very popular one in its day called Michtron BBS, by a company
> of the same name. It's pretty complete, including a small scripting
> language.

MichTron is also way out of date - it only supports 2400 and below
modems, and only offers x and ymodem downloads. It's not
Fido-networking-compatible, either.

ATB, Frank.

# 1534. Re: Iomega Jaz on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32E71401.33FA@bruker.de>
Source record: 129455

Dave B wrote:

> There should be no problems running the Jazz drives on your Falcon. It
> will be recognised by all the main HD drivers, though I would
> recommend HD Driver V6 to get the best out of it. It may not support
> all features (such as password protection) but should read and write
> at full speed....

HDDRIVER 6 does support password protection for JAZ drives. It's the
same option that is available for ZIP drives. ZIP and JAZ drives are
compatible in this respect.

--
----------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 1535. Re: Iomega Jaz on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32E7148E.1D2D@bruker.de>
Source record: 129456

Katherine L Ellis wrote:
>
> The only problem non solved is the sleep mode. :(
> Every 30 min, the jaz will go in a sleep mode.
> I DOn't know if I can change that by hardware (jumper) or if the next
> release of hddriver could include that. However, it is not that bad

If anybody has information on how to configure this feature (i. e. the
vendor specific SCSI commands needed for that) I might support this in
upcoming releases.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 1536. Re: Java

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32E71551.5F29@bruker.de>
Source record: 129457
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st.programming

Steven Rodgers wrote:
>
> Does anyone know if there exists a way to run Java applets on a TOS machine?

No because TOS lacks a lot of the basic features needed for implementing
Java.

> AFIK there exists nothing for TOS, how about under linux?

Under Linux you can get Java running if you

1. Get the Java JDK sources from Sun (no fee for non-commercial use)
2. Apply the Linux patches to them and compile them
3. Make additional processor-related patches (a few lines of Java source
code are written in assembler language)
4. Get your hand on the Motif sources (unlikely). You need Motif for the
Java AWT.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 1537. Re: Java

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32E71585.6390@bruker.de>
Source record: 129458

Michael White wrote:

> I believe there's a version of Netscape for Linux. Don't know if the
> binaries are available for 680x0 machines, though.

No, there are no binaries for Linux 68K.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 1538. Re: trouble with floppy drive

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-2301970843120001@47.85.0.99>
Source record: 129459

In article <5c5mq4$k6g@scipio.cyberstore.ca>, lwright@silk.net (Lawrence Wright) wrote:

> I've got a TT. When I write copy something to the floppy it seems to work
> alright, but when I try to load it again, the file is mangled. If it's a
> text file, it comes back with about 70% of the file missing, but in all
> sorts of places. I figgered the floppy was shot, so I replaced the
> drive, but to no avail. Could it be the drive controller? Next thing to
> change is the cable, but has anyone else had this problem?
>

I've seen this on a ST.

I thought the floppy was faulty, but it turned out to be a cable problem.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

# 1539. Re: Java

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5c6dd0$h42@news2.nkn.net>
Source record: 129460

staffin.dcs.ed.ac.uk@dcs.ed.ac.uk wrote:
>Does anyone know if there exists a way to run Java applets on a TOS machine?
>AFIK there exists nothing for TOS, how about under linux?
>
>Any ideas greatly appreciated.

I believe there's a version of Netscape for Linux. Don't know if the
binaries are available for 680x0 machines, though.

Mike White (michael@fastlane.net)

# 1540. Re: TT Ram Board Jumpers?

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Dennis Armstrong <Dennis.Armstrong@jet.uk>
Message-ID: <32E72E5D.41C67EA6@jet.uk>
Source record: 129461

Frank Lockwood wrote:
> I have a TT 030 with a revision H mother board and an Atari Rev. C TT ram
> board installed. Currently it houses four 1 Meg, eight chip SIMMs.
>
> I am thinking of upgrading to four 4 Meg simms. I understand that I
> should look out for the newer three chip simms and go with the older eight
> or nine chip models.
>
> My question is about the six little jumpers on the Ram board in my TT.
> Currently they are set up as follows (please excuse my lapse into Ascii
> art - best viewed with a monospaced font):
> .
> In this picture ! represents a jumper connecting two pins.
>
>
> ------------Simm------------ ^
> . Towards the
> ! Back of the
> ------------Simm------------ . Computer
>
> ......
> ------------Simm------------ !!!!!.
> .....!
>
> ------------Simm------------
>
> What should the proper jumper configuration be so that it will run with 16
> Megs?

The atari TTFAST ram board (CA401058-xxx) uses 30 pin SIMMs.
The SIMMs may be 1M x 8 or 4M x 8 (9 bit SIMMs may also be used).
All 4 SIMM slots should have the same type (ie. 1M or 4M).
1M SIMMs give a total of 4Mb of fast ram, 4M SIMMs give a total of 16Mb.

The jumpers required are as follows:
SIMM type jumper W101 jumper W102 jumper W106
1M x 8 2 - 3 2 - 3 2 - 3
4M x 8 1 - 2 1 - 2 1 - 2

Starting RAM Address jumper W103 jumper W104
$0100 0000 2 - 3 2 - 3

Address Mode jumper W105
NON-BURST 1 - 2

BURST 2 - 3 (default)

location:
| mmu chip |
| |

_____
W105
W106 W104
W103
W102
W101
| | | |
| | | |
SIMM slots -> | | | |
| | | |
| | | |

regards

| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK tel +44 1235 464871
| work mailto:Dennis.Armstrong@jet.uk
| home mailto:Dennis.Armstrong@corewise.demon.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

# 1541. Re: Want to Convert Pagestream PS to Adobe PDF

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970123013614120141@tachyon.demon.co.uk>
Source record: 129462

John Norton <jnorton@nilenet.com> wrote:

> I would like to convert Pagestream Postscript files (PS) to Adobe's
> Acrobat format (PDF). Does anyone have experience with the PDF format
> and with programs like Adobe's Distiller? Any Pagestream users done a
> successful conversion?

I use Adobe's Acrobat Distiller on the Mac to create PDF files - try
sending a (small) one over to me via email and I'll take a look for you
to see if conversion is possible.

ATB, Frank.

# 1542. Re: 16/32 Systems ?

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970123013610119885@tachyon.demon.co.uk>
Source record: 129463

Vandeweghe Jo <dipching@ping.be> wrote:

> Does anyone know if 16/32 Systems in England are out of business or not ?
> Do they have an e-mail address ?

They're still in business as far as I know - you can email them on nharlow@cix.compulink.co.uk

ATB, Frank.

# 1543. Re: base 64

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <32e730b8bb8cb3@xs4all.nl>
Source record: 129464

on Thu 23-01-97 00:53 Gijs van IJzendoorn wrote:

>Is there anyone who can tell me how to decode 'base 64' mails/files?
>Which programm(s) do I need to decode mime and base 64 files?

You can use mpack/munpack. Get it at:
sunsite.cnam.fr:/pub/Atari/Archivers/mpack15.lzh

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

# 1544. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <32e730babba295@xs4all.nl>
Source record: 129465

on Wed 22-01-97 14:30 Rich Tietjens wrote:

>>If you prefer to operate from a GEM program, get Holger Weets'
>>PackShell and install it as a tool.
>
>Good plan. Where can it be found?

I think it's best to contact Joe Connor about that, because I got my
version from a German site and the docs are in German only.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

# 1545. Re: .Mid Files

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvviv4oyc38.fsf@emw.ericsson.se>
Source record: 129466

atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) writes:

> 
> >Is there a player available to play .mid files without a midi setup? I was
> >talking to a friend that said he was able to do so on his pc, so I figured
> >this wouldn't be a problem on my Atari. If one is available, where could I
> >find it?
> 
> Try MIDI Music Maker at
> ftp://ftp.doc.ic.ac.uk/Mirrors/atari.archive.umich.edu/Music/mmm226.lzh

What is this? Does it have internal sounds as well, or does it only
play midi files so that you still need a midi setup?

What the h*ll happened to T.D.S.M from Griff!!!!! :-((((

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 1546. Re: How much the afterburned cost?

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvhgk8ybiu.fsf@emw.ericsson.se>
Source record: 129467

FPINTO <fpinto@cougarnet.byu.edu> writes:

>
>
> The 040 with the 040 built in; Is it CAF compatible? Which prgs
> will not use the alternate ST ram? limits?

CAF: Yep.
Fast-RAM: About every program you use.
Limit: The slow bus to ST-RAM.

> Is there any info on line about this boards?

Yup. Look at either Titan Designs pages or mine or some others
that I can't remeber out of my head..

I will also set up a link page any year now. ;-)

http://rand.thn.htu.se/

Havn't I answered this already?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 1547. Re: Get the Atari ST/TT/Falcon "Ultimate Virus Killer" TOTALLY

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.012397.105154.80@wxs8-6.worldaccess.nl>
Source record: 129468

```
> > 5) This offer does *not* count for people who live in the USA or Canada
> >(contact orres@teleport.com to get your copy at a regular price).
>
> This sounded wonderful until I got to this line. %^< However, it does
> answer the question about the email address for Oregon Research.
>
>
> ----------------------http://www.teleport.com/~atari-----------------------
> ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
> NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
> email for subscription details and further information
> Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
> --------------------ftp://ftp.teleport.com/users/atari--------------------

Sorry, Rich, but right now I've got a good distribution deal with Bob at
Oregon Research, so it would have been unfair to say the least to be, er, how
do you say in English, shooting his pigeons (or shooting his deer, whatever). I
am sure Bob's "regular price" is quite reasonable.
--
/-------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\-------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/-------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\-------------------------------------------------------------/
```

# 1548. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5c7bv1$qrf@einstein.ebicom.net>
Source record: 129469
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

608.1@cobra.uni.edu> <5b95u0$hbl@scanner.worldgate.com> <5bdua3$bui@lana.zippo.com>
<bwanga-1301971809380001@metricom59.ucsc.edu> <5bg55g$ll5@lana.zippo.com>
<bwanga-2001970121210001@metricom37.ucsc.edu> <5c0hjm$e05@lana.zippo.com>
<bwanga-2101970131010001@metricom04.ucsc.edu>
Organization: EbiCom.Net
Distribution:

:
: The fact that Apple had models in the 80's which initially retailed for
: more than $5000 (some were closer to $10000) does not mean that they had
: an "academic mentality". It means only that they were targeting a much
: different market than Atari. IMO, it was a mistake for Atari to ignore
: that market, since targeting it would have given the ST much more
: credibility as a serious computer, as well as ensuring that Atari kept up
: with current technology instead of falling far behind like it did.
:
First...Atari felt it was making a good move...because in 1988 they
went for the one market every one else was ignoring. The home user!
Texas Instruments and Atari battled it out for this market early on...
then came the C64. Next thing you know they all pulled out and left
the market wide open. Atari simply couldn't afford to secure it...even
thoe they gave it a try. At the time...the ST was the absolute BEST
machine on the market for its price. I was running DOS and windows
applications on my Atari, along with a great deal of Mac stuff (Both
faster than the native machines I might add!), and saving
my data to 3.5" floppys (two or three years later before this
became standard on PCs)...running in full color, doing midi work...
and much much more when my friends had paid up to 4 times the ST cost
for an Apple GS, an XT, or the occasional (very rich) Mac user (and
scraping to afford a simple MPU...let alone midi interfaces and sound
cards). Today...I can still use my ST with only 1meg and do things that
it takes a current Mac or PC at least 12meg of RAM and an awfully large
hard disk to accomplish. So maybe TOS/GEM is old and outdated...but
it's sure outlived the others when you consider it's only gotten four
or five slight modifications, and DOS/Windows/SystemX.XX is constantly
getting major plastic surgery just to make it useable.

Atari fell behind in technology?
Interesting that they hit the market first in many many areas...all the
way to the last product...the Jag. Falcons came out when Pentiums were
still a wet dream...In my opinion, Atari's big problem has never been with
the machines they made and their respective OS. Axe to the grind stone...
the Atari machines WORK with less problems than any other machine I've
ever come in contact with for average (and some not so average)

applications. It's really not fair to compare the latest stuff that just came out last year with stuff that came out 5 years ago (Falcon...longer for other Atari stuff)...and even so...the Atari CAN and DOES do most current computing needs. That's pretty good for a platform laid out in the early 80s!

The "few" dealers that carried Atari sold the hell out of them. The problem was that no one can see into the future. Trimmel was one major player who saw much success in making a good machine for cheap, and selling it in mass quantities (I.E. C64). He took a gamble with the same policy on Atari. The problem...by this time...free publicity was no longer existant like in the C64 days when editors lined up and begged to review the hottest new gadget. He didn't figure this into the equasion, and Atari no longer had money to push their lines. Furthermore, there were evidently some big jerks down in dealer support that managed to piss off the majority of local small Atari dealers...there went their last hope! Shortly, mail order and whare-house whole sale ruled the PC world. Now...I think it is basicly a matter of luck, and this time around Trimmel's seemingly logical move at the time lost. It easily could have gone the other way however...one never can tell...you make your best call and hope for the best.

Okay...are the Direct Computer Clones a good choice?
For a lot of applications...yes...
I doubt Direct Computers expects to sell a whole lot of these...espically to "home users". The people who will buy them are power users who might already have lots of TOS software. Or someone wanting to market a particular nich package based on the platform. For instance...
Say I'm a company who has been working on a project for the last ten years to make a machine to co-ordinate satellite uplinks. I already have ten years worth of code that was written in 68000 assembly language but just now are ready to select an existing machine to build the rest of the system around and go to market within the next two years.
I make a few phone calls...
I'm down to choosing between a Mac mother board, and the Direct TT. Mac is all out of the particular one I need...the next model up that they will sell me without a chassis and other junk I don't need is going to run me about $1,000,000 more in the end, mainly because I have to get a special commercial liscence to resolve some crazy legal problem with software drivers for the networking card I want to use that'll zap a whopping %15 royalty for every unit, or upgrade I sell. Going with an Intel set up means rewriting all the software at the expense of 10 years of work and research. (these are hypothectical but realistic instances here...so please don't fire specific flames here).

I call Direct computers, and they say they can make a run of the exact number I need, hack off what I don't need, and add what I do, and even make a bid on doing my final chassis for the ENTIRE system if I want...my lawyers say we're good to go with developing or obtaining everything we need for the platform without running into problems...Etc..Etc..Etc.....the machine meets my specs...so I buy about

two thousand of them and contract to buy a whole bunch more over the next 5 years!

This will eventualy happen for Direct's TOS Clones if they hang in there and get some good sales people at hand to search out this demand. This kind of thing happens every day...I see enough nich hardware in the TV station I work in to know this is a fact. We've graphics systems that are based on VERY old technology...but they work better than anything else avilable. They are VERY EXPENSIVE...but the companies that made them have made decisions that most of us can't even imagine...usually resolving around legal and liscenseing issues. Believe me...if a company finds out they might be able to save a big bundle by going with TOS over some other system...they will do it! I've seen quite a few "industrial" computer manufactures pop up under similar circumstances to the TOS Clones at Direct TT. They've a good product on their hands...there's lots of applications that this machine is perfect for...and given a decent quanity to make a run of...it's very possible one could save big bucks going with the platform.

Oh, and by the way...Atari sold a lot more industrial computers than most realize...I've no idea how many...but every-where I go...I see these babys poping up in the strangest places!

Brian

# 1549. Re: 4Mb Now game won't run??

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: Mark Gardiner <100550.3170@compuserve.com>
Message-ID: <854017249.25508.0@mrktng.demon.co.uk>
Source record: 129470

Hi There!

I am the original poster and was referring o the game 'Player Manager' by Anco..

Your info was informative but not being a programmer I do not know to apply any
of this!

Any further advice?

Thanks

Mark

## 1550. Atari STuff for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-01-23 00:00:00 UTC
From: jb@xforward.demon.co.uk
Message-ID: <jb-ya023080002301971058580001@news.demon.co.uk>
Source record: 129471

For sale:

520ST 2.5 mb, internal clock, 38400 serial port ï¿½85

SM124 monitor ï¿½60

3.5/5.25 inch DS floppy drive ï¿½45

SS floppy drive ï¿½15

520STFM ï¿½45

Hand scanner + software ï¿½45

Sound sampler cartridge ï¿½15

Canon BJ10SX 360 dpi inkjet printer ï¿½80

Magazines: ï¿½1 each

Atari World issues 1 to 10

Atari ST Review issues 5,22,24,27,33

Atari ST User issues 86,89

ST Format issues 52,53,54,65,68

Lots of shareware disks.

Gloucestershire.

Contact jb@xforward.demon.co.uk

Jonathan Bristow

--
Jonathan Bristow

jb@xforward.demon.co.uk

# 1551. Universal NETwork

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <854139976_OASIS_@pcc-uky.campus.mci.net>
Source record: 129272

I was just wondering if anybody has Application and Design Softwares' Universal NETwork setup on 2 Atari's and what their experiences with it are... Specifically, I'd like to link 2 Mega 4's (TOS 1.04), both running at 16 mhz, and have them accessing one printer/hard drive and each with one phone line for BBS service. Thanks in advance! :)
(oh we have 2 Pioneer 6-pack CD-changers as well...)

--

```
_/_/_/
```

# 1552. Re: Maggie and other

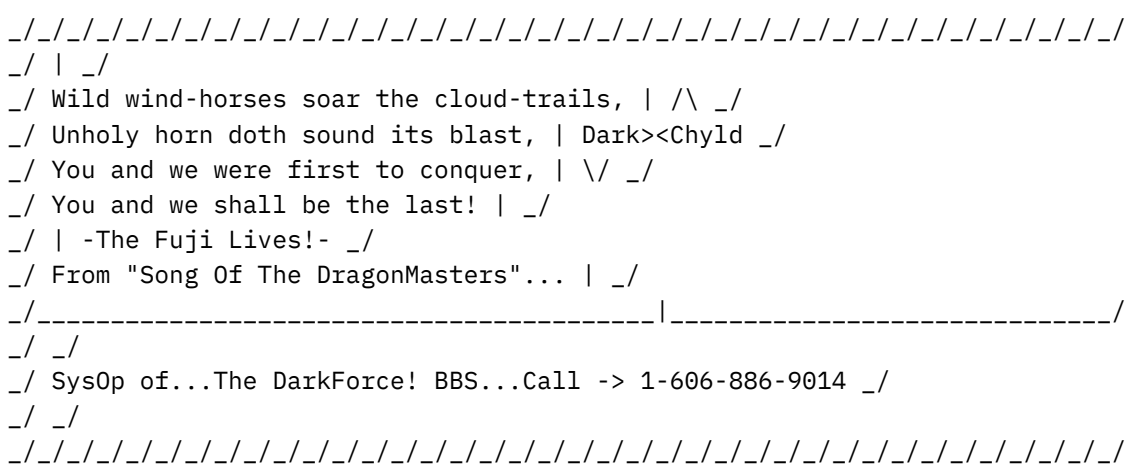
Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <854111494_OASIS_@pcc-uky.campus.mci.net>
Source record: 129273

In article <32E773B2.3820@cyberstrider.org>
Denesh Bhabuta <denesh@cyberstrider.org> said:-

>Rosario Pignatelli wrote:
>> I've read from Atari Computing's P.D. and Shareware pages
>> about the following interesting titles:
>> - Appline 2.1E;
>> - Start me up 1.10e;You can get these two from my web page (URL in the sig below), or direct
>URL is
>
>http://www.cyberstrider.org/computing/files/atari/shareware_support/
>
>--
>Denesh Bhabuta (Danny) http://www.cyberstrider.org
>

How about an ftp site for us poor neglected Atari owners whose ISP's only
support PPP? <grin> Thanks much!

--


_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The Fuji Lives!- _/
_/ From "Song Of The DragonMasters"... | _/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/

# 1553. Re: CAB is killing me!! Please HELP!

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: dooley@infomatch.com
Message-ID: <5cb1it$k8s$1@berlin.infomatch.com>
Source record: 129274

Mark Gardiner <100550.3170@compuserve.com> wrote:

>Yeah!
>
>Get the latest ovl and also HSModem 7...

Hmm.. I had the latest ovl 1.21 and HSM6
I trashed ovl 1.21 and took ovl 1.18 from my WWW1.31 package and CAB works wonderful!

Thanks
Johnny

# 1554. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Drew Gibson <drew@thegibsons.demon.co.uk>
Message-ID: <jT3qRBAmnS6yEwk5@thegibsons.demon.co.uk>
Source record: 129275

On Mon, 20 Jan 1997 at 05:54:22, Bradley A. Burns wrote in <01bc0696$634
72800$4b88aec7@sprynet.com>

>That's because it a shareware DEMO version. The full, registered version
>has everything activated.
>
>Brad.

Do you, Brad, Frank or Tony (Hi Tony :) ) know how much the Gemulator is
? I'm currently evaluating MagicPC - I'll need to go to the website and
d/load the demo version of Gemulator too !

Cheers,

Drew ;^)

*> drew@thegibsons.demon.co.uk <*
*> dgibson@cameo.co.uk <*
*> FidoNet 2:2501/101.15 <*
*> NeST 90:102/202.15 <*
*> AtariNet 51:6/502.15 <*
*> TurboNet 100:105/3.15 <*
*> A STandard ProBBS Point ! <*

# 1555. Re: 4Mb Now game won't run??

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: mbur@gallifrey.taranaki.ac.nz
Message-ID: <5ca6qt$q4c@news.taranaki.ac.nz>
Source record: 129276

Mike Hopkins (mhop@snip.net) wrote:
: > Hi all,
: >
: > I upgraded my 1Mb 1040 STf to 4Mb and all works OK except the one game
: I'd keep
: > my ST for al time for !! :.-(
: >

: Was the TOS version upgraded as well?

What was the game ??

# 1556. Re: WTB Roland 303

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e7fef28570c1@sn.no>
Source record: 129323

On Thu 23-01-97 05:04, vampyre69@aol (vampyre69@aol.com) wrote:

>Any leads??? E-Mail Vampyre69@AOL

What on earth does this have to do with Atari ST computers?
I know a lot of music people are going crazy about getting TB-303s, but
that's not a good enough reason to post to groups that aren't relevant to
music. Try the "rec.music.makers.synth" newsgroup instead.

Hallvard

--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1557. WebSpace 1.45, new HTML WEB browser for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: oxo@imaginet.fr
Message-ID: <5c8vmp$75o@belzebul.imaginet.fr>
Source record: 129324

Here it is, the new version of WebSpace.

-works on ET-4000 cards.
-Integrated tutorial.
-New animation.
-and much more things...

English: http://www.oxo.ch/web_gb.htm
Francais: http://www.oxo.ch/web_fr.htm

Pascal Barlier

## 1558. Testing Newsie

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: jaripa@megabaud.fi
Message-ID: <5c94e6$979$1@news.microdata.fi>
Source record: 129325

Testing Newsie v0.66 and it works ;)

# 1559. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: kenkast@delphi.com
Message-ID: <5c973j$mi9@news2.delphi.com>
Source record: 129326

>On 20 Jan 1997 14:28:39 -0700, fvuotto@laplaza.org (Frank Vuotto)
>wrote:
>
>>My point being that on previous versions these ports are enabled.
>
> haaa my mistake, Having never tried ports before, I simply assumed?
><smile>
>
>>>That's because it a shareware DEMO version. The full, registered version
>>>has everything activated.
>
> Cheers.............!ynoT
>Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
>irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
>
>Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site
>
>.
Does anyone know what has happened to the promised free upgrades to
registered users? I never received confirmation that my registration was
received, and there no longer appears to be a place on the webpage for
registered users to download the upgrades.

## 1560. ** Any Ada compilers? **

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: garn9114@kutztown.edu
Message-ID: <5c95fs$3vt$1@jake.esu.edu>
Source record: 129327

I recently started taking a class on Ada at my college. Naturally,
I'd like to use my Atari Falcon :) Are there any Ada compilers for the
Atari? I checked Hensa and Umich to no avail, so I thought I'd check the
Net next...

Thanks in advance for any help (through if email, if convienient),
George Garner

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"I can picture every move that a man could make, getting lost in her love
is your first mistake..."
-- Gordon Lightfoot, "Sundown", 1974
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 1561. Re: Attention: All Nemesis owners

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: dbeards@f1.net.au
Message-ID: <5c941k$p4l@zonk.geko.net.au>
Source record: 129328

>Having just got my Falcon back from Tritan Designs with my lovely new
>Nemesis board fitted - god, it's bloody great isn't it, 640x480truecolour,
>what the Falcon should have been all along :)
>
>I thought I'd see how many other Nemesis owners are out there?
>
>If you are the proud owner of a Nemesis board, either post the fact here, or
>email me. I just thought it might be nice to be able to bounce ideas,
>problems etc. off of one another :) Not that I've noticed many problems with
>it. It's totally amazing and given my Falcon a new lease of life.
>
>Thanks to all at Titan Designs/Black Scorpion Software for a small miracle
>:)
Hi Gary,
Congratulations! It seems like Titan/BSS have really come up trumps
here.
I would like one, having living in Australia, I worried about fitting
it. If you could post a few details like fitting, cost etc, I'd be
most greatful.
Regards
Dave B

# 1562. Re: LZH decompression problems. Help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e7fef685a8c5@sn.no>
Source record: 129329

On Mon 20-01-97 21:37, Daniel Hedberg (dhedberg@aristotle.algonet.se) wrote:

>Actually the latest version of LHarc is 3.12.

I downloaded it, thinking it was an update to Lharc 3.10 that I've been
using, but it's not the same thing!
This one is just a couple of .TTP files, not the same GEM program as
Lharc 3.10.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1563. Re: 720 to 1.44 meg floppie

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e7fef4858de3@sn.no>
Source record: 129330

On Wed 22-01-97 03:48, Dwmoar (dwmoar@aol.com) wrote:

>What I am looking for is a
>format program that will allow you to change the step rate of the floppie
>drive and format the disk to 1.44.

You can get the programs you need at my site:

ftp://ftp.sn.no/user/hallvart/atari/

53K hcopy17s.zip Hcopy 1.7- disk copier/formatter (MSDOS!) HD disk support
1K hd_fdc.zip Step rate changer (3ms) for TOS 2.06 (Auto program)
4K setseek.zip Configure steprate (2/3/6/12ms) (Auto or normal prg.)

Good luck!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1564. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e7fef6859ed4@sn.no>
Source record: 129331

On Wed 22-01-97 18:36, Titus Roth (titus@mothra.rose.hp.com) wrote:

>Uniterm is the best I have found for full VT100 emulation. Other programs
>that claim VT100 emulation leave out features such as separate scrolling
>regions, which is annoying if you use mainframe editors.

I've had no major problems using "Connect" with VT-100 emulation.
I use "Emacs" a lot as an editor on the UNIX machine I'm connected to
when I'm online and it works just fine.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1565. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32e7fef4858312@sn.no>
Source record: 129332

On Wed 22-01-97 14:30, Rich Tietjens (atari@teleport.com.REMOVE.TO.REPLY) wrote:

>In article <32e5ffce158e7e7@xs4all.nl>,
> josdb@xs4all.nl (Jos den Bekker) wrote:
>>
>>If you prefer to operate from a GEM program, get Holger Weets'
>>PackShell and install it as a tool.
>
>Good plan. Where can it be found?

I found it and downloaded it yesterday from:

ftp://ftp.cnam.fr/pub/Atari/Archivers/pacsh263.lzh

I had a little trouble finding out what Jos meant by installing it as a
tool, but found out that you have to:

-double click on the drive icon where the "mpack.ttp" and "munpack.ttp"
files are and locate the folder where they are.
-"move" those two files into Packshell's desktop.
-By double-clicking on these two new icons you're able to set the paramters
for the .TTP files. As for naming the mpack/munpack.ttp files, for some
reason you're only able to give them 5 characters!?!?! Perhaps it's a
limitation of the pre-registered version of Packshell.
-Save the setup

Don't ask me which parameters they should have and how a file is to
actually be MIME-encoded/decoded... these UNIX "man" pages are pretty
cryptic, so I'll probably continue experimenting some more with the whole
thing. But please- if anyone knows how to "install" these .TTP programs
within Packshell I certainly won't complain ;-)
I'm also trying to figure out how to install the UUencode.TTP and
UUdecode.TTP programs with it... (and yes- I've tried all sorts of
combinations based on the manual, but I can't get it to work).

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1566. Re: NEW: free Atari ST emulator for MS-DOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc09be$f6b7ad00$9ef7aecc@127.0.0.1>
Source record: 129333

> Don't hold your breath... When that page went on-line in Sept or Oct,
> an Xformer '96 demo was promised, It's now January and still no Xformer
'96
> demo.

Expect a huge release of Xformer'97 then... =)

Will

# 1567. Re: Protext - where to obtain

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: avro@TST-MedHat.com
Message-ID: <avro-2301971759290001@pppd3.tst-medhat.com>
Source record: 129334

Try the FAST Site on the web.

Cheers
Brian

## 1568. Orrigianl ST Game 4 sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: conan@enterprise.net
Message-ID: <32e806d3.4666318@news.enterprise.net>
Source record: 129335

Hey everyone :)

I'm in the UK and am looking for unload a load of orriginal boxed ST games. Mail me if you're interested.

Thanks!

# 1569. Re: Robinson's Requiem

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: a50178w8@awnet.com
Message-ID: <854078450_OASIS_@awnet.com>
Source record: 129336

In article <881_9701211032@conchbbs.com>
John.Kormylo@7861.conchbbs.com (John Kormylo) said:-

>I just finished the game, in case anyone is still stuck and wants
>help.
>
>
>
>___ Mountain Reader II - #00000053
>--
>|Fidonet: John Kormylo 1:106/7861
>|Internet: John.Kormylo@7861.conchbbs.com
>|
>| Standard disclaimer: The views of this user are strictly his own.
>

hi;

I'll take any hints you can give me. I've been getting killed over and
over by the tyranasarous rex or what ever it is. I cannot seem to kill it.
also what kind of tools can you make and with what objects. I.m stumped.

--
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---
Al Huyghe
a50178w8@awnet.com
---

# 1570. Re: NEWSIE and PPPKIT (english)

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5caiv5$p7t@nnrp1.news.primenet.com>
Source record: 129337

On 22 Jan 1997 18:37:33, Joyeux Pierre-Yves wrote:
>Thank you, now NEWSIE doesn't ask STIK (it found it), i can send EMAIL but i have
>a problem to connect host and to check email : my internet domain refuse my user/
>password ... i am sure of my password but not of my user, there is no parameter
>for that.
>Do you have an idea ?
>
>Pierre-Yves.
NEWSie uses the id from your e-mail address upto the '@'.
So NEWSie is sending: Pierre-Yves.Joyeux as your userid.
However, if it says invaild password, thats what it means.

You can also enter the password manually if you change the setting in
the Mail Preferences to NOT 'Use Password', NEWSie will prompt at
connection time.

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

# 1571. Re: Need good mpeg viewer for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Guido Vollbeding <guivol@esc.de>
Message-ID: <32E8CBF4.41C67EA6@esc.de>
Source record: 129338

Brian Hutchinson wrote:
>
> Where can I find a good mpeg viewer for the Falcon?
> Is there one out there that uses the 56K DSP for the
> video?

See http://www.mpeg.org/index.html/MPEG-video-player.html
and follow the corresponding link :-).

The MPEG.ORG site (http://www.mpeg.org) is generally
a good starting point for MPEG related resources.

Regards,
Guido

# 1572. Re: WebSpace 1.45, new HTML Web browser for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: csilver@kendaco.telebyte.com.no.bulk.mail
Message-ID: <5c9se5$o8@news.telebyte.net>
Source record: 129339

OXO said to all @ http://www.oxo.ch/web_gb.htm

Hi All,

Well, who is going to be the first canard in the pond? My vote is for
everyone's favorite French speaking Atarian Kathy Ellis <g>. Kathy, if
you say this Ducky is OK, I'll get wet too :)

I've been using CAB for almost a year now and I'm happy with the results.
I would like to have two good browsers to work with on the Net. The new
version 1.45 looks good, but...

If I do purchase Webspace for 60 bucks US, I'll also donate the same to
the CAB developers, freeware or not. So, if anyone takes the plunge,
please post the results.

All wet in Seattle,

Charles

```
**********************************************************************
* *
* Einstein: God doesn't play dice with the Universe, Richard. *
* *
* Feynman : I walk through Space-Time as you walk through doors *
* in your house, Albert! *
* *
* Terminator: I'll be back... *
* *
* Houdini : Been there, done that! *
* *
**********************************************************************
```

P.S. HOWFAST says my RamDisk reads at 2200 kb/sec, what does this means to the DMA?

# 1573. Re: WebSpace 1.45, new HTML WEB browser for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: csilver@kendaco.telebyte.com.no.bulk.mail
Message-ID: <5c9vak$uh@news.telebyte.net>
Source record: 129340

And OXO said to all @ http://www.oxo.ch/web_gb.htm

Hi All,

Well, who is going to be the first canard in the pond? My vote is for
everyone's favorite French speaking Atarian Kathy Ellis <g>. Kathy, if
you say this Ducky is OK, I'll get wet too :)

I've been using CAB for almost a year now and I'm happy with the results.
I would like to have two good browsers to work with on the Net. The new
version 1.45 looks good, but...

If I do purchase Webspace for 60 bucks US, I'll also donate the same to
the CAB developers, freeware or not. So, if anyone takes the plunge,
please post the results.

All wet in Seattle,

Charles

```
**********************************************************************
* *
* Einstein: God doesn't play dice with the Universe, Richard. *
* *
* Feynman : I walk through Space-Time as you walk through doors *
* in your house, Albert! *
* *
* Terminator: I'll be back... *
* *
* Houdini : Been there, done that! *
* *
**********************************************************************
```

P.S. HOWFAST says my RamDisk reads at 2200 kb/sec, what does this say about the
DMA limit?

# 1574. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Tom <the.northerner@awinc.com>
Message-ID: <32E8D679.1381@awinc.com>
Source record: 129341

Dennis Armstrong wrote:
>
> !ynoT wrote:
> >
> > Is it illegal to copy and pass to someone a Tos Image? if so then who
> > would be the injured party? ie: who owns the Copyright ?
> Yes and my guess at the copyright owner is JTS Corporation ie the merged
> Atari/JTS group. I believe that there is one JTS employee who deals
> with these questions.
>
> --
> | Dennis Armstrong, CODAS division Joint European Torus
> | Abingdon, Oxfordshire, OX14 3EA, UK tel +44 1235 464871
> | work mailto:Dennis.Armstrong@jet.uk
> | home mailto:Dennis.Armstrong@corewise.demon.co.uk
>
> ==============================================================================
> The above article is the personal view of the poster and should not be
> considered as an official comment from the JET Joint Undertaking
> ==============================================================================

Frankly, it might not be so bad to see Atari/JTS in court. It would be
the most action that atari owners had seen out of their former company
in years. :-)

If atari actually came out of the woodwork to do anything, which I
sincerely doubt they would, perhaps they could answer why they sold me a
falcon and then immediately abandoned all support for it. Why they gave
me such a screwed up version of Atari Works (parts of the manual upside
down) with a coupon for a free upgrade to version 2 (I keep it under my
pillow at night so I don't lose it).

And why they sold me a jaguar and then dumped it out the window after
everything else.

Sorry everyone, for venting (I love the platform - hate the company). I
just can't for the life of me imagine JTS/Atari coming out of the
woodwork and trying to prosecute a handful of people who represent
the hardcore of atari enthusiasts, trying to keep the platform alive.

If this mysterious JTS representative wants to respond I would love to
hear why I can't get a diskbased tos unless I own that particular tos,
but I can, purchase thousands of dollars worth of hardware and software
that is now worth about $1.50 Canadian (on a good day).

Like I said, sorry for venting. I'm usually not so negative, but this whole illegal tos deal gets me going. I realize the copyright law is on the side of atari, but I believe there is a moral and ethical law here too.

And Atari broke that moral and ethical law to us users a long time ago.

Tom

# 1575. Re: 720 to 1.44 meg floppie

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E4ILnn.4wL@cee.hw.ac.uk>
Source record: 129342

In article <19970122034801.WAA14442@ladder01.news.aol.com>,
dwmoar@aol.com (Dwmoar) wrote:
>I have installed the Ajax chip and a few support chips and a new 1.44 Teac
>floppie disk drive in my older Mega ST. I am currently running TOS 1.04
>and have no plans on upgradeing to TOS 2.06. What I am looking for is a
>format program that will allow you to change the step rate of the floppie
>drive and format the disk to 1.44. The system can tell when a 720 or a
>1.44 meg disk has been inserted into the drive. I just need software that
>will allow me to choose the disk format. Any information about this would
>really be helpfull.
>
>dwmoar@aol.com

Try the rather spiffing program 'Fastcopy' or 'Fastcopy Pro'. Both of
these programs allow you to change the disk drive step rate, and format
extended disk formats (Both DD and HD: Last night I formated a 720K disk to
940KB!).

Bye

Brian T. Innes

## 1576. ST-Guide hypertext to ascii

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Alyre Chiasson <chiassa@umoncton.ca>
Message-ID: <32E8D98A.43B@umoncton.ca>
Source record: 129343

Is there a program that ST-Guide hypertext into ascii or RTF.

Thanks

Alyre Chiasson
chiassa@umoncton.ca

# 1577. How do I split .AIF on Ataris?

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: pwillis@hondo.cyberverse.com
Message-ID: <5cb4r8$8cu@rodelo.cyberverse.com>
Source record: 129344

Hi fellow Atarians,

Does anyone know how to split a _stereo_ .AIF or .WAV into two mono files
on an Atari? One for the left channel and the other for the right channel.

Any help or ideas would be greatly appreciated.

```
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--------------------------------------------------------------------------
```

# 1578. GEM mentioned in MACWorld

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.970124143410.643830640A-100000@conrad.appstate.edu>
Source record: 129345

The Feb. '97 issue of MACWorld features an article on the BeOS and its potential for Mac users. As I was skimming through the article, I saw reference to GEM! The writer was wondering what would happen to the BeOS if Apple didn't use it or part of it for the next release of MacOS and theorized that it would end of with other OS "wannabees" like OS/2, AmigaDOS, NextStep (ironically, NextStep IS now being considered by Apple), and (ta-da) GEM!

I thought it was kind of neat to see a reference to our OS (though, properly speaking, GEM is only part of our OS) in a major publication nowadays.

The article also made me realize how untimely print publications can be. Apple stopped considering BeOS a while back, but there it was as Feb. cover story!

Anyway, it is a neat article about the BeOS (which I'm sure will survive Apple's misjudgement) and is worth a look.

-Thomas

# 1579. Re: trouble with floppy drive

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: lwright@silk.net
Message-ID: <5cat2m$2pa@scipio.cyberstore.ca>
Source record: 129346

Lawrence Wright (lwright@silk.net) wrote:
: I've got a TT. When I write copy something to the floppy it seems to work
: alright, but when I try to load it again, the file is mangled. If it's a
: text file, it comes back with about 70% of the file missing, but in all
: sorts of places. I figgered the floppy was shot, so I replaced the
: drive, but to no avail. Could it be the drive controller? Next thing to
: change is the cable, but has anyone else had this problem?

Well, an update: I've changed the floppy cable and I get the same
errors, so it must be the chip, right? Anybody tell me which chip is the
drive controller? Thanks,

Lawrence.

## 1580. Grabbed TOS roms

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Simon Mooney <smooney@es.co.nz>
Message-ID: <01bc09c4$2707e4c0$f15e24ca@default>
Source record: 129347

Does anyone of a place where I can find a set of grabbed TOS roms to use with Gemulator, or a ROM grabber to use with an Atari to take a copy of the TOS 1.6 Roms out of ST?

## 1581. e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: roedaal@audiophile.com
Message-ID: <32f137e1.21487547@news.univie.ac.at>
Source record: 129348

Hi!

Which e-mail and/or newsreader programs allow filtering? I have tried a demo of antmail and newsie recently but didn't find anything relative in the menus.
---
Christian Roth
roedaal@audiophile.com

# 1582. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cb9be$ao8@ornews.intel.com>
Source record: 129349

In article <yvvenfbxwfy.fsf@emw.ericsson.se>,
Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
>
>I bet Hall9000 was a TT. ;-)

If he was, he had one Helluva big VME expansion cage. <G>

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

## 1583. what is needed to run caf in high resolution?

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: roedaal@audiophile.com
Message-ID: <32ec3103.19728740@news.univie.ac.at>
Source record: 129350

Hi!

I'm asking myself if I couldn't make life easier for my eyes... I had an excellent oppertunity to get a 21" monitor and did so.
But for now, I am not sure how I can achieve a satisfying resolution, such as 1024*768, or, if ever possible, higher, with my Falcon.
What I am owning at present (Screen Wonder Pro) doesn't like Cubase Audio. The screen starts to "flicker".

Is there a hardware solution that can do high resolution with CAF, and maybe even expands the RAM?

Thanks in advance for any hints to arrive,

Chris
---
Christian Roth
roedaal@audiophile.com

# 1584. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: asmolar@localhost.fast.net
Message-ID: <5cbc34$deu@news1.fast.net>
Source record: 129351

On Fri, 24 Jan 1997 10:33:52 GMT, !ynoT <!ynoT> wrote:
>
>
> Is it illegal to copy and pass to someone a Tos Image? if so then who
>would be the injured party? ie: who owns the Copyright ?

Parts of it are owned by Atari, and parts are owned by Digital Research.

## 1585. Thing Windows?

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: bp507@torfree.net
Message-ID: <E4IzIy.CBn.0.sheppard@torfree.net>
Source record: 129352

I've been trying out the demo of the Thing replacement desktop, which looks very nice, but I have a couple of questions that don't seem to be answered in the docs.

Some earlier posts suggested that the icons can be edited with a program called INTERFACE. Is this commercial? I haven't been able to find it on any ftp site.

Secondly, and more importantly, the whole program freezes when I try to open a second window (folder or drive partition). Is this something that is disabled in the demo or what?

Thanks,

--
____/ /
/ / Frank Lockwood
__/ / Toronto, Ontario, Canada
__/ _______/ http://www.candisc.com/fl/

# 1586. Cubase

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: James@grunt.demon.co.uk
Message-ID: <32ea04e6.1121726@news.demon.co.uk>
Source record: 129353

How much memory do I need to run one of the Cubase progs..?????

Light? How much?

TA!

# 1587. Re: Joust

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970124232657.21219.qmail@mail.ptd.net>
Source record: 129354

>From [1]lais@cs.man.ac.uk (S94)
>
>>I have a copy of Joust I can send you through e-mail if you want. It used
>>to be a commercial release by Atari but now the game's PD.
>
>Erm, are you absolutely sure about this? I remember that Atari threw a wobbly
>when numerous sources (e.g. PD libraries) were assuming that programs such as
>NeoChrome and Joust were PD, when in fact they were not, and it did clamp down
>and banned a whole list of programs from free distribution. So when did Joust
>attain PD status?

Hmmm...I assumed that it was a PD version since it said so on the title screen, since Joust could no longer be sold commercially. I found it on a CD-ROM full of ST programs. I've also seen the orginal Atari version and it had a different intro screen.

As for NeoChrome, there is a "PD" verison called NeoChrome Master which is a rewrite with newer features.

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or automatic.

# 1588. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970124233101.21284.qmail@mail.ptd.net>
Source record: 129355

>From !ynoT
>
>
> Is it illegal to copy and pass to someone a Tos Image? if so then who
>would be the injured party? ie: who owns the Copyright ?

So far JTS, the company formally know as Atari, would still hold the
patents and copyrights.

Unless it's needed for a game, Magic is much better for having a
multitasking enviroment. :)

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

# 1589. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cbg05$emm@ornews.intel.com>
Source record: 129356

In article <32f137e1.21487547@news.univie.ac.at>,
roedaal@audiophile.com (Christian Roth) wrote:
>
>Which e-mail and/or newsreader programs allow filtering? I have tried a
>demo of antmail and newsie recently but didn't find anything relative in
>the menus.

AFAIK, the only way to get filtering on the ST at this time is to use
NOSPOP3 with Oasis 1.45; all of your mail and newsreading will be done
off-line in this case. NOSPOP3 supports either static or dynamic IP
addressing under PPP, but only static IP under SLIP.

I'm working on a backward-style article killer for Newsie that would let you
"read for offline" and then run the killer to delete articles which fir the
criteria you select; but that's really only a stopgap until John gets a real
killfile into Newsie. It would be much better to NOT waste time downloading
things just to delete them.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 1590. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: garn9114@kutztown.edu
Message-ID: <5c94cd$2h$1@jake.esu.edu>
Source record: 129357
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

Excellent article. I must admit, this was the first news I've heard
of Atari's demise, and I am truly sad to see it go. Other than the 2600,
which almost everyone had, my first exposure to Atari computing was only
5 years, when a friend talked me out of buying a COmmodore 128 in favor
of a 1040 Ste. He's long since switched to a Pc, but I still hang on,
even now that I've upgraded to a Falcon.

To some great years, and a lot of fun with them, Goodbye Atari :(

George Garner
--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"I can picture every move that a man could make, getting lost in her love
is your first mistake..."
-- Gordon Lightfoot, "Sundown", 1974
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 1591. Gemulator and games??? Has anyone got their games working?

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <32E95FFB.50C4@nh.ultranet.com>
Source record: 129358

I have tried a couple of games. Tower Toppler, Time Bandit, and OIDS on Gemulator and can't get any to work. The old version of the demo is the only one that supported Atari Disk mode and it ran none of these games. I haven't tried out any others. These are the original disks and I am using a 2.06 disk image TOS. Any input greatly appreciated. (I gotta play Time Bandit again!!!)

# 1592. Play Movies on a ST(E)

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: mille@tripnet.se
Message-ID: <5cbc2p$k67@minox.tripnet.se>
Source record: 129359

Hi all!

Now you can play animations on a (Mega) ST(F/E) in AVI, MOV or
FL? standard formats. Just browse to:
http://www.tripnet.se/~mille/tello/tello.html
and download MP_STE v2.31 dated 1997/Jan.

There's also a new version of M_Player (v2.31) for Falcon and
TT030.

Regards

---
Name : Mille Babic, Gothenburg Sweden Atari Falcon030 40 Mhz
EMail: mille@tripnet.se New AES OpSys 1996-07-18
WWW : http://www.tripnet.se/~mille 12MB RAM, 540HD 800x600
---

# 1593. Re: Cubase

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970124205509.28069A-100000@usr04.primenet.com>
Source record: 129360

Just the plain cubase, you need 1 meg at least to be able to record,
edit comfortably a full song.
However, for cubase audio 3 meg I would say. ( cubase audio only runs
on the falcon).
So in short yes it is pretty light ;)

On Fri, 24 Jan 1997, James wrote:

>How much memory do I need to run one of the Cubase progs..?????
>
>Light? How much?
>
>TA!
>
>

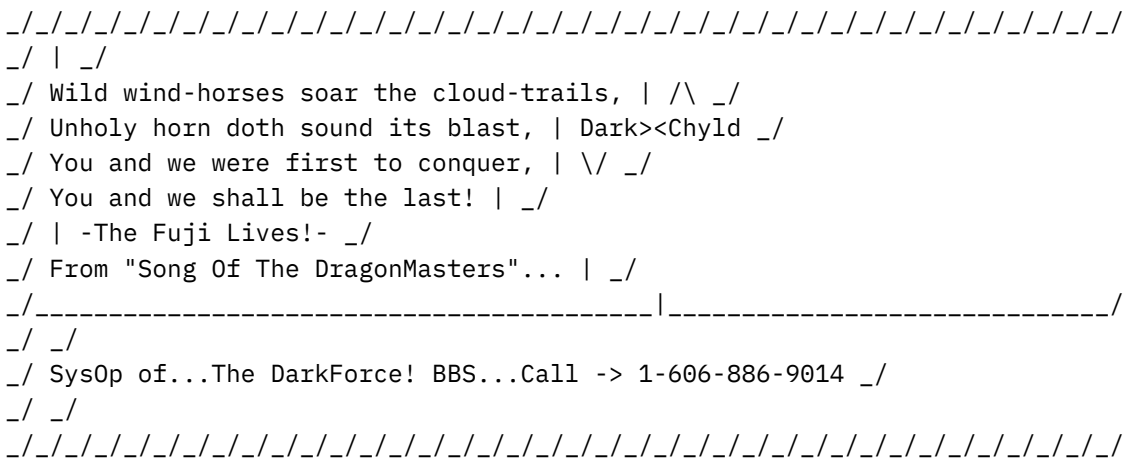
---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 1594. ST Informer...

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <854140350_OASIS_@pcc-uky.campus.mci.net>
Source record: 129361

I was just wondering if anyone knew the status of ST-Informer...Used to be one of my favorite Atari mags, but its been a -long- time since I received an issue...and I do have a subscription! <smile>

--



# 1595. Re: OXO's Web Space...Some Questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5cbdqp$1am@einstein.ebicom.net>
Source record: 129362

Ooops...forgot to mention...
I'm running the Web Space demo on a Stock Falcon 030 with 14meg and
VGA. Intalled is NVDI 3, Geneva, and NeoDesk 4.

Brian Roland (bjr@edison.ebicom.net) wrote:
: I just hit the OXO WebSpace WWW page and grabbed the demo...
: Looks pretty good...but other than being a "Whole Lot" faster, it
: doesn't really look any better than CAB when it comes to supporting
: spiffy pages and the like. So...I have a few questions concerning my
: particular experience with WebSpace and wonder if the full paid version
: behaves the same.

# 1596. OXO's Web Space...Some Questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5cbdi4$1am@einstein.ebicom.net>
Source record: 129363

Aloha,
I just hit the OXO WebSpace WWW page and grabbed the demo...
Looks pretty good...but other than being a "Whole Lot" faster, it doesn't really look any better than CAB when it comes to supporting spiffy pages and the like. So...I have a few questions concerning my particular experience with WebSpace and wonder if the full paid version behaves the same.

1. Sometimes I would load html pages, and sections of it would get clipped off the left side of the window...the scroll bars didn't help.

2. Several tables that I loaded didn't align properly...the word(s) of a particular field often didn't sit in the appropriate box...usually about three letter spaces to the left.

3. A lot of things simply refuse to center...and always are flush left when they are clearly supposed to be centered. This problem was most obvious on header tags and things (I.E. a gif) that was meant to be centered in the field of a table might show up flush left in the top of the field.

Over all I'm very impressed with WebSpace!
This thing books offline! Faster than NetScape on the 486DX66 back at work! My questions are...

Have these things been adressed and fixed in the full paid release?

Could we get a full listing of the HTML tags that are supported on the OXO web page? Or if it's easier...the ones that are "not yet" supported?

Are the problems mentoned above "My Fault"? Maybe I missed something.

Please don't flame this article...
I know how hard it is to support what is left of the Atari community and I applaude OXO for Web Space. Once I know what I'm getting...I'm pretty sure I'll buy it. I'm just a sucker for details :) My impression so far is that it's most likely worth a try...but don't toss out CAB! You'll most likely need both for a while longer, and between the two... you should be in pretty good shape.

Thanks,
Brian

# 1597. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cb9j1$ao8@ornews.intel.com>
Source record: 129364

In article <32e88f2a.3097239@news.airtime.co.uk>, !ynoT wrote:
>
> Is it illegal to copy and pass to someone a Tos Image? if so then who
>would be the injured party? ie: who owns the Copyright ?

Yes, it's illegal. Probably no one will sue over it, but technically Atari (as embodied by JTS) still owns the copyright, and if Wizztronics or whoever does manage to purchase the rights, they probably would alos obtain the right to legal redress. C-Lab has a license to duplicate TOS, and it's cheap and easy to buy a used (even a broken) ST with TOS chips in it, so if someone were to do that, legally making a copy for themselves falls under "fair use." Technically, it's illegal for someone else to make the copy from ROMs not owned by the guy who's going to use the image - but that's such a tiny quibble that I think most judges would laugh it out of court, even if the copyright holder did sue.

So, to make a long story short - sell 'em a broken ST and give them a TOS image on disk that was taken from the ROMs in the ST. <G>

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# 1598. Re: Thing Windows?

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cb9q2$ao8@ornews.intel.com>
Source record: 129365

In article <E4IzIy.CBn.0.sheppard@torfree.net>,
bp507@torfree.net (Frank Lockwood) wrote:
>
>I've been trying out the demo of the Thing replacement desktop, which
>looks very nice, but I have a couple of questions that don't seem to be
>answered in the docs.
>
(I can't help with the icon question)
>
>Secondly, and more importantly, the whole program freezes when I try to
>open a second window (folder or drive partition). Is this something that
>is disabled in the demo or what?

I ran into that, too, Frank, and IIRC it was solved by fiddling with the
"unload Thing before launching" settings, though I don't recall exactly how.
Also, using the mouse to open a second window still worked when ALT-<Drive
Letter> didn't.

The demo has me sold. I finally have a desktop I like better than Teradesk.

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# 1599. Gemulator Classic & TOS

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: flook@globalnet.co.uk
Message-ID: <32e91715.124130@news.globalnet.co.uk>
Source record: 129366

I only just discovered this ST emulator and downloaded it. I gather I need the Atari ST TOS for it to run, so where/how can I get this in a form that the PC and the emulator can handle?

Please don't say get the latest version (if that has the TOS) 'cos I don't have Win 95.

Cheers.

flook

### # #
# # ### ### # # flook@globalnet.co.uk
## # # # # # ## http://www.users.globalnet.co.uk/~flook
# ## ### ### # # http://members.tripod.com/~flook/INDEX.HTM
# New Year - New Sig. - New Web Page.

Would she be happy with a pet rock instead?

# 1600. Re: Java

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970124230757.20723.qmail@mail.ptd.net>
Source record: 129367

>From [1]skr@dcs.ed.ac.uk (Steven Rodgers)
>
>Does anyone know if there exists a way to run Java applets on a TOS machine?
>AFIK there exists nothing for TOS, how about under linux?
>
>Any ideas greatly appreciated.

Well, so far there are no way to run Java apps under CAB....but there is a way that someone could have the same type of programs for TOS.

Perhaps the person who has an Atari related web site could whip up a little TOS program that can be run from CAB after downloading. Quick animations, MOD music, or automatic sample playing are good examples.

They can't be zipped of course, but using Ice Packer will make the D/L easier. I hope this will inspire someone :)

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or automatic.

# 1601. Atari Tax Program F/S

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <5cbh06$7kn@news.chatlink.com>
Source record: 129368

TaxWizardII+ is almost ready for shipment. This program covers your USA Federal Tax Return and comes with more than 38 forms to handle your individual or sole owner business return. Works on any Atari TOS based machine and is compatible up and down the model line.

TWII+ does all the math and interfacing between forms for you. Simple to use, with everything happening automatically. Retail $49.95 plus $3 P&H or second and subsequent buyers receive a $10 discount on the updated program each year. Comes complete with all forms supported by the program so that you have ready reference in case of a question.

We will ship by January 30th, so reserve your copy now prior to our production run to avoid delays in receiving the program.

Email w/charge card info and mailing address, or fax us with the information and we will be sure to reserve you a copy.

SPECIAL FEATURE THIS YEAR...We have an in-house tax advisor available to answer your tax questions either by email or fax.

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909 NW Starlite Place | CIS: 75300,2514 | Order(800)800-2563
Grants Pass, OR 97526 | www.chatlink.com/~stinformer| MC/Visa/Discover

# 1602. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970124182648.4190E-100000@voyager.cris.com>
Source record: 129369

This is one reason to try and find an ISP that not only has SLIP, but also has a dial-up shell account! With the shell account you can use the kill file in TIN whenever something really annoys you or this group gets a mega spamm like last time! I normally just use PINE for all my e-mail and newsgroups, but when we get a situation like we had a while back, I'll fire up tin first to weed out the crud, then go on and read the good stuff with Pine! I hate Tin's interface (Old IBM style command line crap).

On Fri, 24 Jan 1997, Christian Roth wrote:

>Hi!
>
>Which e-mail and/or newsreader programs allow filtering? I have tried a demo of
>antmail and newsie recently but didn't find anything relative in the menus.
>---
>Christian Roth
>roedaal@audiophile.com
>
>

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 1603. Re: ST-Guide hypertext to ascii

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970124233412.21337.qmail@mail.ptd.net>
Source record: 129370

>From Alyre Chiasson <[1]chiassa@umoncton.ca>
>
>Is there a program that ST-Guide hypertext into ascii or RTF.

You can just load the HYP files in any text editor and take out the weird codes. So far, no conversion program.

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or automatic.

# 1604. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-24 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <32E95F0C.4138@nh.ultranet.com>
Source record: 129371

```
Tom wrote:
>
> Dennis Armstrong wrote:
> >
> > !ynoT wrote:
> > >
> > > Is it illegal to copy and pass to someone a Tos Image? if so then who
> > > would be the injured party? ie: who owns the Copyright ?
> > Yes and my guess at the copyright owner is JTS Corporation ie the merged
> > Atari/JTS group. I believe that there is one JTS employee who deals
> > with these questions.
> >
> > --
> > | Dennis Armstrong, CODAS division Joint European Torus
> > | Abingdon, Oxfordshire, OX14 3EA, UK tel +44 1235 464871
> > | work mailto:Dennis.Armstrong@jet.uk
> > | home mailto:Dennis.Armstrong@corewise.demon.co.uk
> >
> > ==============================================================================
> > The above article is the personal view of the poster and should not be
> > considered as an official comment from the JET Joint Undertaking
> > ==============================================================================
>
> Frankly, it might not be so bad to see Atari/JTS in court. It would be
> the most action that atari owners had seen out of their former company
> in years. :-)
>
> If atari actually came out of the woodwork to do anything, which I
> sincerely doubt they would, perhaps they could answer why they sold me a
> falcon and then immediately abandoned all support for it. Why they gave
> me such a screwed up version of Atari Works (parts of the manual upside
> down) with a coupon for a free upgrade to version 2 (I keep it under my
> pillow at night so I don't lose it).
>
> And why they sold me a jaguar and then dumped it out the window after
> everything else.
>
> Sorry everyone, for venting (I love the platform - hate the company). I
> just can't for the life of me imagine JTS/Atari coming out of the
> woodwork and trying to prosecute a handful of people who represent
> the hardcore of atari enthusiasts, trying to keep the platform alive.
>
> If this mysterious JTS representative wants to respond I would love to
> hear why I can't get a diskbased tos unless I own that particular tos,
```

> but I can, purchase thousands of dollars worth of hardware and software
> that is now worth about $1.50 Canadian (on a good day).
>
> Like I said, sorry for venting. I'm usually not so negative, but this
> whole illegal tos deal gets me going. I realize the copyright law is on
> the side of atari, but I believe there is a moral and ethical law here
> too.
>
> And Atari broke that moral and ethical law to us users a long time ago.
>
> Tom

You are 100% correct...and it's the only example I can think of where this sort of thing might be warrented...Amiga users still get support :] If support s**ks that bad, why should we accomodate their 'support'?

# 1605. Null connection with Mac

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32EAAAA8.7E48@con2.com>
Source record: 129222

i'd love to have directions on how to create a null connection between an Atari 1040stf and a Mac. Can it be done? I need explicit directions. Please help me!!!! I have both computers right next to each other. do they both need a modem? I have them both with modems. I've never done a null connection so please be gentle with me! Any suggestions and advice is appreciated in advance. Thanks

Mykle

# 1606. Re: Null connection with Mac

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32EAAB33.946@con2.com>
Source record: 129223
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Mykle wrote:
>
> i'd love to have directions on how to create a null connection between
> an Atari 1040stf and a Mac. Can it be done? I need explicit directions.
> Please help me!!!! I have both computers right next to each other. do
> they both need a modem? I have them both with modems. I've never done a
> null connection so please be gentle with me! Any suggestions and advice
> is appreciated in advance. Thanks
>
> Mykle

# 1607. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cec9k$nat@ornews.intel.com>
Source record: 129224

In article <5ce2j1$qin@nnrp1.news.primenet.com>,
rojewski@primenet.com (John M Rojewski) wrote:
>
>On 24 Jan 97 20:16:59 G, Rich Tietjens wrote:
>... that's really only a stopgap until John gets a real
>>killfile into Newsie. It would be much better to NOT waste time
>>downloading things just to delete them.
>>
>Are we talking about cancelling posts here, or a "selective mass
>download" sort of thing. I'm interested to see what is being asked
>for. Please define "killfile" in a way that I can understand it.

No, I can cancel posts now (and do so regularly in a.b.a(.d) - although the
ability to define custom headers would be nice, it's easy enough to just
type them in the editor).

By "killfile" I mean a file which is compared to the headers of new
articles, and if a match is made, the article is marked "read" and not shown
to the user. Ideally, this takes place at such a level that when "read for
offline" is selected, the "killed" articles are skipped during download.

Typical killfile (this one is from NewsXpress on my Win95 box here at work):

```
/control
;ignore
:+atari@teleport.com
/*
;chat to girls
;meow
;alt.college.college-bowl
:hal.levy@mail.trilogy.net
:haakon@uffda.telianet.se
:taxes@yourwallet.empty.gov
:bcampbel@freenet.npiec.on.ca
:krunch@intac.com
:+someone@home.thinking.about.you.com
:jedi
/alt.binaries.sounds.movies
;braveheart
;highlander
;halloween
;clockwork orange
;pulp fiction
;the shining
;steel magnolias
```

;psycho
;+star wars megapost:
/alt.2600
;+faq
/comp.sys.atari.st
;chat to girls
;meow
;alt.college.college-bowl
/alt.binaries.pictures.cartoons
:marina.mermaid@colorado.edu
/alt.config
;alt.femfight
:slvrbear@cheta.net
/alt.binaries.sounds.tv
;kids in the hall
/news.newusers.questions
;+meow
:+atari@teleport.com
/comp.sys.atari.programmer
:+rdupuy5596@aol.com

For reference: lines beginning with a slash indicate a newsgroup name;
lines with a "+" as the second character indicate "auto-select" (that is,
"get these immediately") and all others are "shoot on sight" - if it has an
"@" in it it's a From or Reply-To address, else it's a subject.

I would like to be able to compare ANY header, however, so if you're going
to add a killfile capability to Newsie (please? <G>), the "kill" lines ought
to indicate the header to be checked. I'm not sure how to interface that,
but I think I'd put up a window with a "indicate line(s) to select/kill on"
prompt, and show the leftmost 76 characters of each header line.

Of course, the killfile should be stored in plain ASCII so that it's easy to
edit with a tesxt editor; that way, if the user has selected "Path:" as a
kill line, he can pick out just the server(s) to kill (can you say
"CyberSpammo?")

I don't know if you'd want to have a seperate killfile for mail, or a single
file for both mail and news. Anyone else care to add their 2 bits worth
here?

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# 1608. Re: Null connection with Mac

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cecgg$nat@ornews.intel.com>
Source record: 129225

In article <32EAAAA8.7E48@con2.com>, Mykle <mykle@con2.com> wrote:
>
>i'd love to have directions on how to create a null connection between
>an Atari 1040stf and a Mac. Can it be done? I need explicit directions.
>Please help me!!!! I have both computers right next to each other. do
>they both need a modem? I have them both with modems. I've never done a
>null connection so please be gentle with me! Any suggestions and advice
>is appreciated in advance. Thanks

Assuming the Mac has a standard 25-pin plug on the end of the modem cable:

(1) unplug both modems from the ends of the cables.

(2) Toddle off to Radio Shack and buy a 25-pin "null modem" connector. Make sure both ends have female connectors.

(3) Stick the null modem between then two cables.

(4) Start up a terminal on each machine with the bps rate set to 19200, hardware handshake (if possible), 8 bits, 1 stop bit, no parity.

(5) Type something on one keyboard. Depending on how you have duplex set, it should appear on both screens.

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# 1609. HD Driver 6.1 demo, et al

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <JdBVWbT.greg_evans@delphi.com>
Source record: 129226

I once had HD Driver version 4.51 but sold it when it would not recognize my Quantum Fireball 1 gb drive. Recently I downloaded the demo of 6.1 and decided to try again. I don't know what I'm doing wrong but it still won't recognize the drive. There are other problems, as I'll explain. Here's my setup, as correctly reported by IDCHECK.PRG when running ICD Pro:

IDE 0: Quantum Daytona 256 mb
SCSI 0: Conner CP30200 212 mb
SCSI 1: Conner CTMS 3200 (tape)
SCSI 2: Quantum Fireball 1080S
SCSI 3: Philips PCA80SC (CD Rom)
SCSI 4: Syquest SQ3270S
SCSI 5: nothing
SCSI 6: Mustek MFS 12000CX
SCSI 7: Atari Falcon 030

When I run the HDDRIVER.PRG it identifies:
IDE 0: Quantum Daytona 256 mb
SCSI 0: Falcon
SCSI 1: Conner CP30200 212 mb
SCSI 2: Conner CP30200 212 mb

I may have as many as four SCSI drives identified as the same Conner 212 mb drive, as SCSI 3 and SCSI 4.

What can possibly be wrong?

Greg

# 1610. Re: Nemesis Benchmarks

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <JfGWmVb.greg_evans@delphi.com>
Source record: 129227

I have an AB040 and Nemesis on order. In the meantime, I was wondering if I can keep my Power-Up which runs the CPU at 32 mhz? From talking to David Encill, it might be possible -- some of the same hardware mods are neede for both. Anyone try this already?

Greg

# 1611. Re: How to set PageStream screen colors?!

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <B9OVWHa.greg_evans@delphi.com>
Source record: 129228

You'll need to delete your PGS.INF file and restart Pagestream. That
also means you'll have to set up your fonts through manager again.
My guess is your INF file had been originally set for a mono system.

Greg

# 1612. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2501971850000001@metricom34.ucsc.edu>
Source record: 129229
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5c7bv1$qrf@einstein.ebicom.net>, bjr@edison.ebicom.net (Brian Roland) wrote:

>Atari fell behind in technology?
>Interesting that they hit the market first in many many areas...all the
>way to the last product...the Jag. Falcons came out when Pentiums were
>still a wet dream...

The Falcon was not a "first". Atari talked about it for an awful long time before actually releasing it, and by the time they did, it was no longer a blockbuster product. You could spend a couple hundred more to get a Mac Quadra 660AV, which had a lot better hardware overall than the Falcon. (I'm not sure that the Quadra was released prior to the Falcon... but NeXT had a 56000 series DSP onboard *long* before the Falcon.)

The ST was not a first. It was clearly a followup to the Mac: offer a cheap GUI alternative to the Amiga and Mac (both of which were more expensive than the ST).

The TT was not a first. 030 machines existed long before Atari finally got on the bandwagon.

Atari was behind the technology curve throughout the Tramiel years. The Jag is possibly the only exception, but they killed it with the trademark Atari cheesy support and marketing.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

# 1613. Re: What is 'Blitter'?

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970125222612.5950.qmail@mail.ptd.net>
Source record: 129230

>From [1]hallvart@sn.no (Hallvard Tangeraas)
>
>
>On Sat 25-01-97 03:16, ploob (buzzdc@netcom.com) wrote:
>
>>This option appears in a pull-down menu on my default desktop. I didn't
>>get a manual with the unit and I was simply curious. Turning the option
>>on seems to have no effect. Thanks for any clues.
>
>
>I don't know the technicalities, but it BlITter stands for "Block Image
>Transfer" as far as I know.
>It's used to speed up the display. Try to switch it off and see how much
>slower screen updates become (i.e when reading the contents of a folder
>etc.).

The blitter takes some of the graphics load off the CPU for quicker
displays. Basically, you can scroll text display in your TOS programs
much faster without needing a accelerator like GEM apps do.

A good programmer can even use the blitter for basic screen swapping
and moving around which improves performance, even in STOS :)

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

# 1614. Re: Atari Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Daniel Fangmann <dfangmann@msn.com>
Message-ID: <01bc0b2d$767145a0$e81d2399@default>
Source record: 129231

Following for-sale:

1040STF 1meg/720k floppy, good clean, working condition...$65.

Keyboards for ST/STE(not for MEGA/TT), good condition, no broken keys...$15ea.

SC1224 Color Monitors-for Atari Computers- 'refurbished'-original box&docs, like new...$65.

'Used' SC1224's, good clean, working condition...$50.

PCM124 Atari PC monitor - new-in the box- 9 pin connector...$65.

AlberTT Video Card for MEGA STE or TT - 1024x768, 16 colors fron a palette of 4096, driver software and install instructions included...$125.

Jaguar & CD Player, like new, original boxes/doc's, includes CD 'pack-in' software titles PLUS Raiden Cartridge, Highlander CD & BrainDead 13 CD...$175.

Aerochopper R/C Flight simulator, airplane and helicopter simulator, includes 4 channel R/C Futaba transmitter contoller, software, original box, plugs into the 'cartridge slot' on an ST computer like new...$125.

Buyer Payes shipping. Payment made by check/money-order or COD.
Will ship to US & CANADA ONLY
Atari Computers are A-1!!!

Dan Fangmann send e-mail to: dfangmann@msn.com

# 1615. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: !ynoT
Message-ID: <32e95f1e.25525763@news.airtime.co.uk>
Source record: 129232

On 24 Jan 1997 23:31:01 -0000, Mr.Maddog@mail.ptd.net wrote:

>Unless it's needed for a game, Magic is much better for having a
>multitasking enviroment. :)

magic is better than what? for mutitasking...a tos image wont
multitask.....
I have used tos image and magic with gemulator, the tos image wins
EASY ...IMHO :)

Cheers.....!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 1616. Re: PI3 & PC3 conversion

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: nakal@watchin.snafu.de
Message-ID: <HAZQEGEPUP@watchin.snafu.de>
Source record: 129233

In <32ea12e8.92347420@nntp.sierra.net> wrote:

>Hello all,
>
>I recently discovered, much to my horror, that I had not converted a
>pile of high-res Degas format pictures over to my archives on my PC
>(as I had with all of my color ST graphics. Now, I sold my Mega ST4
>off to a friend a few years ago, along with my monochrome monitor, and
>will all the software that I would have used to convert these PI3 and
>PC3 pix to somehting portable (like IMG).
>
>Can anyone tell me if they know of...
>
>a) a shareware/freeware utility on the ST that will convert high-res
>to IMG or some other PC format ON A COLOR MONITOR without first
>remapping the picture for color rez, or...
>
>b) a PC program that can read PI3 and PC3?
>
>Thanks in advance.
>

I'm not quite sure, but I guess BigConvert should do that job at your
Atari. Sorry, I have no experience with color monitors.
You can find BigConvert at ftp.tu-clausthal.de and maybe at lots of
other FTP-sites.

Alex

## 1617. Retro fit floppy.

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27513_please@no.spam.mail.here>
Source record: 129234

This message from ACA126@news.salford.ac.uk to All came in on a wing and a prayer...

A> I'm trying to fit a 5.25 in drive to drive B on my ST. (for
A> compatibility reasons at university) I've cannabalised an old
A> external drive and cable and fitted an edge connector to it. the ST
A> recognises that a drive B is connected (B on FCopy is clickable) but I
A> cannot use either A or B drives at all. what obvious thing am I doing
A> wrong?

The fact that you can click the B drive button doesn't mean that the drive is recognized.

The usual suspect in cases like yours is that the data cable might need turning, unplug it from the drive and put it back the other way round.

I think that you will also need to change the steprate for the new drive.

Regards, Derryck

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

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--

## 1618. 16/32 Systems ?

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27511_please@no.spam.mail.here>
Source record: 129235

This message from dipching@ping.be to All came in on a wing and a prayer...

d> Does anyone know if 16/32 Systems in England are out of business or not
d> ? Do they have an e-mail address ?

nharlow@cix.compulink.co.uk

Regards, Derryck

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
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# 1619. Re: Music DTP error or GDOS error??

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27512_please@no.spam.mail.here>
Source record: 129236

This message from atari@teleport.com.REMOVE.TO.REPLY to All came in on a wing
and a prayer...

Hi Rich,

a> In article <32E4DC87.4F6E@student.hk-r.se>,
a> Richard Krejstrup <di94rkr@student.hk-r.se> wrote:
>>
>> Anyone here who knows anything about a program called
>> Take Control Music DTP ??
>> ... but the gdos printer routines doesn't work that well...
>> ... it bombs out just when it supposed to sent the stuff
>> to the printer (it loads the printer fonts allright).
a>
a> Sounds as if it doesn't wait long enough for the printer to
a> acknowledge receipt of data (or some similar timing problem). I would
a> try a printer spooler/speeder (Mspool, Outburst are a couple that come
a> to mind) and see if that fixes the problem.

Richard could also try NVDI, with the output set to go to a disk file rather
than direct to the printer, if that works then the resulting file could be
sent to the printer from the desktop?

Regards, Derryck

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
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--

## 1620. Any TWIST users out there?

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <E0voR6u-0003QP-00@news.demon.net>
Source record: 129237

If there are, how is the TWIST desktop turned off?

TIA for any help

--
dave

# 1621. Re: Defragment HD? Virus Software for HD?

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <E0voRAT-0003RT-00@news.demon.net>
Source record: 129238

In article <32eba2a4.6788702@news.univie.ac.at>
croth@audiophile.com "Christian Roth" writes:

] On Mon, 20 Jan 97 06:10:02, please@no.spam.mail.here (please@no.spam.mail.here)
] wrote:
]
] >Hi mykle@con2.com, on 19 Jan 97 you wrote:
] >
] >
] > m> Is there defragmenting software and virus software for Atari hard
] > m> drives?
] >
] >I use ZORG as my hard disc tool - try it, there are PD demos around.
]
] Is ZORG reliable now? I heard rumors months ago that it can crash your hd.

It certainly buggered up my files very nicely thankyou... Diamond Edge does
too from time to time. I use HD Optimiser now. Excellent.

--
dave

# 1622. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <32eb6098209b0a1@xs4all.nl>
Source record: 129239

on Fri 24-01-97 01:16 Hallvard Tangeraas wrote:

>I had a little trouble finding out what Jos meant by installing it as a
>tool,

There's a .hyp file in the distribution. Get the index, click on
"Tools".

>Don't ask me which parameters they should have and how a file is to
>actually be MIME-encoded/decoded... these UNIX "man" pages are pretty
>cryptic, so I'll probably continue experimenting some more with the whole
>thing.

Say, you want to send a binary file in a MIME encapsulated message.
Start mpack and fill in the following on the command line:

<name of file te be sent/decoded> -o <name of output file>

the program will then prompt you for a subject line. You can
prespecify the subject line on the command line with option `-s'. The
result is a MIME message with a (minimal) header and the binary
encoded in base64. If the binary is too large to send in one message,
you can split it in a multiple message using option `-m <number of
character>'. The name of the output file is suffixed with .01, .02,
etc.

To unpack a MIME message, save the message complete with header, start
munpack and write on the command line:

<name of file to be decoded/unpacked>

You can use option -C to specify a working directory and option -t to
also unpack (non-encoded) text parts. If the message is part of a
multiple message, munpack will save it in a special directory and wait
until all parts are received before constructing the binary.

For both programs the following environment variables must be set:
TMP, for your temporary directory, LOGNAME, and HOSTNAME.

>But please- if anyone knows how to "install" these .TTP programs
>within Packshell I certainly won't complain ;-)

You already know to install them as tools. Now double click on the
icons to fill in the command line that is to be passed to the .ttp
programs. For munpack this could be `$f', and for mpack `-o
c:\tmp\mime $f'. The PackShell desktop works with the `drag-and-drop'
method, so the command line has to contain a variable for the file
name that is dropped onto the program. This is `$f'. The command line

for mpack will always create a file called `mime' (or `mime.01',
`mime.02', etc. in case of a multiple message) in directory c:\tmp.
Change this according to your own wishes.

>I'm also trying to figure out how to install the UUencode.TTP and
>UUdecode.TTP programs with it... (and yes- I've tried all sorts of
>combinations based on the manual, but I can't get it to work).

Same procedure. I don't know which uu programs you're using, so I
can't say anything specific about the command line.

Hope this helps.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

# 1623. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: kmaj@uran.ip.krakow.pl
Message-ID: <32e98f9c67a3360@uran.ip.krakow.pl>
Source record: 129240

Mike Scholman (mikescholman@geocities.com) wrote:

>I've been looking for a while for a good PD/shareware terminal program that
>will do full VT100 or higher. I've tried a number of programs which do
>ANSI, rather that a true VT100, and display wierd codes, jumbling up the
>screen. I've fornd two programs which seem to work, each with it's own
>problems:

I want to recommend an excellent shareware programme STARCALL.
I use it for more than one year.
It's easy like Rufus, featured like Connect and is still supported
by the author.
It comes in packet containing 3 programs:
STARCALL - terminal program
STARFAX - faxprogram
STARBOX - the BBS program.

All programs are fully functional, the only limitation of unregistered
version is that before every quitting program displays a shareware
message for 10 seconds.
Packet includes manual in English also.
Actual versions of STARCALL are available at the author in Germany:

Ingo Linkweiler
Marktstr. 48
D-45711 Datteln
Telefon: 02363-55629
Fax/Mailbox: 02363-2610
E-Mail: Ingo Linkweiler @ Do.maus.de

If you want, I can send a STARCALL 2.1A/ENG (version I use) to the chosen
ftp-site.

--
Greetings from Okami Newsreader user.

Krzysztof Maj
kmaj@uran.ip.krakow.pl

# 1624. Re: DUftp or Aftp??? which one to choose?? they are the best!

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Jan Krivanek <atack@szt.cdrail.cz>
Message-ID: <32EA66A7.7AFB59EC@szt.cdrail.cz>
Source record: 129241

Martin Byttebier wrote:

> look for duftp1_1.lzh and aftp10b2.lzh

beta2? Latest is beta5 - http://www.pvtnet.cz/www/consul/atari/atack/

Bye
Jan

# 1625. HP Driver

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: ua558@freenet.Victoria.BC.CA
Message-ID: <E4KxH1.3n9@freenet.victoria.bc.ca>
Source record: 129242

One of the members of my computer club wants to know if there is
a driver for a HP colour printer available for Degas Elite. If not,
is there any other art program which has a HP colour driver? The
club, by the way, is the Garden City Atari Computer Enthusiasts
of Victoria B.C., Canada

# 1626. Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: jcalkins@CetLink.Net
Message-ID: <32ea17d6.0@news.cetlink.net>
Source record: 129243

```
All offers considered

Word Writer ST $15
Aegis Animator ST $10
Silent Servce $10
Sky Fox $10
Micro League Baseball $10 (pending)

>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Jim Calkins Internet: jcalkins@cetlink.net
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
```

# 1627. 1meg 520 st w/color monitor $60.00

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: alan adkins <merlin@tco.net>
Message-ID: <32EA563E.6AB3@tco.net>
Source record: 129244

```
1 meg 520 st
color monitor
720 dsdd
mouse
berkley sys scsi controler
$60.00 + shipping
```

# 1628. fs: 1 meg st w color mon

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: alan adkins <merlin@tco.net>
Message-ID: <32EAFCB0.4179@tco.net>
Source record: 129245

```
1 meg 520 st
color monitor
720 k drive
mouse
berkley sys scsi adapter card
```

# 1629. FS:1 meg ST w color mon

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: alan adkins <merlin@tco.net>
Message-ID: <32EAFD52.7F0@tco.net>
Source record: 129246

```
1 meg 520 st
color monitor
720 k drive
mouse
berkley sys scsi adapter card
$60.00
```

# 1630. New: QED 3.97, a text editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5cboms$j13@hades.rz.uni-sb.de>
Source record: 129277

Hi everybody!

Ever heard of qed? If you're desperately searching for a quick editor for your Atari especially for programming purposes, yet fully integrated into GEM, qed by Christian Felsch might be a good choice for you.

Qed is known to work on the following systems:

- TOS 1.0, 1.4, 2.06, 3.06, 4.x
- MagiC 2, 3, 4, 5
- MultiTOS 1.04 and 1.08
- MiNT 1.12
- N.AES 1.x
- Geneva
- MagicMac 1.x (68K + PPC)
- STonX
- Tos2Win
- probably yours too

Of course it offers the usual features like search/replace (with Unix-like regular expressions!), block functions, automatic line wrapping, etc.

It supports the AV-protocol, Drag&Drop, OLGA and the SE-protocol (very useful for programming systems). Tags can be used as short cuts for frequently used words/phrases/expressions which makes qed a very comfortable editor when creating source files for whatever programming language you use (sample tag files for LaTeX, C and Modula are provided with qed, others can be created very easily by yourself).

Of course qed offers a context-sensitive online-help system (you need the ST-Guide accessory to use it).

Qed doesn't offer any knick-knack like justified text, dictionaries, speling help, text effects. It's strictly intended for editing purposes. And: don't make friends with the builtin desktop. It will vanish in the near future... (of course you can already switch it off now, like 99 % of the other users).

Sounds good, doesn't it? However, in the past qed suffered from lack of English documentation which made it quite hard to use for English-spoken people. This is no longer a problem. There is a poorly translated (I can say that, because I've done it)

english version available now:

- Bulletin board systems
Maus Hamburg (+49 40 53 89 70 13, "Gruppenprogrammteil" QED)
D-BOX (+49 40 72 91 00 42)
- Internet
http://www.tu-harburg.de/~smcf1605/qed/main.html
click on "Download", the page is in german, sorry :-( or
ftp://ftp.rz.tu-harburg.de/ATARI/qed/

I've probably forgotten most of qed's features, I'm only the
translator. Have a look at it yourself!

Ciao

Guido

P.S.: Almost forgot to mention that qed is free software :-))

--
==========================================================
\\ Guido Flohr // Bleichstr. 32 \\
\\ http://stud.uni-sb.de/~gufl0000 // 66111 Saarbruecken/Germany \\
\\ mailto:gufl0000@stud.uni-sb.de // Tel.: +49 681 390 83 61 \\
==========================================================

# 1631. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27389_please@no.spam.mail.here>
Source record: 129278

This message from please@no.spam.mail.here to All came in on a wing and a prayer...

Hi Steve,

DC>> Owners of the Frontier/Marpet "Forget-me-clock" will find that the
DC>> clock cartridge is also "millenium aware" but the utility for setting
DC>> the time/date of the cart is not.
p>
p> I must remember to get that s/w off of you next time we meet so's i can
p> look into it for you.
Thanks Steve.

Email adresses still wrong by the looks of it...

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 1632. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27388_please@no.spam.mail.here>
Source record: 129279

This message from john@whalley.demon.co.uk to All came in on a wing and a prayer...

Hi John!

>> Owners of the Frontier/Marpet "Forget-me-clock" will find that the
>> clock cartridge is also "millenium aware" but the utility for setting
>> the time/date of the cart is not.
j>
j> Are Marpet still going and if so does anyone know if they are likely
j> to update the software?

Marpet aren't supporting Atari any more AIUI, but their products are still available from Peter Brewster (Alien Technologies), as a part-time venture.

He doesn't have any plans to work on the software I'm afraid.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

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# 1633. DOITF030 HTML 5.0

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HAZGBAALUP@data.rhein-main.de>
Source record: 129280

Eine Zusammenstellung vieler Tips & Tricks rund
um die Hardware des ATARI FALCON F030.

*** DOITF03H.ZIP ist -= FreeWare =- ***
Version 5.0 / HTML vom 12.01.97

Only a collection of Tips&Tricks around the Atari Falcon F030

Inhalt: Table of contens:

---

- Online Service - F030 Spezifikation
- Allgemeines Timing - Desktop Survival Kit
- Memoryport - Expansionsport
- Alles zum NVRAM - Systemstart
- F030 Blockdiagram - Floppy-Connection
- CD-ROM am F030 - XM5301 SCSI CD-ROM
- Atariplatten am Mac - IDE-Platte
- IDE-Adapter - SCSI Fehlercodes
- ZIP-Drive am F030 - Monitoradapter
- Monitorumschalter - F030 VGA-System
- ï¿½ber das ScreenEye - Videoregister
- RGB-Converter - Scartkabel
- ScreenBlaster - NOVUM Videosignalumschalter
- SM124 Monitor - SC1224 RGB-Monitor
- Soundsubsystem Audio IN - Soundsubsystem Audio OUT
- Falcon Audio - MIC-Eingang
- Sound LineLevel - Soundsubsystem C-LAB Mark X
- F030 all. Beschleunigen - FX-Karte
- DSP-Beschleuniger - Afterburner040
- Barracuda - 40Mhz FPU
- Stecker u. Ports - Keyboard
- STe-Keyboard am F030 - interner Memoryport
- Scart Monitoradapter - Stiftleiste J20
- Druckerschnittstelle - Stecker, Schnittstellen
- LAN-Port - serielle ï¿½bertragung
- Mï¿½use & Adapter - MidiCom-Romportlï¿½sung
- Romport allgemein - Epromkarten am Romport
- Romportbuffer - Romport-Digitizer
- DSP-Port - DSP-Register
- Paddleport - passende Modemkabel
- I/O Interface - Kompletter F030 Towerumbau
- Umbau in Desktopper - Clockpatch
- Clockpatch mit 74F04 - Wizztronics Clockpatch
- Universal Clockpatch - F030 Netzteil, Powersupply

- Lï¿½fterreglung - Taktanzeige
- F030 Ersatzteile - Best-Elektronics
- F030 Custom ICs - OS Fehlermeldungen
- The Atari Compendium CD - Hï¿½ndler Weltweit
- Nemesis Accelerator - CD Bird of Prey
- Patch with 74F04, english Text - MFP-seriell im F030
- Linux 2 on Afterburner 040 - Clockpatch 74F08/04 Faxpage
- SCSI-Schematics - CD-Writer
- Videotextdecoder - Connectix QuickCam
- Failure Checklist - Falcon Ramkarten
- Busemulation - PS2/-Simm Ramerweiterung
-

to be
continued...

DOITF030 HTML contains 3.2 Mb of Informations
Sorry, most of DOITF030 are in German
25% in englisch Leanguage

---
*** Eine gewerbliche Nutzung ist auch Auszugsweise nicht gestattet ***
---

_Preis:_ -=FreeWare=-
Verschlï¿½sseltes Archiv
Der Key ist jeweils Kostenlos.
Spenden werden immer akzeptiert :-)
Schlï¿½ssel per E_Mail anfordern.

This archive is encypted.
Your Key is allways free!
Feel free to send some goodies ;-)
Ask my for your own Key.

_Hardware:_ Beliebiger Atari Computer mit TOS Betriebssystem
CAB 1.5 WWW-Browser oder Netscape.
Unter VGA ist min. 800x600x256 erforderlich!
Fï¿½r einige Bilder ist eine hï¿½here Auflï¿½sung besser.

Use any Atari-Computer with any TOS.
Take CAB 1.5 or Netscape to show any HTML Information
Use only VGA with min. 800x600x256 colors.

_Kontakt:_ Robert Schaffner@OF2.maus.de

robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/doitf030.htm

_Download:_ Maus@OF2 +49 (0)6103-921170

ftp.rhein-main.de/pub/incoming
ftp.toad.net

_Autor:_
Robert Schaffner
Am Schï¿½ferpfad 10
63303 Dreieich/Germany

---
INSTALL DOITF03H TO YOUR HARDDRIVE
---

1. Make sure you have ~3.0 MB free Diskspace on your Harddrive
2. Start your STZip V 2.5 and open DOITF03H.ZIP
3. Set your Path right to depack DOITF03H
4. Type in the "Key" after the encyption Dialoge disapears.
5. Typ in your Key in the correct Way.

After depacking you need CAB 1.5 to view any Information
Open the DOITF030-Folder to find DOITF03H.HTM
Load DOITF030.HTM lokal with CAB or Netscape in 265 ColorMode

** DOITF030 will not decrypt korrect by PKUnZip or STZip 2.6 !**

---
*** DOITF030 and Parts of, are NOT for commercial use ***
---

http://www.rhein-main.de/people/robert/homepage.htm
ftp.rhein-main.de/pub/incoming/doitf03h.zip

MODEM MISSED
**********

If you can't download DOITxxxx archives, you allready have a real
chance to get DOITF030 on some HD-Discs. You are intressed in
this service, feel free to send TWO 1.44 Mb HD-Discs in a cover
with YOUR OWN postadress FREE to my hands. I will send back the
latest release very quickly.

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 1634. Re: Thing Windows?

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <854150670_OASIS_@ping.be>
Source record: 129281

In article <5cb9q2$ao8@ornews.intel.com>
Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) said:-

>In article <E4IzIy.CBn.0.sheppard@torfree.net>,
> bp507@torfree.net (Frank Lockwood) wrote:

>>Secondly, and more importantly, the whole program freezes when I try to
>>open a second window (folder or drive partition). Is this something that
>>is disabled in the demo or what?

I missed the original posting but to answer on that question just go
to the setup menu go to windows and disable the "window re-sizes to display
all objects". AFAIK this has nothing to do with the fact you are using
a demo-version. I'm a registrated user and I have the same problem.
Apart from this minor misbehaviour Thing is IMHO the best desktop
available for this moment.

--

**********
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**********

# 1635. FS: Atari Computer Goods! Even More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <5cckp9$p4j$1@julie.teleport.com>
Source record: 129282
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got Monitors for your Atari 8 Bit like Commodore CM-141 "Like the Commodore 1802" And Disk Drives for the Atari 8 Bit like Stock 1050 and a 1050 Duplicator Drive for Backing Up Software. Plus I've bought out the Game Cartridge Gorf for the 400 & 800 & the Educational Math Game Cartridge Space Journey for any Classic 8 Bit Atari Plus I've cornered the Market on New Copies of Print Shop and some Print Shop related Items! That's Gorf, Space Journey & Print Shop All New Copies, All for the Atari 8 Bit! Plus a Good number of SSI and Avalon Hill/MicroComputer Games, and Many of them are Complete. Plus some Flight Simulator II from SubLOGIC including Scenery Disks all for the Classic Atari 8 Bit. For the Atari ST & newer Computers I've added to my HardWare Catalog Supra Hard Drives, Spectre GCR Mac Emulators, Indus (Future) GTS-100X Disk Drives, Panasonic MultiSync Monitor that does Double Duty for both ST Color and MonoChrome Monitors and the Cable/Hardware to your ST Computer. I've also added Software to my ST Catalogs & revised my prices. Titles such as Brand New copies of Ultima V for those of you Ultima Collectors and for those who like Flight Simulators, theirs F-15 Strike Eagle, F-16 Combat Pilot, Falcon, Falcon extra Missions Disk, Fighter Bomber and Flight Simulator II. In Productivity Software, theirs Data Manager ST, Degas Elite, Easy Draw, MultiDesk, NeoDesk, Revolver & PageSTream. All for the ST.

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Please let me know if I can't attach files to your E-Mail. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to

for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

# 1636. GFA draft to AutoCad

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: pmonstad@sn.no
Message-ID: <32e96cf6225a40@sn.no>
Source record: 129283

Hi,

Is there a way to convert GFA draft files to AutoCad files? I know I can save GFA draft into GEM files, but can these files be converted into any AutoCad format?

--
Pï¿½l Monstad, Sï¿½ndenï¿½lia 27 N-4200 Sauda. Tel/fax +47 52783413.
System: Atari TT030 12-1000 19" CD Big Tower.

# 1637. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5cbo6g$j13@hades.rz.uni-sb.de>
Source record: 129284

Hallvard Tangeraas <hallvart@sn.no> wrote:
> Yes, Esscode will do it, but what a pain..... :-(
If you want to do it the classic "Unix"-way, there's help in sight. I've ported the Metamail package (written by one of the MIME "inventors" to the Atari. I have to do a few fixes and will it upload in a couple of days to an ftp-server. If you're interested to get a notice about that, just send me a mail. However, to exploit the full functionality of Metamail, you will probably need MiNT or at least a Unix-like environment. But I think the pure decode/encoder for MIME-Messages will work on a plain ST as well (after you've stripped of leading and trailing plain text by hand. With metamail you don't have to).

What is Metamail?
Metamail is usually called by your mailer (e. g. elm) whenever it encounters a MIME-mail. MM will then examine a couple of configuration files to see what has to be done to display the message. I usually use elm or mutt as my mailer and with the help of MM I can send and receive Mails written in arbitrary character sets, with graphics, sounds, whatever...

It's really fine, but if you don't like .ttp's you probably won't like metamail (although metamail is my interface to GEM for mailing).

Anyway, if you're interested just ask me (I usually don't read this newsgroup...)

Ciao

Guido
--
==========================================================
\\ Guido Flohr // Bleichstr. 32 \\
\\ http://stud.uni-sb.de/~gufl0000 // 66111 Saarbruecken/Germany \\
\\ mailto:gufl0000@stud.uni-sb.de // Tel.: +49 681 390 83 61 \\
==========================================================

# 1638. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970125022627275314@tachyon.demon.co.uk>
Source record: 129285

Rich Tietjens <atari@teleport.com.REMOVE.TO.REPLY> wrote:

> Currently-supported BBSes include (but are not limited to) Octopus (my
> favorite), QBBS-ST, RatSoft, possibly ST-Keep (Andrew STuder comes and goes,

To be honest, I doubt very much that Ratsoft is supported by the author
any more, either. His weg page still says 'we should be up by the end of
September - and that was Eptember '96 :( His email address
<ratlabs@ix.netcom.com> returns 'no such user' now, too. Looks like Rat
3 will never appear ;(

ATB, Frank.

# 1639. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5ccrqs$sio@ratatosk.uio.no>
Source record: 129286

```
>I found it and downloaded it yesterday from:
>
> ftp://ftp.cnam.fr/pub/Atari/Archivers/pacsh263.lzh

And the very latest version can be picked up at:

ftp.cs.tu-berlin.de/Pub/Atari/Archiver/pacsh301.lzh

- Petter -
```

# 1640. Re: LZH decompression problems. Help pl

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5ccrr6$sio@ratatosk.uio.no>
Source record: 129287

>I downloaded it, thinking it was an update to Lharc 3.10 that I've been
>using, but it's not the same thing!
>This one is just a couple of .TTP files, not the same GEM program as
>Lharc 3.10.

Actually they are the same thing. The TTP file is the packer/unpacker
itself, while the gem program is a shell to run the TTP. Just replace
the old TTP with the new version (3.12), and read the docs.

- Petter -

# 1641. Re: WebSpace 1.45, new HTML WEB browser for

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5ccrr9$sio@ratatosk.uio.no>
Source record: 129288

>-works on ET-4000 cards.
>-Integrated tutorial.
>-New animation.
>-and much more things...
>
>English: http://www.oxo.ch/web_gb.htm
>Francais: http://www.oxo.ch/web_fr.htm

I've tried it out, and it seems to be getting better! The speed is impressing - much faster than Cab. There's still a few bugs though; parts of the html-code is sometimes displayed and text formatting doesn't always function properly. But anyway this looks very promising.

When is the full release due? I couldn't find any info on this on Oxo's page... Will the full release include mail and ftp, and what sort of "modules" are planned for it?

- Petter -

# 1642. Re: Newsie & Demon

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854161676_OASIS_@pwomar.demon.co.uk>
Source record: 129289
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st

In article <5c2vpb$49p@ornews.intel.com>
atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) said:-

>Judging from the number of psams I see that were injected through Demon's
>open port, and the continuous problems I read about from "happy" Demon
>users, I'd have to judge that Demon is to the UK what AOL is to the USA, in
>terms of quality of service, at least. %^<

Not quite, Aol is crap when it's working as it should Demon however
rarely works as it should but when working provides a very good
service at very low cost.

--

---

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

---

# 1643. Re: What is 'Blitter'?

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ea00a43f51f0@sn.no>
Source record: 129290

On Sat 25-01-97 03:16, ploob (buzzdc@netcom.com) wrote:

>This option appears in a pull-down menu on my default desktop. I didn't
>get a manual with the unit and I was simply curious. Turning the option
>on seems to have no effect. Thanks for any clues.

I don't know the technicalities, but it BlITter stands for "Block Image
Transfer" as far as I know.
It's used to speed up the display. Try to switch it off and see how much
slower screen updates become (i.e when reading the contents of a folder
etc.).

Hallvard

--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1644. Atari Mega ST4 system for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: machiaverna@worldnet.att.net
Message-ID: <01bc0ac7$0413afe0$522b74cf@default>
Source record: 129291

I have an Atari Mega ST4 system for sale. The system includes the
following:
1) Atari Mega ST4 with "rainbow" TOS ROMs.
2) Atari Color Monitor
3) Atari Monochrome Monitor
4) A/B switch for monitors.
5) I.B. Drive 5 1/4" external floppy drive (360K, double sided)
6) Berkley Microsystems external 66 Meg Hard Drive (connects to DMA port).
7) Lots of software including WordPerfect, system utilities and games.

I am open to all offers! If interested, write to me at
machiaverna@worldnet.att.net

Thanks, Paul

# 1645. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E9762C.1AEE@owens.ridgecrest.ca.us>
Source record: 129292

```
Brian Sturk wrote:
>
> Tom wrote:
> >
> > Dennis Armstrong wrote:
> > >
> > > !ynoT wrote:
> > > >
> > > > Is it illegal to copy and pass to someone a Tos Image? if so then who
> > > > would be the injured party? ie: who owns the Copyright ?
> > > Yes and my guess at the copyright owner is JTS Corporation ie the merged
> > > Atari/JTS group. I believe that there is one JTS employee who deals
> > > with these questions.
> > >
> > > --
> > > | Dennis Armstrong, CODAS division Joint European Torus
> > > | Abingdon, Oxfordshire, OX14 3EA, UK tel +44 1235 464871
> > > | work mailto:Dennis.Armstrong@jet.uk
> > > | home mailto:Dennis.Armstrong@corewise.demon.co.uk
> > >
> > > ==============================================================================
> > > The above article is the personal view of the poster and should not be
> > > considered as an official comment from the JET Joint Undertaking
> > > ==============================================================================
> >
> > Frankly, it might not be so bad to see Atari/JTS in court. It would be
> > the most action that atari owners had seen out of their former company
> > in years. :-)
> >
> > If atari actually came out of the woodwork to do anything, which I
> > sincerely doubt they would, perhaps they could answer why they sold me a
> > falcon and then immediately abandoned all support for it. Why they gave
> > me such a screwed up version of Atari Works (parts of the manual upside
> > down) with a coupon for a free upgrade to version 2 (I keep it under my
> > pillow at night so I don't lose it).
> >
> > And why they sold me a jaguar and then dumped it out the window after
> > everything else.
> >
> > Sorry everyone, for venting (I love the platform - hate the company). I
> > just can't for the life of me imagine JTS/Atari coming out of the
> > woodwork and trying to prosecute a handful of people who represent
> > the hardcore of atari enthusiasts, trying to keep the platform alive.
> >
```

> > If this mysterious JTS representative wants to respond I would love to
> > hear why I can't get a diskbased tos unless I own that particular tos,
> > but I can, purchase thousands of dollars worth of hardware and software
> > that is now worth about $1.50 Canadian (on a good day).
> >
> > Like I said, sorry for venting. I'm usually not so negative, but this
> > whole illegal tos deal gets me going. I realize the copyright law is on
> > the side of atari, but I believe there is a moral and ethical law here
> > too.
> >
> > And Atari broke that moral and ethical law to us users a long time ago.
> >
> > Tom
> You are 100% correct...and it's the only example I can think of where
> this sort of thing might be warrented...Amiga users still get support
> :] If support s**ks that bad, why should we accomodate their
> 'support'?

Ummm... I agree with the feeling of being dumped
and would have liked to have seen bigger and better
things from Atari, but maybe one should try to
purchase TOS from JTS and see what their answer is.
I'm sure they are not giving it away even thou it
would seem there is no "current market" interest in it
at this time. The same situation exist for Amiga users.
Is seems that someone had released an unauthorized version
of the Amiga O/S into the market. The last company that
held the rights made several announcements that they
would not tolerate this act and would follow up on any
illegal activites. I thought that for the last year it
was rumored a few companies were interested in purchasing
TOS. If this is true, it would undermine any effort they
may input into our platforms. Would you (if you could,
it's pretty well copy protected) pirate a copy of Apex
Media? I for one want to see continued developement
of that product and it's offspring even thou I have to
mail my disk half way across the world to have the
upgrade done.
If you already own Logic, Cubase or Chronos then you
deserve the upgrade, free if it is offered or for the
usually minimum fee they request.
There has been lately many request here for TOS images.
A set of TOS ROMS cost next to nothing. Why not just
support some of the last remaining dealers and purchase
a set. If you like TOS, you'll love MagiC so why not
just purchase MagiC PC or MagiC Mac. All the "dirty work"
has already been done there. At least you will still
be supporting the Atari community at large.
With all the request for TOS images, it tends to give
the newsgroup a Windows users flavor.

Any while you Falcon owners are at it, B&C Computer Visions sells Falcon Field Service Manuals for $50.00. Full blue prints and chip specifications. It would save me a lot of time reading.

I "ain't" perfect, but I have a Falcon so I don't have to be:).

My two cents, and sorry i'm on the rag tonight.

Mike

# 1646. PI3 & PC3 conversion

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: mauricem@sierra.net
Message-ID: <32ea12e8.92347420@nntp.sierra.net>
Source record: 129293

Hello all,

I recently discovered, much to my horror, that I had not converted a pile of high-res Degas format pictures over to my archives on my PC (as I had with all of my color ST graphics. Now, I sold my Mega ST4 off to a friend a few years ago, along with my monochrome monitor, and will all the software that I would have used to convert these PI3 and PC3 pix to somehting portable (like IMG).

Can anyone tell me if they know of...

a) a shareware/freeware utility on the ST that will convert high-res to IMG or some other PC format ON A COLOR MONITOR without first remapping the picture for color rez, or...

b) a PC program that can read PI3 and PC3?

Thanks in advance.

# 1647. STReport #1304

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <xXGUm7B.dpj@delphi.com>
Source record: 129294

```
01/24/97 STR 1304 The Original Independent OnLine Magazine!

- CPU Industry Report - Murdoch's ChinaByte - Inet FREE FAX
- Chillier Chips - Corel NEWS - PM6.5 UPDate
- Micrografx NEWS - WSJ Blasts Policies - Sega, Bandai Merge
- USB JoyStick - Sony DEV FAQ - Classics & Gaming

ONLINE SEX STING
AOL HIT WITH MORE SUITS
AT&T GAINS ON AOL MISERY

___ ___
/ \----/ \ Dana P. Jacobson - Atari Editor - STReport
|-----| |-----| STReport International Online Magazine
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\ \ | | | | / / Mail subscription: dpj@delphi.com
ww ooooo----ooooo ww STReport's WEB Site
http://www.streport.com
```

# 1648. Re: 4Mb Now game won't run??

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <854206634@p24.f101.n323.z205.mbh.org>
Source record: 129295

Mark Gardiner wrote:

> I am the original poster and was referring o the game 'Player Manager'
> by Anco..
> Your info was informative but not being a programmer I do not know to
> apply any of this!
>
> Any further advice?

Depends on how the game is starting itself. When it uses an autofolder program or a program that has to be started by hand you have a good chance to find the routine using a debugger like bugaboo then you have to disassemble the program, go to the buggy part, reasemble it and pray it still works.

But when the game is starting from a bootsector things get worse then you need a reset resistant buserror catcher that continues the program execution. I never heard of such an utility, but it may exist, maybe there is one in the Double Click utilities.

Both ways require a good assembly programming skills. The first way is the easiest, the second the most elegant.

Bye, Hans Wessels

# 1649. Re: Where are they? I want them!

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: services@polyprss.demon.co.uk
Message-ID: <AF0FE747966811B519@polyprss.demon.co.uk>
Source record: 129296
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

I've several original boxed, unused Atari games (including some of those
below) that I'm trying to sell. If anyone's interested, a comprehensive
list, (including postage incl. prices - within the UK) can be viewed at:

http://www.polyprss.demon.co.uk/atari.html

those also fonts at /fonts.html and clipart at /clipart.html

feel able to browse at leisure. Or email for whichever list(s) you'd like
to see.

Regards

Kevin

In article <32DD8C05.138D@con2.com>,
Mykle <mykle@con2.com> wrote:

>hi,
>
>I am in search of these games that you have in your closet, up in the
>attic or under the leg of an uneven table. Get some cash for those games
>that you don't play anymore. Sell them to me. If you have any of the
>titles below I will buy them. They have to be in working order of course
>and for the Atari ST. Thanks! Waiting to hear from you. Contact me at
>mykle@con2.com
>
>Adams Family
>Super Cauldron
>Prince of Persia
>Leander
>Lemmings
>Pirates
>James Pond II
>Fire and Ice
>Underworld
>Cadaver
>Chaos Engine
>Knightmare
>Captive
>Gods
>Xenon & Xenon II

# 1650. GAME HELP PLEASE - 'Future Wars'

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: mwaterhouse@cix.compulink.co.uk
Message-ID: <E4Kr06.EsB@cix.compulink.co.uk>
Source record: 129297

HELP - 'Future Wars - Time Travellers' (Delphine 1989)

We've completed the medieval section, and been transported to the future - Lana (or whatever her real name was) didn't reappear so all alone again (no surpise there).

Problem is, there are two screens of derelict buildings, and nothing but patches of rubble around. There's a funny shaped patch of rubble on the start screen (like half a cartwheel shape on the ground)? We can't seem to walk off these two screens in any other direction. The only items we hold are a lance, key and some documents.

I just know we have to get underground, and this weird patch of rubble seems to be calling, but we can't do anything else!!!?!?!

Any ideas? This is really bugging me!

Cheers

Martin

mwaterhouse@cix.co.uk

# 1651. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: !ynoT
Message-ID: <32ea35df.2337285@news.airtime.co.uk>
Source record: 129298

On Sat, 25 Jan 1997 02:55:43 +0000, Michael Grove
<mgrove@owens.ridgecrest.ca.us> wrote:

>may input into our platforms. Would you (if you could,
>it's pretty well copy protected) pirate a copy of Apex
>Media? I for one want to see continued developement
>of that product and it's offspring even thou I have to

A little over the top from a simple question ? :)

>There has been lately many request here for TOS images.

thats why I asked the original question of wether it was legal to
send someone a copy?

>A set of TOS ROMS cost next to nothing. Why not just

next to nothing ?, that is reletive surely?, they are too dear in
this house!

>support some of the last remaining dealers and purchase
>a set. If you like TOS, you'll love MagiC so why not
>just purchase MagiC PC or MagiC Mac. All the "dirty work"

Afraid that is an opinion!, magic is NOT better than tos IMHO as it
won't run the same software, magic certainly wont run the software I
have tried, I would have said that for some users MagiC may be an
alternative but certainly not better or even on a par?

>With all the request for TOS images, it tends to give
>the newsgroup a Windows users flavor.

heheh thats because its all windows users asking for it :)

>I "ain't" perfect, but I have a Falcon so I don't
>have to be:).

wow..deep..and about right hahaha (just kiddin!)

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 1652. Re: Maggie 22 available from 18/1/96

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <854190436_OASIS_@flinny.demon.co.uk>
Source record: 129299

In article <19970123013613120085@tachyon.demon.co.uk>
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) said:-

>Nicholas Flintham <Nick@flinny.demon.co.uk> wrote:
>
>> Says Frank using his Mac to reply <G>
>
>Er, yes, so? :) I'm using a standard text-based offline newsreader, just
>like any NOS or STiK user, not some awful bastardised halfbreed of
>browser and newsreader, like so many Mac and Wintel users ;)

Hmm well I might forgive you this time.... :>

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

# 1653. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <5cdht4$362@thoth.nilenet.com>
Source record: 129300

dpj@delphi.com wrote:
: I've had good luck with ESS-Code and mime files once I realized I had
: mime files to decode. I would take the file, in its entirety, and re-name
: it filename.uue. Then ran the mime decode option and everything decoded
: fine. I don't know if my steps are proper, but they have worked every
: time.

I think the extention ".M" will also work!

Just make sure the file starts off with "Mime-Version: 1.0" or something
similar!

John...

## 1654. CPX files

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cdm8s$nje@login.freenet.columbus.oh.us>
Source record: 129301

I have a CPX file that came with SerialFX.
I heard that these were "control panel extension" files.
How do I use these?
(I have TOS 1)
--
The Doctor

# 1655. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cdn41$r04@login.freenet.columbus.oh.us>
Source record: 129302
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <5bg55g$ll5@lana.zippo.com>, JEDI wrote:

: >In article <bwanga-1301971809380001@metricom59.ucsc.edu>,
: bwanga@cats.ucsc.edu says...

: >>Ever seen BeOS? All sorts of modern features. Faster interface response
: >>than TOS, on the same machine. (I can crank up ten or so instances of a
: >>little 3D rendering demo, causing the CPU usage to peg at 100%, and BeOS
: >>will still maintain instantaneous response to mouse clicks and keyboard
: >>events for the foreground app.)
: >
: > Unix can do the same and is quite likely older than you are.

: Linux on the same machine does not maintain foreground response in the
: face of 100% CPU usage nearly as well. (Linux crashes a lot less often
: too, but then it's a much more mature OS than BeOS.)

: >>Uh, yeah. Whatever. VM doesn't cause a performance hit unless you use
: >>enough memory to force it to start swapping pages out to disk. In other
: >
: > If you haven't yet reached that point then you aren't really using
: > the virtual memory now, ARE YOU? You could just as easily turn the
: > toy off. However, if you were to actually actively use any non-trivial
: > amount of VM, Mac's and PC's are crippled.

: Oh, come on. The point is that it's there if you need it. I'd rather
: have VM around so that I don't have to worry nearly as much about running
: out of memory.

: > Virtual memory was developed in one context and then applied to another.
: > This is a simple matter of computing history and architecture for those
: > who know and understand the issues involved.

: I would be very surprised, based on your postings, if you had much of a
: grasp of computer architecture. If you do, you sure aren't using it.

: Here, you carp that VM was designed for big iron, that it's inappropriate
: for a small machine. In a word, your claim is BS. The machines UNIX and
: VAX VMS originated on are blown away in raw CPU power, memory size, disk
: size, and disk bandwidth by a modern personal computer. About the only
: thing our small boxes lack compared to the big guns of yesteryear is
: enough aggregate I/O bandwidth to handle lots of simultaneous user logins
: from terminals.

: >>words, it lets you use your computer for more things if you want to. This
: >>has nothing to do with whether an OS is designed to run a huge multi-user
: >>behemoth or your personal computer (indeed, if you want a large compute
: >
: > Actually, it does. The disk and the bus it is attached to has to
: > be up to the challenge. Otherwise, your machine takes a HUGE performance
: > hit should it ever decide to use that nifty virtual memory. This is
: > quite easy to demonstrate with a microcomputer.

: You're really exxagerating the performance hit quite well. I congratulate
: you on your use of polemics.

: In reality, VM performance hits are not the step function you suggest.
: You do not go directly from 100% performance to 5% or worse. There are a
: large number of situations where VM is active without impacting
: performance much at all. Sure, if you get your computer into thrashing
: behavior, performance will go to hell, but that's a characteristic of any
: caching system. Modern computer architecture is all about memory
: hierarchies and avoiding thrashing behavior between the various levels.
: VM is no different.

: >>server to have decent performance, you must put enough RAM in it so that
: >>it doesn't have to swap often, or else users will complain that the
: >>machine is a slug).
: >
: > Two words: Resin Fire.

: And what the hell is that non sequitur supposed to mean?

: Oh, wait, I get it. You're trying to make an obscure and clever reference
: to the scare that artificially inflated memory prices a while back.
: Unfortunately, as a response to the point I was making, it falls flat on
: its face.

: >>So what's your point? That we should stay mired in the backwaters of
: >>computing just to be absolutely guaranteed that a disk swap operation will
: >>never happen?
: >
: > So? How is TOS a backwater? One has yet to address that. All you
: > MacVocates can come up with are application level toys.

: Ah, so now I'm a MacVocate. Funny, I don't seem to recall this thread, or
: at least my participation in it, being about the Mac for quite some time
: now.

: For the record, I have many beefs with the MacOS. I own a Mac, partially
: because it's the last hope for non-Wintel personal computers, but I am not
: uncritical of it.

Well,maybe with Linux it's useable...

: > However, since Petey-Boy himself seems to think that the OS is just
: > a pathway to the apps,

: I don't care what Peter thinks. You're not arguing with Peter. You're
: arguing with ME.

: > then great OS sophistication really isn't
: > required. There is little that MacOS or Win95 has that cannot be
: > grafted upon TOS at the applications level. Most of what they have
: > are bells and whistles.

: There are many things which cannot be grafted at the application level.

: > Software should be designed to run on the hardware of today, no 4
: > years in the future. While petty justifications for braggadocio are
: > nice and all, computers are tools in the end. They either do the task
: > you desire in a satisfactory fashion, or they do not. Beyond childish
: > rhetoric, you have said nothing. How does TOS limit the user? Which
: > of these limits is not addressed by MagiC 4.0?

: Does it have VM? No? Well, that's an obvious start. Does it have much
: in the way of network support? No? Does it have memory protection? No?
: Sounds like a limitation to me. (Maybe things have changed, but in my
: Atarian days there was little to no support for any of these things, and I
: haven't seen evidence of them in my fiddling with MagiCMac.)

: Does TOS have a 3D graphics API? Does it support hardware acceleration
: for it? MAJOR limitation. This is hardware of today we're talking about.

uh,what does 3D graphics have to do with anything?
That's really a driver-level task.(or shared library)

: Does TOS have anything like QuickTime?

Isn't QuickTime a thing like PC's AVI files?
I don't see what animation has to do with OSes.Do you know what TOS is?
--
The Doctor

# 1656. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cdopn$502@login.freenet.columbus.oh.us>
Source record: 129303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <5c0hjm$e05@lana.zippo.com>, JEDI wrote:

: >In article <bwanga-2001970121210001@metricom37.ucsc.edu>,
: bwanga@cats.ucsc.edu says...

: >>Oh, come on. The point is that it's there if you need it. I'd rather
: >>have VM around so that I don't have to worry nearly as much about running
: >>out of memory.
: >
: > If your OS is 'modern', running out of memory shouldn't be a problem.
: >
: > If, on the other hand, it is likely to go down in a ball of flames:
: > then it's a problem.

: Your postings get more bizarre each time.

: Running out of memory has nothing to do with the OS in question. It's a
: matter of using the memory for programs. If you crank up enough of them
: you will run out. If you run a single program that needs more than you
: have free, you will run out.

: >>I would be very surprised, based on your postings, if you had much of a
: >>grasp of computer architecture. If you do, you sure aren't using it.
: >
: > I have enough to know that SCSI fast wide (or even RAID) doesn't quite
: > compare to multiple IO channels or solid state disk.

: Um, you just demonstrated that you can masterfully make a dumb
: comparison. Big machines might have multiple I/O channels for a RAID --
: what do you think each of those channels is? Very often, fast/wide SCSI.
: You can buy dual-channel UltraSCSI cards for Macs; they're intended mainly
: for RAIDs. (Single-channel RAIDs are possible, but not as fast.)

: > Furthermore, such knowledge really isn't required. All that I have
: > said can be demonstrated empirically with no technical understanding
: > needed.

: First you say you have knowledge of computer architecture, as a way of
: trying to bolster your argument, now you say you don't need it. Make up
: your mind.

: >[deletia]
: >>You're really exxagerating the performance hit quite well. I congratulate
: >>you on your use of polemics.
: >

: > Then I challenge any interested parties to test for themselves.
: >
: > 8ms is a lot faster than 150ns no matter what kind of spin you
: > try to put on things.

: Strange that people don't use hard drives instead of DRAM, then.

: OK, that's a cheap shot. I'll give you the benefit of the doubt and
: assume that you really meant to type it reversed. Simple mistake,
: everybody does it.

: However, you should really look at VM in this light: VM is like having a
: large but very slow memory cached by the computer's DRAM. The computer's
: DRAM is in turn cached by an external "L2" cache, which is in turn cached
: by a internal CPU cache. Ultimately, the CPU keeps data it is currently
: operating on in extremely fast registers. Each level in this memory
: hierarchy is much slower than the one which preceded it. The idea is to
: avoid too many misses so that fetching from the next slowest member
: doesn't happen often.

: The reward is that if the miss rate is kept down, you can make a slower
: but cheap memory perform almost as well as a faster but more expensive
: memory. The techniques for reducing miss rates are well known and are the
: subject of intense research by computer architects. Although the
: techniques used for caches are somewhat different from those used for VM,
: there is a striking amount of similarity.

: Furthermore, both systems have breakdowns. Just as VM can sit there and
: grind the disk continuously, L2 cache can exhibit thrashing behavior which
: makes the system perform worse than it would without any L2 cache.

: In both cases, though, the benefits are too good to ignore.

: >>And what the hell is that non sequitur supposed to mean?
: >
: > It means that some of us have been doing this for awhile and
: > have actual empirical knowledge of the subject that trumps
: > quite a bit of what academia may be feeding you. It's a shame
: > they don't quite feed you enough.

: Ah, an anti-academic. If you can't win an argument, try to paint the
: opponent as living in an ivory tower.

: >>Oh, wait, I get it. You're trying to make an obscure and clever reference
: >
: > Amongst memory consumers, the reference is by no means obscure.

: I am a memory consumer who was hurt by the incident, yet it took me a
: while to remember.

: >>to the scare that artificially inflated memory prices a while back.
: >>Unfortunately, as a response to the point I was making, it falls flat on
: >>its face.
: >

: > Money is never irrelevant.

: So you're trying to say that because RAM was excessively expensive for a
: while, virtual memory is bad? Sorry, either you're gibbering, or you're
: trying to sidetrack from the issue of whether VM is a Good Thing.

: > Perhaps this is the reason Mac is in its
: > current state. When I got my first ST, you could buy a new car for
: > less than some Macs. They're trapped in an academic mentality and
: > aren't capable of real engineering.

: The fact that Apple had models in the 80's which initially retailed for
: more than $5000 (some were closer to $10000) does not mean that they had
: an "academic mentality". It means only that they were targeting a much
: different market than Atari. IMO, it was a mistake for Atari to ignore
: that market, since targeting it would have given the ST much more
: credibility as a serious computer, as well as ensuring that Atari kept up
: with current technology instead of falling far behind like it did.

: It was also a mistake for Apple to ignore the low-cost market until recent
: years. There is no rule that says you cannot design a machine which is
: easily scaled to several levels of price/performance.

: > We are just fortunate that RAM doesn't impose the same kind of
: > constraints that it once did. To believe that it never will again
: > to the same extent is grossly naive.

: In the long run, RAM will get cheaper and denser. This is a very
: non-naive idea based on knowledge of what goes on in semiconductor
: manufacturing. The price scare of a few years ago and the current low
: prices are symptoms of a commodity market. But nothing will change the
: fact that roughly every 1.7 years (if I remember correctly), DRAM density
: quadruples. This is a rule which has held true for 20 years or more.
: It's why I paid $50 or so for 256K of RAM to upgrade my 800XL in the 80's
: and paid $90 for 16 MB of RAM a few months ago.

: >>There are many things which cannot be grafted at the application level.
: >
: > Like What?

: Like anything which needs to be global and standardized. You could try to
: graft something like UNIX pipes onto programs at the application level,
: but it wouldn't be nearly as good as if it were done in the OS itself.

Why not just put it in a seperate programme and then everything accesses
that programme?

: >[deletia]
: >>Does it have VM? No? Well, that's an obvious start. Does it have much
: >
: > It's a poor start. VM is not at all necessary. In microcomputers,
: > it only serves to allow developers to be immensely sloppy.

: How is it sloppy to be unable to anticipate that J. Random User will try
: to run fifteen programs simultaneously on his 4 MB Mac LC? Each of those
: programs could be as tightly coded as possible and J.R.U. would still run
: out of RAM.

I think the point is that developers wouldn't try as hard to optimize.

: I really think you're pulling this out of your hat. Most developers have
: to try to code for the lowest common denominator. That automatically
: includes trying to avoid dependence on large amounts of memory being
: present. As the average user gets more and more memory, developers set
: the bar higher and higher, but in no case do they just sit around saying
: "hehe, let's make our software a pig, we don't care, we don't have to".

: Some developers are clearly much worse at efficiency than others. For
: example, Microsoft Word 6 for the Mac is an insufferable pig, both for the
: CPU cycles it burns and the memory it eats. The user reaction was to dump
: it, something which was probably a factor in Microsoft's recent
: announcement of its creation of a new Mac product division which will
: develop Mac products from the ground up. (As opposed to the current
: policy of doing poor ports from the Windows versions.)

: > Memory Management would be a much better 'modern' requirement.

: Define "Memory Management".

: >>in the way of network support? No? Does it have memory protection? No?
: >
: > Actually, MagiC does. Network support can exist on the application
: > level and has been existent on the ST's for quite some time.

: Network support needs to be an OS service. It is too much to ask every
: application developer to reinvent the wheel.

Why not make it a server like a FTP server.
I have a programme called "WHATIS" on the ST,and I can just type
"WHATIS *.*"
to find out what type of file (BASIC,ML,picture...) each file in the
current directory is.I can also access it through the accesory menu.
The point is that ALL programmes can talk to WHATIS if it's made resident.
They can ask it "What does this header mean" and so forth.
Even if it couldn't be made resident,they could still run on a file
everytime they need to know.(like UNIX)
Doesn't Mac have inter-process comunication?

: MiNT/MultiTOS probably have at least a TCP/IP protocol stack, but there
: seem to be very few people that use those particular offshoots of TOS.

: It is always very funny to see the extremist Atari advocates gloat about
: the LocalTalk compatible port on the Falcon. They never mention the fact
: that Atari didn't have an AppleTalk network driver (and, to the best of my
: knowledge, nobody outside of Atari has ever written one either). A
: network port without the software to support it is worthless.

: >>Sounds like a limitation to me. (Maybe things have changed, but in my
: >>Atarian days there was little to no support for any of these things, and I
: >>haven't seen evidence of them in my fiddling with MagiCMac.)
: >
: > I'll consider this methodology the next time I fire up the PC
: > Mac emulator: Executor. '-p

: You were talking about MagiC. I assumed that MagiCMac is the same OS,
: just running on a Mac instead of an Atari. Did I assume wrong? I thought
: that was the idea behind MagiCMac.

: >>Does TOS have a 3D graphics API? Does it support hardware acceleration
: >>for it? MAJOR limitation. This is hardware of today we're talking about.
: >
: > API's are all applications level.

: You have an odd definition of "application level". Usually it refers to
: code that sits in an application instead of in an OS. An API is the
: interface offered to an application for an OS service.

Or it could be in a shared library.Or simply a small programme that
everybody(programmes) run that most all have.(like grep in UNIX)

: > Although 3D hardware acceleration would be a nice addition.
: > However, this could also be added to TOS with no problems.

: That doesn't change the fact that it's not there.

Well a infinite number of things aren't in there.

: >>Does TOS have anything like QuickTime?
: >
: > For those parts of QT that actually get used: yes.

: What parts do you think don't get used?

He probably means the part to put graphics on the screen,as opossed to the
part that de-codes the MOV file in to said graphics.

: > Although, this is applications level as well.

: Is it? Is it practical to expect every developer who wants to include
: digital motion video in their program to reinvent all of the technology
: that's present in QuickTime? QT means that programmers can easily
: implement fairly advanced features in their programs with minimal effort.
: It means that you don't have to worry about interoperability with other
: digital video programs, because if you use QuickTime you automatically get
: it. Just as an example, you can cut, copy and paste chunks of video using
: standard Mac clipboard operations between any two apps which support
: QuickTime.

: This would be extremely impractical to do at the application level.

Once again,doesn't the MAC have IPC?
(or shared libraries)
--

The Doctor

# 1657. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cdpbk$82u@login.freenet.columbus.oh.us>
Source record: 129304
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Kyle R. Hofmann (rhofmann@crl.com) wrote:
: : In article <5c0hjm$e05@lana.zippo.com>, JEDI wrote:

: : >In article <bwanga-2001970121210001@metricom37.ucsc.edu>,
: : bwanga@cats.ucsc.edu says...

: : >>Oh, come on. The point is that it's there if you need it. I'd rather
: : >>have VM around so that I don't have to worry nearly as much about running
: : >>out of memory.
: : >
: : > If your OS is 'modern', running out of memory shouldn't be a problem.
: : >
: : > If, on the other hand, it is likely to go down in a ball of flames:
: : > then it's a problem.

: #include <stdlib.h>

: main(void)
: {
: while (1)
: *((int *) (malloc(1000000))) = 1;
: }

: This is called a malloc bomb. It eats memory. Fast. Nearly every OS
: in existence will go down in a ball of flames if you try it. Even those
: that support copy-on-write die, because this writes (It'd work faster on
: those if you malloc'd the page size (unless the copy-on-write algorithm is
: no good), but they die anyway). Go ahead, try it; you'll discover that,
: by your definition, most OS's out there are quite ancient.

Wouldn't you just get a "out of memory" error?
I don't see how this would hurt the OS.
--
The Doctor

# 1658. Re: Thing Windows?

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <854211864_OASIS_@ping.be>
Source record: 129305

In article <E4IzIy.CBn.0.sheppard@torfree.net>
bp507@torfree.net (Frank Lockwood) said:-

>Some earlier posts suggested that the icons can be edited with a program
>called INTERFACE. Is this commercial? I haven't been able to find it on
>any ftp site.

Yes it's a commercial program. You can buy a English version at
Gribnif software.
http://www4.pair.com/gribnif/
e-mail: gribnif@genie.geis.com
>
>Secondly, and more importantly, the whole program freezes when I try to
>open a second window (folder or drive partition). Is this something that
>is disabled in the demo or what?

It's not a demo problem. Go to the WINDOWS option in the SETUP MENU
and disable "window re-sizes to display all objects". That will
resolve the problem.
Hopes this will help
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
***************************

## 1659. cartridge drive?

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cdq61$c4b@login.freenet.columbus.oh.us>
Source record: 129306

I used the "Install drive" menu item of TOS but for the drive letter I
used a CAPITAL C.Rather than giving me a "drive not responding" type
error,I could open the window for the "C" drive (not for a "c" drive though),
and the top of the window refered to it as "Cartridge" instead of "Floppy".

What's the deal?

--
The Doctor

# 1660. ATARI Mega STE's in Hobby Town

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5cdcss$gno@macaw.cyberport.com>
Source record: 129307

I was in my Local Hobby Town and noticed while checking out.
that the point of sale system was a Mega STe, with the Atari newer mono
monitor. The clerk didnt know much, but thought the whole nation wide
chain still used them. Does anyone know who's behind this project and
what software the system is running. ?

# 1661. Re: What is 'Blitter'?

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970125205501.PAA13479@ladder01.news.aol.com>
Source record: 129308

The Blitter chip is a graphics co processor chip used in the later model ST's.

# 1662. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5cdv61$41f@morgoth.sfu.ca>
Source record: 129309
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>uh,what does 3D graphics have to do with anything?
>That's really a driver-level task.(or shared library)

Actually, a layered approach is best when considering 3D graphics. The Mac
has the following layers:

QuickDraw 3D (shared library)
RAVE (shared library)
RAVE driver (driver)

The idea is that the application programmer gets a nice highlevel API
without having to worry about how the scene is actually being rendered.
As far as I know, TOS does not include a highlevel (or any level) 3D graphics
API.

>Isn't QuickTime a thing like PC's AVI files?
>I don't see what animation has to do with OSes.Do you know what TOS is?

QuickTime is not a file format, it is a multimedia engin.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

# 1663. Re: Maggie and other

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cdqf6$dlf@ornews.intel.com>
Source record: 129310

In article <854111494_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) wrote:
>X-Newsreader: OASIS Daily Net (Atari) v1.35E
>
> In article <32E773B2.3820@cyberstrider.org>
> Denesh Bhabuta <denesh@cyberstrider.org> said:-
>>
>>http://www.cyberstrider.org/computing/files/atari/shareware_support/
>
> How about an ftp site for us poor neglected Atari owners whose ISP's only
> support PPP? <grin> Thanks much!

You're using NOS - in which case, from the NOS command prompt, after logging in, type:

lynx

and hit enter. Presto! Text-only Web browser! You can go to any Web site - you can't see pretty pictures. On properly-designed pages, however, you get an alternate text description of those pictures when running Lynx - and you can download files by highlighting the URL and hitting "D" (for download).

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 1664. Re: CPX files

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cdsmn$dmq@ornews.intel.com>
Source record: 129311

In article <5cdm8s$nje@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>
>I have a CPX file that came with SerialFX.
>I heard that these were "control panel extension" files.
>How do I use these?
>(I have TOS 1)

TOS version doens't matter.

In the root of your boot drive (A: or C:) create a folder named "CPX" and move all the CPX files into there (along with any associated .RSC files).

In the root of the boot drive, put XCONTROL.ACC (or ZCONTROL.ACC if you are running in high-rez). Remove the old CONTROL.ACC - it's obsolete.

After booting, pull down the Xcontrol panel and you'll see a series of (probably empty) slots for CPXes, and there's a button near the top where you can go into setup. You need to tell it where to find your CPXes and save the data. After that, you can click on the left-hand icon to turn CPXes on and off, and the right-hand icon to reload them (and unload the ones you turned off). Also note that there is a limit to how much memory Xcontrol will allocate - that's the "minimum number of slots" entry - it's the /minimum/ limit, but if you can't load all your desired CPXes, try increasing the number.

You can get Zcontrol at
ftp://ftp.cs.tu-berlin.de/pub/atari/Utils/XControl/zcntrl24.lzh

or Xcontrol at
ftp://ftp.cs.tu-berlin.de/pub/atari/Utils/XControl/xctr131d.tos

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# 1665. Re: Lynx 2.6

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: savarez@connectum.skurup.se
Message-ID: <854232370_OASIS_@connectum.skurup.se>
Source record: 129312

In article <5bshg1$14eo@frisky.la.platsol.com>
hyc@frisky.la.platsol.com (Howard Chu) said:-

>Anyone out there using the Lynx text-based web browser? The last version I
>was using was 2.3.1. I just ported the 2.6rp code; it seems to be working

Hey, sounds interesting!
Since not all sites seem available with CAB...
Is the 'split line' problem solved?
It used to terminate when downloading big documents.

--


---
E-mail: savarez@connectum.skurup.se
Homepage: http://www.skurup.se/~savarez/

Claes Olsson ------------------------
Musketorgatan 11B My computer system is an
S-212 43 Malmoe Atari Mega STE 4MB
Sweden ------------------------
Phone: 040 - 18 54 97
---

# 1666. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5ce2j1$qin@nnrp1.news.primenet.com>
Source record: 129313

On 24 Jan 97 20:16:59 G, Rich Tietjens wrote:
>In article <32f137e1.21487547@news.univie.ac.at>,
> roedaal@audiophile.com (Christian Roth) wrote:
>>
>>Which e-mail and/or newsreader programs allow filtering? I have tried a
>>demo of antmail and newsie recently but didn't find anything relative in
>>the menus.
>I'm working on a backward-style article killer for Newsie that would let you
>"read for offline" and then run the killer to delete articles which fir the
>criteria you select; but that's really only a stopgap until John gets a real
>killfile into Newsie. It would be much better to NOT waste time downloading
>things just to delete them.
>
Are we talking about cancelling posts here, or a "selective mass
download" sort of thing. I'm interested to see what is being asked
for. Please define "killfile" in a way that I can understand it.

Thanks,
John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

# 1667. Re: Newsie & Demon

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5ce2se$r49@nnrp1.news.primenet.com>
Source record: 129314

On 25 Jan 97 03:07:56 G, Paul Womar wrote:
> In article <5c2vpb$49p@ornews.intel.com>
> atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) said:-
>
>>Judging from the number of psams I see that were injected through Demon's
>>open port, and the continuous problems I read about from "happy" Demon
>>users, I'd have to judge that Demon is to the UK what AOL is to the USA, in
>>terms of quality of service, at least. %^<
>
>Not quite, Aol is crap when it's working as it should Demon however
>rarely works as it should but when working provides a very good
>service at very low cost.
>
Just to set the record straight, Demon's "new" newsserver is providing
a 211 response which EXACTLY matches the RFC, so I cannot blame Demon
for the problem with NEWSie. I used Primenet's example, and didn't
allow for the situation that was defined in the RFC.

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

# 1668. Re: Lynx 2.6

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970125182457.10392A-100000@usr02.primenet.com>
Source record: 129315

hmm Cool, lynx, but for what?? Mintnet, linux, Stik????
I use lynx 2.4, but 2.6 would be welcome for mintnet. :)

On 18 Jan 1997, Howard Chu wrote:

>Anyone out there using the Lynx text-based web browser? The last version I
>was using was 2.3.1. I just ported the 2.6rp code; it seems to be working
>so far. I also had to port ncurses, which was almost more of a problem in
>itself... If anyone wants these things, drop me a line and I'll put them
>up somewhere. I also defined the Atari character set for Lynx, but it looks
>like a smarter approach would be to install an IBM PC font on the Atari and
>use that instead. Many of the characters are the same between Atari & IBM PC,
>but several disappeared to make room for the Hebrew characters on the Atari.
>(Yeehah, how useful. Does anyone ever use those characters? You have to
>print right-to-left too, eh? Silly...)
>--
>Howard Chu Principal Member of Technical Staff
>hyc@locus.com PLATINUM technology, Los Angeles Lab
>
>

---------------------------------------------------------------------------
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---------------------------------------------------------------------------

# 1669. Re: WebSpace 1.45, new HTML WEB browser for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970125183503.10392B-100000@usr02.primenet.com>
Source record: 129316

hmm been there, tried that. :)
It's getting better. :) very promising, but I would like to see how it
reacts with the connection on! :)
It might loose all the speed once online, who knows. ?
I have to say though that despite the fact that the tables are not
correct yet, the dithering into 16 colors is not that great, :(
We'll have to wait and see. :)

On 24 Jan 1997, Charles Silver wrote:

>
>And OXO said to all @ http://www.oxo.ch/web_gb.htm
>
>
>Hi All,
>
>
>Well, who is going to be the first canard in the pond? My vote is for
>everyone's favorite French speaking Atarian Kathy Ellis <g>. Kathy, if
>you say this Ducky is OK, I'll get wet too :)
>
>
>
>
>I've been using CAB for almost a year now and I'm happy with the results.
>I would like to have two good browsers to work with on the Net. The new
>version 1.45 looks good, but...
>
>
>
>
>If I do purchase Webspace for 60 bucks US, I'll also donate the same to
>the CAB developers, freeware or not. So, if anyone takes the plunge,
>please post the results.
>
>
>
>
>All wet in Seattle,
>
>
>
>
>Charles
>

>
>
>
> ********************************************************************
> * *
> * Einstein: God doesn't play dice with the Universe, Richard. *
> * *
> * Feynman : I walk through Space-Time as you walk through doors *
> * in your house, Albert! *
> * *
> * Terminator: I'll be back... *
> * *
> * Houdini : Been there, done that! *
> * *
> ********************************************************************
>
>
>
>P.S. HOWFAST says my RamDisk reads at 2200 kb/sec, what does this say about the
> DMA limit?
>
>

---------------------------------------------------------------------------
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---------------------------------------------------------------------------

# 1670. Re: New: QED 3.97, a text editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970125183838.10392C-100000@usr02.primenet.com>
Source record: 129317

great!! , just great, :))))))))))))))))))
I loved qed 3.82b already so I can not imagine 3.97.

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 1671. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32E9FC8C.15CB@owens.ridgecrest.ca.us>
Source record: 129318

!ynoT wrote:
>
> On Sat, 25 Jan 1997 02:55:43 +0000, Michael Grove
> <mgrove@owens.ridgecrest.ca.us> wrote:
>
> >may input into our platforms. Would you (if you could,
> >it's pretty well copy protected) pirate a copy of Apex
> >Media? I for one want to see continued developement
> >of that product and it's offspring even thou I have to
>
> A little over the top from a simple question ? :)

I get carried away late into the night. Sorry.
>
> >There has been lately many request here for TOS images.
>
> thats why I asked the original question of wether it was legal to
> send someone a copy?

My response wasn't directed at your post, but the "gimmie"
request as of late.

>
> >A set of TOS ROMS cost next to nothing. Why not just
>
> next to nothing ?, that is reletive surely?, they are too dear in
> this house!

:). Same here. But you have purchased what you have.
>
> >support some of the last remaining dealers and purchase
> >a set. If you like TOS, you'll love MagiC so why not
> >just purchase MagiC PC or MagiC Mac. All the "dirty work"
>
> Afraid that is an opinion!, magic is NOT better than tos IMHO as it
> won't run the same software, magic certainly wont run the software I
> have tried, I would have said that for some users MagiC may be an
> alternative but certainly not better or even on a par?

Personally I only use MagiC on the Mac. I like to keep my
Falcon set up as simple as possible. I love TOS 4.04.
You must of not understood the term "dirty work" :).
>
> >With all the request for TOS images, it tends to give
> >the newsgroup a Windows users flavor.
>

> heheh thats because its all windows users asking for it :)

Yea, just like the guy at the local PC dealer I overheard
telling his buddy " Well, I can get the CD Rom drivr today
but as you already have Win 95 i'll just use your copy." I
fully endorse that action <grin>, let them kill themselves.
May sound stupid, but I want my own TOS:).

>
> >I "ain't" perfect, but I have a Falcon so I don't
> >have to be:).
>
> wow..deep..and about right hahaha (just kiddin!)

Thanks for the games:)

Mike

>
> Cheers.............!ynoT
> Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
> irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
>
> Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 1672. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2501971623150001@metricom34.ucsc.edu>
Source record: 129319
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5cdn41$r04@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:

>: Does TOS have a 3D graphics API? Does it support hardware acceleration
>: for it? MAJOR limitation. This is hardware of today we're talking about.
>
>uh,what does 3D graphics have to do with anything?
>That's really a driver-level task.(or shared library)

See below.

>: Does TOS have anything like QuickTime?
>
>Isn't QuickTime a thing like PC's AVI files?

No. AVI is just a simple movie format. QT is a generalized format for
data played over time (QT tracks can contain all sorts of different
things). QT is also a complete set of operating system calls to manage QT
data, so that if you are a programmer, you don't have to worry about the
details of it yourself.

>I don't see what animation has to do with OSes.Do you know what TOS is?

Yes. I owned a TOS computer for several years.

In this day and age, a personal computer operating system is expected to
provide a wide array of services above and beyond the basics (memory
allocation, process management, file systems, and basic I/O).

BTW, next time you reply to something, please trim the parts of the post
you aren't responding to.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

# 1673. Re: GEM mentioned in MACWorld

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <5cdukg$jiq@freenet-news.carleton.ca>
Source record: 129320

Thomas Main (main@conrad.appstate.edu) writes:
> The Feb. '97 issue of MACWorld features an article on the BeOS and its
> potential for Mac users. As I was skimming through the article, I saw
> reference to GEM! The writer was wondering what would happen to the BeOS
> if Apple didn't use it or part of it for the next release of MacOS and
> theorized that it would end of with other OS "wannabees" like OS/2,
> AmigaDOS, NextStep (ironically, NextStep IS now being considered by
> Apple), and (ta-da) GEM!
>
I have the GEM interface installed on my wife's PC. It's not
nearly as nice as the Atari version, but for file management tasks, it
beats the hell out of the Windoze file manager, and X-Tree. As I
understand it, GEMulator for DOS is now available as freeware, so I'd like
to check that out.

--
Songshop Musical Productions / Two wrongs don't make a right...
Box 266, Shawville, Que. / But three lefts do!
J0X 2Y0

# 1674. Re: What is 'Blitter'?

Newsgroup: comp.sys.atari.st
Date: 1997-01-25 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <5cdvka$k2b@freenet-news.carleton.ca>
Source record: 129321

Hallvard Tangeraas (hallvart@sn.no) writes:
> On Sat 25-01-97 03:16, ploob (buzzdc@netcom.com) wrote:
>
>>This option appears in a pull-down menu on my default desktop. I didn't
>>get a manual with the unit and I was simply curious. Turning the option
>>on seems to have no effect. Thanks for any clues.
>
>
> I don't know the technicalities, but it BlITter stands for "Block Image
> Transfer" as far as I know.
> It's used to speed up the display. Try to switch it off and see how much
> slower screen updates become (i.e when reading the contents of a folder
> etc.).

Mega ST's and STe's have a blitter chip. If you don't have one of those,
turning the option on or off doesn't make any difference. I've heard that
Warp9, NVDI, etc. do more-or-less the same thing, which is to speed up
graphics functions.

--
Songshop Musical Productions / Two wrongs don't make a right...
Box 266, Shawville, Que. / But three lefts do!
J0X 2Y0

# 1675. Re: CAB

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970126093954.22353E-100000@moose.erie.net>
Source record: 129172

On Tue, 21 Jan 1997, Christopher Good wrote:

> In message <5c0afs$mdg@ultra.sonic.net>, apalmer@zapcom.net said:
>
> > I ask about this same problem a few months ago and never got an answer.
> > I think I know what it is. I was using a 30 meg cache and the delay
> > grew very long. After loading each new page, CAB seems to be writing
> > an index file in the top directory of the cache. As the size of the
> > cache increases, the index has to be bigger, so the write takes
> > longer. You can control the time of the delay by changing the size
> > of your cache. This is just my guess from looking at the problem.
>
> The CACHE.CAB file is rewritten after every download. Obviously the larger
> your cache gets the bigger this file gets:( It's a real pain. Why it can't
> just be appended I don't know.

So CAB is displaying "Foramtting test" while it updates the
CACHE.CAB file? I hope there's an easy way to speed this up!

## 1676. EP_GDPS4 ?

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5cfqq6$lr6@ratatosk.uio.no>
Source record: 129173

Does anyone know if the file EP_GDPS4.ZIP can be found anywhere on the net? (It's a shareware scannerdriver for Epson scanners)

Or perhaps some kind soul could send it to me uuencoded in a mail - I believe it's about 50k...

- Petter -

# 1677. PTC1426 Monitor For Sale...

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <854274948_OASIS_@pcc-uky.campus.mci.net>
Source record: 129174

Well, I've finally gotten hold of a NEC 3D Multisynch for my Falcon and now
I'm selling the Atari PTC1426 monitor that I've been using. Its in perfect
shape, and works fine. I've got the original box but no manual. Comes with
a base, and the cable. Works great with a TT or in 640 x 480 (256 colors)
with the Falcon. (it has a switch on the back to go from TT mode to VGA)
I'm going to let it go for only $100.00 plus shipping. I'll only send it
-CASH- via UPS COD... Please E-Mail your responses. Thanks in advance! :)

--

```
_/_/_/
```

# 1678. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <hTEWWja.dpj@delphi.com>
Source record: 129175

Frank Charlton <frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk> writes:

><!ynoT> wrote:
>
>> >MichTron is also way out of date - it only supports 2400 and below
>>
>> Thats 9600 Frank...still too slow IMHO but? :)
>
>Nope - MichTron supports 2400 and below out of the box. There were hacks
>floating about to get it to "work" at 9600, but they were unreliable to
>say the least. Someone will probably have hacked it by now, but it's
>still a bit late ;)

No, it was 9600 right out of the box, but the limitation was that it
required both ends to use a Courier USR 9600 baud modem. I had one hooked
up to my MichTron board but had very few users with the same modem. I
finally removed the modem and reverted back to a more "dependable"
Supra 2400.

Still running one line with MichTron and the other with RatSoft. Once I
upgrade my storage, I'll likely wean myself off the MichTron system and
go full tilt with RatSoft.

BTW, has anyone heard anything about RatSoft 3.0 yet?

-Dana

# 1679. Re: Atari picture files to PC?

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <32EB8260.7D62@plano.net>
Source record: 129176

```
Jeff Heeney wrote:
>
> Anyone know how I might take my NEO and SPC picture files into a Win95 or
> WinNT graphics application?
>
Look for a program called Graphics Converter. It should be available at
some
ftp sites on the Internet. It accepts a *lot* of graphics formats on
input and
will save the graphic to *any* of its supported formats. I have it for
the Mac,
but I think it is also available for the IBM PC clones.
--
+--------------------------------------------------------------------------+
| Charles and Francis Richmond
<richmond@plano.net> |
+--------------------------------------------------------------------------+
```

# 1680. Re: Any TWIST users out there?

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: dipching@ping.be
Message-ID: <854300160_OASIS_@ping.be>
Source record: 129177

In article <E0voR6u-0003QP-00@news.demon.net>
dave@mbha.demon.co.uk (dave) said:-

>From: dave@mbha.demon.co.uk (dave)
>Newsgroups: comp.sys.atari.st
>Subject: Any TWIST users out there?
>Date: Sat, 25 Jan 97 14:09:24 GMT
>Organization: mbha
>Message-ID: <E0voR6u-0003QP-00@news.demon.net>
>Reply-To: dave@mbha.demon.co.uk
>X-Mail2News-User: dave@mbha.demon.co.uk
>X-Mail2News-Path: mbha.demon.co.uk
>Lines: 7
>
>If there are, how is the TWIST desktop turned off?

I really don't understand your question ...
Are you talking about the data base Twist 2 ?
If yes ... what do you want ? Staying in the program without its desk
picture ... I see no way to do that ... even in multitasking (I'm
using Geneva ...)
Tell me more about your question please

--


---
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---

# 1681. FaST 105meg HD F/S

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: dogmeat@netcom.com
Message-ID: <dogmeatE4Mn4F.20C@netcom.com>
Source record: 129178
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

All:

I have a mint condition FaST Hard Drive with internal Link I
controller built in. Drive unit is a 'desktop' type case with one 105meg
Quantum drive installed. Room for additional SCSI drive. Comes with
driver software installed on drive and on diskette.

I want $150/best offer. Shipping not included. I live in N.
California, and would prefer to have you pick it up.

--
--
Brett Nair - dogmeat@netcom.com

"Holy the lone juggernaut! Holy the vast lamb of the middle-class!
Holy the crazy shepards of rebellion! Who digs Los Angeles *IS* Los Angeles!"
- Allan Ginsberg, "Introduction To Howl"

# 1682. Re: MagiC 5

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27620_please@no.spam.mail.here>
Source record: 129179

In a previous message Ade@finitive.demon.co.uk wrote >
> If after booting with MagiC you wish to use the computer without it,
> you'd need to turn machine off, as reset of course leaves MagiC in
> memory.
>

Or there is a small program available in the umich archives (I think)
boot.ttp with the parameter -c does a cold boot and clear magic from your
system...archive name is boot.zip

saves wear and tear and is a kinder option to your system.

--

Send email replies to :pbaker@mettav.demon.co.uk (Paul Baker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 1683. Re: CITOH printer driver?

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970126134015.13855A-100000@viking.cris.com>
Source record: 129180

Don't know if it help you much, but Pagestream has 3 versions of the C8510 driver, the C8510A, C8510S, C8510SC! Don't think I have ever seen one for GDOS specifically for the C8510. Is it compatible with any Epson model?

On 26 Jan 1997, Terry Borah wrote:

>Hi,
>
>Does anyone know where I could get a GDOS printer driver for a CITOH 8510
>or Prowriter? it is the same as the Apple Imagewriter, so I suppose an
>Imagewriter driver woul work also.
> Is it possible to make one?
>Also, does anyone know where I could get the above driver for FirstWord,
>WordUp, well, just about any program.
> Maybe someone has a program (text or graphic)that has one of those
>drivers that they might want to sell?
>
> Thanks
>terryb@bloomington.in.us
>
>
>

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 1684. Re: 4Mb Now game won't run??

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970126203752.23344.qmail@mail.ptd.net>
Source record: 129181

>From Hans Wessels
>
>Mark Gardiner wrote:
>
> > I am the original poster and was referring o the game 'Player Manager'
> > by Anco..
> > Your info was informative but not being a programmer I do not know to
> > apply any of this!
> >
> > Any further advice?
>
>Both ways require a good assembly programming skills. The first way is the
>easiest, the second the most elegant.

Or instead of hacking in your game disks for something the programmer should have thought of, just run MAKE1MB.PRG. When your screen turns red, pop in the game and it's running on a "1 MB" computer. It says like this until you turn it off.

Not flamming anyone, but this does remind me of a Dilbert cartoon on my calander with Dogbert, patron saint of technology casting out demons of stupidity.

Software Developer: I'll make the command easy to remember like "CTRL-ALT-F4-DEL". And if they forget that they can edit the source code in "COMMAND.COM"

Dogbert: OUT! OUT!

:)

"Out! Out! You demons of stupidity!!"

You've been exorcised by...

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or automatic.

# 1685. Re: cartridge drive?

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970126204532.23501.qmail@mail.ptd.net>
Source record: 129182

>From [1]dklugh@freenet.columbus.oh.us (Daniel Klugh)
>
>
>I used the "Install drive" menu item of TOS but for the drive letter I
>used a CAPITAL C.Rather than giving me a "drive not responding" type
>error,I could open the window for the "C" drive (not for a "c" drive though),
>and the top of the window refered to it as "Cartridge" instead of "Floppy".
>

I belive the captial "C" letter is used hard drives and Ramdisks while
lowercase "c" is used for the cartridge. Very few carts are read as disks
and have programs like a VT-100 terminal emulator.

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

# 1686. Re: CPX files

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ebcce4501ad0@sn.no>
Source record: 129183

On Sat 25-01-97 18:06, Rich Tietjens (Rich.Tietjens@atarinet.portland.or.NO.SPAM.us) wrote:

>or Xcontrol at
>ftp://ftp.cs.tu-berlin.de/pub/atari/Utils/XControl/xctr131d.tos

I presume the "d" in "xctrl131d.tos" is an abbreviation for "Deutsch/German"?

In case that's correct and the person asking for it (or anyone else for that matter) wants an UK-English/US-English version they can find it at my site:

ftp://ftp.sn.no/user/hallvart/atari/cpx/

98K xcontrol.zip: UK/USA (the eXtensible control panel) for CPX modules
color : desktop colour
config : configure CPX modules
general: keyclick/repeat/bell/double click etc.
maccel : configure mouse accelerator (use with 'maccel.prg')
modem : modem setup
printer: printer setup
sound : sound level, bass, treble etc.
wcolors: window colours (not the same as 'wincolor.zip')

(It's version 1.31 as well. And the differences between the UK/US versions is the date format).

For more CPX modules you just look around in the same directory (grab hold of "00_cpx.txt" for an overview of what's in there and what the different modules do.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1687. Re: ST Informer...

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: ebaiz@qtm.net
Message-ID: <5cggre$g8l$1@news2.qtm.net>
Source record: 129184

> I was just wondering if anyone knew the status of ST-Informer...Used to be
> one of my favorite Atari mags, but its been a -long- time since I received
> an issue...and I do have a subscription! <smile>

I have a subscription also and have not heard anything. I am
wondering just if we will ever see another issue. Thank God I also
get Current Notes and Atari Computing.

# 1688. Last of my ST Stuff FS

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: falken@tstonramp.com
Message-ID: <32ebcd63.10410204@news.tstonramp.com>
Source record: 129185
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
ST Stuff For Sale
-----------------

1040STf, 4 megs Ram, tos 1.4 with manual and dustcover
(upgraded at a cost of $300 JUST LAST YEAR)
2 dozen disks of misc. software and some
boxed games included with the 1040 $125

SC1224 color monitor $75

SM134 Monochrome monitor $50

525 meg Toadstor hard disk with ICD Link 1 $275 (I pay Shipping)
(Drive is still under warranty)

ALL prices are PLUS shipping except HD. ALL hardware guaranteed to be
in good to excellent working condition. ALL cables included.
The monitors cost $25-$35 to pack and ship. Double boxed!
Prices not etched in stone. NO "reasonable" offer refused.
Terms are money order up front or half down and the rest COD.

SERIOUS INQUIRIES ONLY PLEASE!!

Make an offer if you see anything you might want. Send e-mail to
falken@tstonramp.com

Thanks
```

# 1689. Last of my 8bit stuff FS

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: falken@tstonramp.com
Message-ID: <32eccdd5.10523756@news.tstonramp.com>
Source record: 129186
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Atari 8-Bit Stuff
--------------------

Disks:
------
Home-Pak (Word proc., term and database) 3 programs by Russ Wetmore
Mastertype Filer
Math Blaster
Alternate Reality the City
Pinball Construction Set
Timewise
Carts:
------
Dig Dug
Kids on Keys

Cassettes:
----------
Invitation to Programming 1
" " " 2
" " " 3
Pacific Coast Highway
Zaxxon

Hardware
-----------

130 XE computer,ps and dust cover
CM-141 14" color monitor and cable
Amdek 12" amber monitor/sound
Mitsuba 1200bps modem
Atari SX-212 1200bps modem
Epson FX-80 printer
Atari joysticks

Books
---------

Compute's 1st book of Atari
Compute's 2nd book of Atari
Atari DOS
```

# 1690. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970126221545224443@tachyon.demon.co.uk>
Source record: 129187

<!ynoT> wrote:

> Is it illegal to copy and pass to someone a Tos Image? if so then who
> would be the injured party? ie: who owns the Copyright ?

Of course it is. Whether Atari themselves exist or not, copyright is
still valid for something like 50 years unless Atari were to place TOS
in the public domain.

ATB, Frank.

# 1691. Re: MintNet & CAB help

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: caesar@nwlink.com
Message-ID: <5cgn00$dpi$2@texas.nwlink.com>
Source record: 129188

I am in need of assistance.

I can get a PPP connection with MintNet, but whenever I try to use CAB to go to a particular URL I get an error message: "Path not found--ERROR #34," I think.

Anyone know what I'm doing wrong?

Thank you!

Joel

# 1692. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cgppb$9e0@login.freenet.columbus.oh.us>
Source record: 129189
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:
: In article <5cdn41$r04@login.freenet.columbus.oh.us>,
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

: >Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:

: >: Does TOS have a 3D graphics API? Does it support hardware acceleration
: >: for it? MAJOR limitation. This is hardware of today we're talking about.
: >
: >uh,what does 3D graphics have to do with anything?
: >That's really a driver-level task.(or shared library)

: See below.

: >: Does TOS have anything like QuickTime?
: >
: >Isn't QuickTime a thing like PC's AVI files?

: No. AVI is just a simple movie format. QT is a generalized format for
: data played over time (QT tracks can contain all sorts of different
: things). QT is also a complete set of operating system calls to manage QT
: data, so that if you are a programmer, you don't have to worry about the
: details of it yourself.

Once again,this could be implemented as a shared library or server process.
(you might have to add simple rudimentry functions to the graphics driver
like the ability to allocate and find the graphics memory buffer)

: >I don't see what animation has to do with OSes.Do you know what TOS is?

: Yes. I owned a TOS computer for several years.

: In this day and age, a personal computer operating system is expected to
: provide a wide array of services above and beyond the basics (memory
: allocation, process management, file systems, and basic I/O).

But what you've described (handling data) is the job for a shared library.
MacOS should already have the capability to handle graphics and sound.
(or it's drivers would,to be more acurate)

: BTW, next time you reply to something, please trim the parts of the post
: you aren't responding to.

How would I delete more than a single line with PICO!?!
(PINE's editor)
--
The Doctor

# 1693. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cgqd7$b1t@login.freenet.columbus.oh.us>
Source record: 129190

Hallvard Tangeraas (hallvart@sn.no) wrote:
: On Wed 22-01-97 18:36, Titus Roth (titus@mothra.rose.hp.com) wrote:

: >Uniterm is the best I have found for full VT100 emulation. Other programs
: >that claim VT100 emulation leave out features such as separate scrolling
: >regions, which is annoying if you use mainframe editors.

The best VT100 emulator I used wasn't on the ST but the (REAL) Atari.
It's called Ice-T and suports double wide(40-column) and double high text.
And the VT100 character set.Does UniTerm do this?
(I've mostly been using ANSITerm on the ST,and need a REAL VT100 prg)

: I've had no major problems using "Connect" with VT-100 emulation.
: I use "Emacs" a lot as an editor on the UNIX machine I'm connected to
: when I'm online and it works just fine.

The Connect I used used a GEM window and only had 14 lines!!!
Of course GEM is so slow that you can actually see the flicker which
occurs when the bit-planes are out of sync.
(with TOS programmes,the bitplanes are out of sync for so little time that
it's invissible.The BIOS probably scrolls a line at-a-time instead of a
bitplane-at-a-time)
And the mouse cursor was invissible when text was coming in.
--
The Doctor

# 1694. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: roedaal@audiophile.com
Message-ID: <32f0e88b.49593422@news.univie.ac.at>
Source record: 129191

On Fri, 24 Jan 97 20:16:59 GMT, Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) wrote:

>AFAIK, the only way to get filtering on the ST at this time is to use
>NOSPOP3 with Oasis 1.45; all of your mail and newsreading will be done
>off-line in this case. NOSPOP3 supports either static or dynamic IP
>addressing under PPP, but only static IP under SLIP.

Thanks for the info. Is Oasis a reliable program nowadays? My last experiences (a few months ago) were not too promising on my falcon.

>criteria you select; but that's really only a stopgap until John gets a real
>killfile into Newsie. It would be much better to NOT waste time downloading
>things just to delete them.

This would truely be fine news.

Anyway, will you drop us a notice when your filter is finished?

bye!
---
Christian Roth
roedaal@audiophile.com

## 1695. Golden Image Hand Scanner

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <5cea50$b1@netnews.mis.net>
Source record: 129192

Is there a software or hardware fix that will allow the Golden Image Hand Scanner to work on a Falcon, with the Touchup v2.52 software?

(A)bort, (R)etry, (F)ail, (I)nfluence with large hammer.

Net-Tamer V 1.08XB - Test Drive

# 1696. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: roedaal@audiophile.com
Message-ID: <32f1e9a1.49870698@news.univie.ac.at>
Source record: 129193

On Fri, 24 Jan 1997 18:32:54 -0500, Tom Lamparty <Lamparty@concentric.net>
wrote:

>This is one reason to try and find an ISP that not only has SLIP, but also
>has a dial-up shell account! With the shell account you can use the kill
...
I gladly have an ISP with shell account, but I find this usage quite
uncomfortable. i can't imagine that filtering is hard to program.
For example, the (German) frontend to the mausnet, CAT, is an excellent offline
reader, with full-fledged filtering, navigating and database searching
capabilities. I haven't found a program like that even on PCs or Macs.

---
Christian Roth
roedaal@audiophile.com

# 1697. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan26.191012.1@cobra.uni.edu>
Source record: 129194
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.st

In article <5cdt3e$dmq@ornews.intel.com>, postmaster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) writes:

A postmaster with out clinets..

>>Why don't you mind your own business...
>
> I will explain this in small words, so that the other janitors at University
> of Northern Iowa can translate it to whatever dialect of simian ASL you
> understand.

I believe the UNI custodians have enough work to do than take the time to
listen to rants from a raver over the net.
You sound like their over paid overseerers who just rant all day..

> Your spamming costs me money. Notice my email address on this post; I pay
> for my Internet access, and for my entire domain's access. Therefore, your
> spamming IS my business. Your sysadmin has basically said he doesn't give a
> shit - but if this continues, I'll ask Chris Lewis to get involved, and then
> your sysadmin WILL learn to give a shit, becasue Chris Lewis is capable of
> convincing all other admins (or a significant percentage of them) to UDP the
> uni.edu domain for spamming. That would be greatly inconvenient to the
> University adminstration and students. Eventually, the source would be
> traced to you and your buddy in whatever uni.edu calls the information
> technology department.

For one, I have not spammed. Spamming is illegal according to the net
guidelines.. Your diffinition of spamming does not cross the official
diffinition. There are alot of others in your wicked eyes that are guilty in
spamming and are still here.

My actions have not cost you money. If you believe this and causes a mythical
hardship, get off the usenet..Simple..

As for your big brother that you run to and cry on his shoulders, GROW UP!
Chris Lewis will tell you to go away and GET A LIFE and stop wasting my time.
Time is money.

The UNI technology department is called Information Technology Services(ITS),
formely Information Systems & Computer Services(ISCS)..

> Is that simple and clear enough?

Who is Chris Lewis?

>
> Followups set, as usual.

>
>
>
> ----------------------http://www.teleport.com/~atari----------------------

GREETINGS..
|-------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-------------------------------------------------------------------------|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

# 1698. Re: PGS2 text formatting

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <5vHV2Vc.greg_evans@delphi.com>
Source record: 129195

I assume you are importing text which has hard carriage controls.
Yes, one of the import options should work, though I don't remember
which, off the top of my head. I belive the defaul option is the
one you want to use but it sounds like you've tried all of them.

Greg

# 1699. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cghr6$u0@ash.ridgecrest.ca.us>
Source record: 129196

!ynoT wrote:
>
> On Sat, 25 Jan 1997 12:29:00 +0000, Michael Grove
> <mgrove@owens.ridgecrest.ca.us> wrote:

> yes everyone wants a tos image it seems, but there is a emulators
> newsgroup ?, you want to see how many are looking for it on there?

I'm afraid to:(.

>
> >> >A set of TOS ROMS cost next to nothing. Why not just
> >>
> >> next to nothing ?, that is reletive surely?, they are too dear in
> >> this house!
> >
> >:). Same here. But you have purchased what you have.
>
> hmm <?> well since checked the price, tos roms are 39.99 ukp from st
> apps, thats what? 80+dollars aprox ' ?

I have seen them for around $60.00, but that dealer is no
longer reliable.

> >Thanks for the games:)
>
> and for the write ups....seems longer than 2 weeks between your
> sections in STR? or is that just me ? <smile>
>
> I did know who I was talking to BTW <SMILE>

Lost me there........

Mike
>
> Cheers.............!ynoT
> Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
> irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
>
> Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 1700. Re: Atari picture files to PC?

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: Ari Feldman <ari@walrus.com>
Message-ID: <32EC47D1.9AB@walrus.com>
Source record: 129197

Debabelizer Pro for Win95/WinNT will most likely be able to read Neo and Degas files. Its expensive though.

Your best bet is to use a program like Image Copy or GemView to convert them to something like .BMP format...

# 1701. UK ATARI SHOWS

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <E4Mwr8.LFy@cix.compulink.co.uk>
Source record: 129198

1997 UK Atari Shows Atari Computing Press Release
---
Mike Goodman, the organiser of the successful Atari Shows last September, has confirmed two Spring Atari Shows will be taking place in April at the same venues as last time:

- Saturday 26th April: National Motorcycle Museum, Birmingham - probably in the Compton Suite.

- Sunday 27th April: Osterley Four Pillars Hotel, London.

- May? Possible Glasgow show although details still have to be confirmed.

Both shows will be open from 10am to 5pm, and most of the exhibitors from the last shows plan to attend. Mike confidently expects some new exhibitors, of which more news to follow.

Atari Computing have a stand at both shows, so make a note in your diary to show support for the Atari scene and tell us face to face what you'd like to see in the magazine. Even better bring along some articles or software we can use in the magazine!

Full details will be included in Atari Computing issue 4 but if you'd like to exhibit or require more details contact:

Tel: +44 (0)1782 335650
Fax: +44 (0)1782 316132
Goodmans, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent, ST3 1SW (enclose SAE for reply).
---
Please spread this Press Release far and wide:

* BBS SysOps please post this to your local areas...
* If you have Atari Web pages please post this there...
* User Groups, publicise the shows at your meetings and organise car shares...

Joe Connor
Editor Atari Computing & InterActive

---
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information to
e-mail:ataricomputing@cix.compulink.co.uk or NeST:90:100/315.0@nest.ftn
---

# 1702. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2601972106100001@metricom48.ucsc.edu>
Source record: 129199
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <5cgppb$9e0@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:

>: No. AVI is just a simple movie format. QT is a generalized format for
>: data played over time (QT tracks can contain all sorts of different
>: things). QT is also a complete set of operating system calls to manage QT
>: data, so that if you are a programmer, you don't have to worry about the
>: details of it yourself.
>
>Once again,this could be implemented as a shared library or server process.
>(you might have to add simple rudimentry functions to the graphics driver
> like the ability to allocate and find the graphics memory buffer)

Many microkernel operating systems implement the *file system* as a user
mode process. Does this mean that the file system is no longer part of
the OS, just because it doesn't execute in the kernel address space or
supervisor mode?

QT is in fact a set of shared libraries. Nonetheless, it is a service
offered by the Mac OS to application programs. The main reason QT is
implemented that way is so that it doesn't needlessly occupy memory while
it isn't being used.

>: BTW, next time you reply to something, please trim the parts of the post
>: you aren't responding to.
>
>How would I delete more than a single line with PICO!?!
>(PINE's editor)

I really haven't the faintest clue. PICO is nice and easy to use, but it
seems to be deficient in capabilities. Not that I'm a wizard with UNIX
text editors; I refuse to learn vi unless I really have to and I know just
enough EMACS to get by.

(followups set to comp.sys.atari.advocacy, since this belongs there)

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

# 1703. Re: Differences: STacy & Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: caesar@nwlink.com
Message-ID: <5cgmre$dpi$1@texas.nwlink.com>
Source record: 129200

Apparently, my message was lost in the proverbial shuffle.

Anyway, would someone care to elucidate the differences between the STacy and Portfolio? I'm considering a purchase of one of the two units, but have little information about either. Please share any recommendation you may have.

And, if you have one for sale, let me know.

Thanks!

Joel!

# 1704. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <854278854_OASIS_@pcc-uky.campus.mci.net>
Source record: 129201

In article <32e98f9c67a3360@uran.ip.krakow.pl>
kmaj@uran.ip.krakow.pl (Krzysztof Maj) said:-

>I want to recommend an excellent shareware programme STARCALL.
>I use it for more than one year.
>It's easy like Rufus, featured like Connect and is still supported
>by the author.
>It comes in packet containing 3 programs:
>STARCALL - terminal program
>STARFAX - faxprogram
>STARBOX - the BBS program.

>If you want, I can send a STARCALL 2.1A/ENG (version I use) to the chosen
>ftp-site.

Well, I'd love to see an English version at a ftp site. I've only been able
to find the German one... Thanks and let us know where you upload it! :)

--

```
_/_/_/
```

# 1705. Re: Thing Windows?

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5cebac$96i@hades.rz.uni-sb.de>
Source record: 129247

Frank Lockwood <bp507@torfree.net> wrote:
> Some earlier posts suggestedthat the icons can be edited with a program
> called INTERFACE. Is this commercial? I haven't been able to find it
> on
> any ftp site.

You won't. It's payware :-(

The problem is that you need a Resource Construction Set (RCS) that can process resource files with color icons. Currently Interface is the only one. But: Thorsten Otto has promised a new version of ORCS (and it will get along with color icons). There are (quite concrete) rumours of another new RCS but I don't know anything exact.

If you simply want to reassign icons to some new file type, you can use ThingICN by Holger Weets.

> Secondly, and more importantly, the whole program freezes when I try to
> open a second window (folder or drive partition). Is this something that
> is disabled in the demo or what?
Maybe you should get the latest version or simply ask the author. I've got no such problems with Thing.

Since all of the above mentioned programs are developed in Germany it might be a good idea to look out on German ftp sites.

ftp://ftp.uni-paderborn.de/pub/atari and
ftp://ftp.tu-clausthal.de/pub/atari

are good choices for the beginning.

Ciao

Guido

# 1706. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: asmolar@localhost.fast.net
Message-ID: <5cecnt$o81@news1.fast.net>
Source record: 129248

On Fri, 24 Jan 1997 21:30:14 +0000, Drew Gibson <drew@thegibsons.demon.co.uk> wrote:

>Do you, Brad, Frank or Tony (Hi Tony :) ) know how much the Gemulator is
>? I'm currently evaluating MagicPC - I'll need to go to the website and
>d/load the demo version of Gemulator too !

I think Gemulator is $69.95US (about 46 UK pounds)
That is if you buy it without Magic or Tos.

# 1707. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: !ynoT
Message-ID: <32eab2ec.8517963@news.airtime.co.uk>
Source record: 129249

On Fri, 24 Jan 1997 21:30:14 +0000, Drew Gibson
<drew@thegibsons.demon.co.uk> wrote:

>>That's because it a shareware DEMO version. The full, registered version
>>has everything activated.

>Do you, Brad, Frank or Tony (Hi Tony :) ) know how much the Gemulator is

Hi Drew :)

>? I'm currently evaluating MagicPC - I'll need to go to the website and
>d/load the demo version of Gemulator too !

cant recall the exact price, but certainly more expensive than the
going rate for an st?

so whats magic pc like? any good, I have gemulator demo running with
a tos206 img, and gemulator full with magic503e....certainly prefer
the demo with tos at the moment ?...having trouble getting sound to
work on the full version ...

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 1708. Re: ST-Guide hypertext to ascii

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: none-set <76031.1247@CompuServe.COM>
Message-ID: <5ceh2e$mil$1@mhafn.production.compuserve.com>
Source record: 129250

Yes one can get ascii from a ST Guide HYP file. Included with ST GUIDE should be a compilier which can also extract text & pictures. You need to input the correct command line. I think its -X? Its a TTP program.

I haven't done this in awhile though but it can be done.

Rich

## 1709. Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: m4wolf@aol.com
Message-ID: <19970126040600.XAA05075@ladder01.news.aol.com>
Source record: 129251

```
Atari 520 St
Color Monitor
2 GTX Double Sided Floppies w/digital readout
Mouse Master (allows Mouse & 2 Joysticks to
be plugged in at the same time)

$95 + $5 Shipping

Leave E-mail to M4wolf @Aol.com
```

## 1710. Atari ST hard drive for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: m4wolf@aol.com
Message-ID: <19970126040900.XAA05193@ladder01.news.aol.com>
Source record: 129252

```
Originally Purchased from Toad Computers
Seagate SCSI - 85 mb
Includes ST controller - all housed in Shoebox Case

$50

Send E-mail to M4wolf @Aol.com
```

# 1711. NEWSie (on GlueSTiK): prob. getting article list

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HA1OBBUQUp@tos.ak.planet.gen.nz>
Source record: 129253

I have recently obtained NEWSie 0.66 and am attempting to use it to read the usenet news. I use MiNTNet and am trying to use NEWSie via GlueSTiK. I believe the GLUESTiK version is 0.2.

Other STiK apps work fine (e.g. Ant Mail) but NEWSie seems to give some problems.

In particular, when I "connect to the server" in NEWSie and then double click on a newsgroup from my "subscribed-to groups list", NEWSie comes up with a dialog which looks like this:

```
+----------------------------+
| Retrieving Group Overview |
| |
| Sending request |
| |
| Press ESC to abort transfer |
+----------------------------+
```

After a moment, the middle line changes to "Bytes received (0)". It remains this way for some time, and then the dialog vanishes. At this point, the newgroup article list window has opened, but no articles are listed.

Getting the usenet articles using the "offline" functions of NEWSie, however, works relatively well although there are still some more minor problems (sometimes it seems to skip certain newsgroups, the scrolling is very problematic to name a few).

I am trying to set up NEWSie for someone who will only be here for a couple more days, so I _urgently_ need some help on this. I would appreciate it if you could reply by email for the same reason, and since I will be too busy to read the usenet.

Thanks very much for any suggestions.

```
--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\
```

# 1712. Re: OASIS V2.10 & V2.05

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970126004620260663@tachyon.demon.co.uk>
Source record: 129254
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

Denniss Riches <denr@denr.demon.co.uk> wrote:

> OH NO ITS NOT!!
>
> I look for Oasis v2.1 every day without success!!
>
> ftp.demon.co.uk pub/atari/oasis has not got either Oasis v2.10 package
> ftp.cnam.fr pub/Atari/Internet/Oasis has the complete update file BUT only
> a partial "Complete" file

A while back, Demon had a problem with their ftpserver. When I went to perform maintenance, everything in the /pub/atari/incoming dir was 0 byes long. I tried to email everyone who uploaded to ask if they would do so again - some did, some obviously didn't.

Remember you can get Oasis 2.1 from http://www.yeadontt.demon.co.uk/ as well. If any kind sould would care to upload it to ftp.demon.co.uk again (hello Daron! [g]), I'll make it available.

ATB, Frank.

# 1713. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970126004617260480@tachyon.demon.co.uk>
Source record: 129255

<!ynoT> wrote:

> >MichTron is also way out of date - it only supports 2400 and below
>
> Thats 9600 Frank...still too slow IMHO but? :)

Nope - MichTron supports 2400 and below out of the box. There were hacks floating about to get it to "work" at 9600, but they were unreliable to say the least. Someone will probably have hacked it by now, but it's still a bit late ;)

ATB, Frank.

# 1714. Re: I am looking for a TOS 3.06

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970126004618260541@tachyon.demon.co.uk>
Source record: 129256
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Stephane ACOUNIS <acounis@lpnp16.in2p3.fr> wrote:

> PS: please don't tell me it is illegal because of copyright stuff, I just want
> to test it!

Yeah, just like everyone always wants to "test" software.

ATB, Frank.

# 1715. Re: Joust

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970126004619260599@tachyon.demon.co.uk>
Source record: 129257

S94 <lais@cs.man.ac.uk> wrote:

> Erm, are you absolutely sure about this? I remember that Atari threw a wobbly
> when numerous sources (e.g. PD libraries) were assuming that programs such as
> NeoChrome and Joust were PD, when in fact they were not, and it did clamp down
> and banned a whole list of programs from free distribution. So when did Joust
> attain PD status?

Yeah, I remember this. When I was with STF, Atari contacted us to say
that Joust, Neochrome and a few other bits were to be withdrawn. I doubt
Atari would care now, but I have no idea what the 'official' situation
is.

ATB, Frank.

# 1716. Re: ATARI Mega STE's in Hobby Town

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: trek@ihgp15.ih.lucent.com
Message-ID: <5ceq7m$7ph@ssbunews.ih.lucent.com>
Source record: 129258

In article <5cdcss$gno@macaw.cyberport.com>, cm <cmoore@cyberport.com> wrote:
>
>I was in my Local Hobby Town and noticed while checking out.
>that the point of sale system was a Mega STe, with the Atari newer mono
>monitor. The clerk didnt know much, but thought the whole nation wide
>chain still used them. Does anyone know who's behind this project and
>what software the system is running. ?

Not sure if our local Hobby Town is also yours or not but the one
at Fox Valley (technically not Fox Valley but across the street
from it - forget what they call that corner) also uses a mega for
the POS system. Sorry no info about software etc. Wayne

# 1717. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27514_please@no.spam.mail.here>
Source record: 129259

From an upturned yacht,somewhere in the Southern Ocean, hallvart@sn.no wrote:
>> Atari that will unMIME it if I d/l it from my internet provider?
h> Yes, Esscode will do it, but what a pain..... :-(

Very true :)

h> I've managed to do it a couple of times, but I can't really remember
h> how I did it.
h> I *think* this was the way I did it:
h> -loaded the MIME decoded file into a text editor and removed
h> everything above and below the MIME'd file itself.

I Mime encoded a text file with Esscode then compared it to the one I
wanted to decode removing all the differences. You have to leave some of
the Mime specific information in otherwise it won't decode, presumably
because it doesn't know what it's dealing with.

h> -Had a look at what the file's real name was after decoding (it says
h> in the 2nd or 3rd line from the top of the MIME file- i.e.
h> "7up209.zip") -I went into the "MIME decode" menu and immediately got
h> the file-selector. -I entered the name of the file as it should be
h> when un-MIME'd (i.e. "7up209.zip") and pressed [Return]
h> -I double clicked the MIME file itself, and (hopefully) the un-
h> MIME'ing process will start!

I usually just select decode, fileselector appears, select the file to
decode, FS appears again, then type in the target filename which, as you
say, appears in the header of the encoded file. You might need to enable
"Select Target path" in the preferences menu for this to work.

h> ** PS. I found it a *very* smart idea to make a backup of the MIME
h> file as I've experienced many times having to experiment trying to
h> make it work, and if you do this the wrong way the decoded file will
h> write over the MIME file. So by having a backup copy of it you can
h> just try it again.. Good luck!

Yes it doesn't seem to like multipart mimes either. Back-ups are
essential IME.

/|\llTheBest ... */Liam/*

*If life is but a dream where are the bicycling Elephants?
--

Send email replies to :LCollins@mettav.demon.co.uk (Liam Collins)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 1718. FX and Afterburner?

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5cf8se$3hc@news.Hawaii.Edu>
Source record: 129260

Greetings,

As I plan to get an Afterburner for one of my Falcons, I was
wondering if anyone has tried putting an Afterburner in with an FX card.
One of my machines is a C-Lab and thus, lacks composite video out
(something that I would want on my fast machine) and the other is an Atari
Falcon with Blowup-FX installed (and I really don't want to have it torn
out).
Just wondering...

---
Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing
---

# 1719. PGS2 text formatting

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: d@mail.sstar.com, dbg01@gnofn.org
Message-ID: <5cfeum$8l6$1@kiyoko.communique.net>
Source record: 129261

Hello all. I'll be suprised if this message gets through.

```
_____________________________________________________
Is there a |
way to reformat text in |
Pagestream so it |
doesn't look like this? |
_____________________________________________________

_____________________________________________________
Is there a way to reformat text in Pagestream so it does |
look like this? |
|
|
_____________________________________________________|
```

I tried all the different text import options without any luck. Even raw
text reformatted in Freeze Dried don't work right in PGS2.
Is this a font thing?

Dave

```
_____
/ /
||||||||||||||||====]: d@mail.sstar.com
\____\
```

# 1720. Re: PI3 & PC3 conversion

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: mauricem@sierra.net
Message-ID: <32eb3b56.21082875@nntp.sierra.net>
Source record: 129262

>I'm not quite sure, but I guess BigConvert should do that job at your
>Atari. Sorry, I have no experience with color monitors.
>You can find BigConvert at ftp.tu-clausthal.de and maybe at lots of
>other FTP-sites.

Thanks, Alex. Will check it out. :)

# 1721. (4Mb)Game now RUNS!!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: Mark Gardiner <100550.3170@CompuServe.COM>
Message-ID: <970126113019_100550.3170_EHK89-1@CompuServe.COM>
Source record: 129263

I'm so happy!!

I read all the advice and opinions surrounding my posting on how Player Manager no longer ran on my upgraded (4Mb) 1040 STf...NOW it does!!

I tried Make1Meg - no go, and read about other memory setters and started to look for some but on a moment of pique, I tried loading my resetable RAM disk and seeing if PM would run from it.

On rebooting the game started loading from the floppy (I had left it in inadvertently) and it worked on loading.

I repeated the scenario without copying any files to the RAM disk and it runs OK still!!

SO, stealing 1Mb of the 4Mb of memory has done the trick.

Many thanks all

Mark.

# 1722. Re: ATARI Mega STE's in Hobby Town

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32EAB7FF.7699@owens.ridgecrest.ca.us>
Source record: 129264

There was an article in one of the Atari mags ( I think ST Informer) a few years back with an interview of one of the originators of Hobby Town and his fondness of the MegaSTE. I'll look through the pile and see if I can find the issue.

Mike

# 1723. Re: Nemesis Benchmarks

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32EABB9D.3093@owens.ridgecrest.ca.us>
Source record: 129265

greg_evans@delphi.com wrote:
>
>
> I have an AB040 and Nemesis on order. In the meantime, I was wondering
> if I can keep my Power-Up which runs the CPU at 32 mhz? From talking
> to David Encill, it might be possible -- some of the same hardware mods
> are neede for both. Anyone try this already?
>
> Greg

I don't know about the Afterburner, but I left the PowerUp2
installed in my Falcon with the Mighty Sonic (sorta like
the AB, but with an 030). I didn't use it to select clock
speed (left it at 16MHz). There was no side effect leaving
it installed, but if I tried to change the clock with it
the machine would crash as the Mighty Sonic has it's own
hardware to do that. I now have it removed from that
machine and installed in another. Don't forget to resolder
the jumper that you cut when installing the PowerUp2. It
was the row of solder beads located near the front side of
the powersupply (when you install your A/B).

Mike

# 1724. Re: Null connection with Mac

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cfag6$nk1@ash.ridgecrest.ca.us>
Source record: 129266

If Riches information dosen't work you
can try looking here for specific info
on the Mac you have (if you haven't already
done so).

http://til.info.apple.com/til/til.html

Mike

# 1725. Re: PI3 & PC3 conversion

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cfaoa$nk1@ash.ridgecrest.ca.us>
Source record: 129267

Watch Indonesia! wrote:
>
> In <32ea12e8.92347420@nntp.sierra.net> wrote:
>
> >Hello all,
> >
> >I recently discovered, much to my horror, that I had not converted a
> >pile of high-res Degas format pictures over to my archives on my PC
> >(as I had with all of my color ST graphics. Now, I sold my Mega ST4
> >off to a friend a few years ago, along with my monochrome monitor, and
> >will all the software that I would have used to convert these PI3 and
> >PC3 pix to somehting portable (like IMG).
> >
> >Can anyone tell me if they know of...
> >
> >a) a shareware/freeware utility on the ST that will convert high-res
> >to IMG or some other PC format ON A COLOR MONITOR without first
> >remapping the picture for color rez, or...
> >
> >b) a PC program that can read PI3 and PC3?
> >
> >Thanks in advance.
> >
>
> I'm not quite sure, but I guess BigConvert should do that job at your
> Atari. Sorry, I have no experience with color monitors.
> You can find BigConvert at ftp.tu-clausthal.de and maybe at lots of
> other FTP-sites.
>
> Alex

Also, if you can find the old version of Auto Desk Animator
I think it has Degas import options. Look on their web page
for the file, or maybe in the Simtel areas.

Mike

# 1726. Re: Defragment HD? Virus Software for HD?

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <766_please@no.spam.mail.here>
Source record: 129268

Hi croth@audiophile.com, on 23 Jan 97 you wrote:

>> I use ZORG as my hard disc tool - try it, there are PD demos around.
c>
c> Is ZORG reliable now? I heard rumors months ago that it can crash your
c> hd.

Never had any trouble here. I'm on v2.04.

Roger
rcain@nest.demon.co.uk

--

Send email replies to :Roger Cain@nest.demon.co.uk (Roger Cain)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 1727. CITOH printer driver?

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: terryb@bloomington.in.us
Message-ID: <5cfklm$jb3@news.hoosier.net>
Source record: 129269

Hi,

Does anyone know where I could get a GDOS printer driver for a CITOH 8510
or Prowriter? it is the same as the Apple Imagewriter, so I suppose an
Imagewriter driver woul work also.
Is it possible to make one?
Also, does anyone know where I could get the above driver for FirstWord,
WordUp, well, just about any program.
Maybe someone has a program (text or graphic)that has one of those
drivers that they might want to sell?

Thanks
terryb@bloomington.in.us

# 1728. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: !ynoT
Message-ID: <32eb54b7.1442427@news.airtime.co.uk>
Source record: 129270

On Sat, 25 Jan 1997 12:29:00 +0000, Michael Grove
<mgrove@owens.ridgecrest.ca.us> wrote:

>> >Media? I for one want to see continued developement
>> >of that product and it's offspring even thou I have to

>> A little over the top from a simple question ? :)

>I get carried away late into the night. Sorry.

hehe we have all been there many times :)

>> thats why I asked the original question of wether it was legal to
>> send someone a copy?

>My response wasn't directed at your post, but the "gimmie"
>request as of late.

yes everyone wants a tos image it seems, but there is a emulators
newsgroup ?, you want to see how many are looking for it on there?

>> >A set of TOS ROMS cost next to nothing. Why not just
>>
>> next to nothing ?, that is reletive surely?, they are too dear in
>> this house!
>
>:). Same here. But you have purchased what you have.

hmm <?> well since checked the price, tos roms are 39.99 ukp from st
apps, thats what? 80+dollars aprox ' ?

>> >support some of the last remaining dealers and purchase
>> >a set. If you like TOS, you'll love MagiC so why not
>> >just purchase MagiC PC or MagiC Mac. All the "dirty work"
>>
>> Afraid that is an opinion!, magic is NOT better than tos IMHO as it
>> won't run the same software, magic certainly wont run the software I
>> have tried, I would have said that for some users MagiC may be an
>> alternative but certainly not better or even on a par?
>
>Personally I only use MagiC on the Mac. I like to keep my

so my statement is about right, it is a matter of opinion rather than
fact?, I find magiC to criple what I want from my emulator, you find
it a bonus, difference of opinion <Smile>

>> >I "ain't" perfect, but I have a Falcon so I don't
>> >have to be:).

>>
>> wow..deep..and about right hahaha (just kiddin!)
>
>Thanks for the games:)

and for the write ups....seems longer than 2 weeks between your
sections in STR? or is that just me ? <smile>

I did know who I was talking to BTW <SMILE>

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 1729. Re: Null connection with Mac

Newsgroup: comp.sys.atari.st
Date: 1997-01-26 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32EB651E.722C@con2.com>
Source record: 129271

Michael Grove wrote:
>
> If Riches information dosen't work you
> can try looking here for specific info
> on the Mac you have (if you haven't already
> done so).
>
> http://til.info.apple.com/til/til.html
>
> Mike

Hello Mike,

my news server is having its problems. I never saw any response from
Rich regarding this post. Could you possibly send it to me? Thanks

And thanks for the info. I'll be sure to check out that site

Regards,

Mykle

# 1730. Re: How do I split .AIF on Ataris?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32ED3F99.4C9C@intuit.com>
Source record: 129072

Jammer wrote:
>
> Hi fellow Atarians,
>
> Does anyone know how to split a _stereo_ .AIF or .WAV into two mono files
> on an Atari? One for the left channel and the other for the right channel.
>
> Any help or ideas would be greatly appreciated.
>

The offline functions in Cubase Audio Falcon offer this ability.

-Mark

# 1731. Re: what is needed to run caf in high resolution?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32ED40D8.39CA@intuit.com>
Source record: 129073

Christian Roth wrote:
> 
> Hi!
> 
> I'm asking myself if I couldn't make life easier for my eyes... I had an
> excellent oppertunity to get a 21" monitor and did so.
> But for now, I am not sure how I can achieve a satisfying resolution, such as
> 1024*768, or, if ever possible, higher, with my Falcon.
> What I am owning at present (Screen Wonder Pro) doesn't like Cubase Audio. The
> screen starts to "flicker".
> 
> Is there a hardware solution that can do high resolution with CAF, and maybe
> even expands the RAM?
> 
> Thanks in advance for any hints to arrive,
> 
> Chris
> ---
> Christian Roth
> roedaal@audiophile.com

Hi Chris.

If you run NVDI and Screenblaster, you can achieve larger resolutions,
although it may come at the expense of screen redraw speed. I have the
above combination and run over 800x600 on my SVGA monitor.

The Blow UP FX hardware/software reportedly will help accomplish the
same thing, although I don't have it. Maybe someone who does will post.

Also, I believe there is a (expensive) video card for the Falcon, but
I don't know the specifics. Again, hopefully, someone will post.

-Mark

# 1732. Re: How much the afterburned cost?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32ED4BD0.2B1A@intuit.com>
Source record: 129074

Simon Yardley wrote:
>
> FPINTO wrote:
> >
> > The 040 with the 040 built in; Is it CAF compatible? Which prgs
> > will not use the alternate ST ram? limits?
> >
> > Is there any info on line about this boards?
>
> Hi there,
>
> It apparently works "OK" with CAF but does have some teething problems
> on some of the modules but there are work arounds (but I'm not into
> music too much so I didn't pay too much attention).

Again, here's the world I have on CAF compatibility with Afterburner
(If I am incorrect, please correct me, some of this info came from
Titan, some from users, but may have been fixed).

The biggest problem I have heard about is that when you are in the
wavform editor in CAF, and the screen scrolls (following playback),
the audio will stop when the wavform is redrawn.

Also, I understand the fast RAM cannot be utilized for sample
playback, but may be utilized by CAF itself.

Corrections, please? I will be upgrading my Falcon at some point, but
I need absolute CAF compatibility.. and I really want to speed up
those darn .wif wave draws!

-Mark

# 1733. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cj503$jgm@ornews.intel.com>
Source record: 129075

In article <mccallum-ya023180002701971156310001@news.alpha.net>,
mccallum@earth.inwave.com (MacCallum) wrote:
>
>In article <5c0hgg$eai@ornews.intel.com>,
>atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) wrote:
>
>>Currently-supported BBSes include (but are not limited to) Octopus (my
>>favorite), ...
>
>Foresight is still being actively developed (I'm one of the beta sites), do
>you know where I could get more information on Octopus (is there a support
>page?) I'm setting up a web page for remaining ST-Sysops (mostly) to list
>what is left of the atari bbs packages/doors, what's developed, what's
>dead, what is good, etc., and need lots more information!

Koos has a feature list at http://www.worldaccess.nl/~kooskuil/octofeat.htm
and also provides updates from his Web site (in parallel to FANfiles
distribution).

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# 1734. Re: ST-Guide hypertext to ascii

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970127220052262O4@tachyon.demon.co.uk>
Source record: 129076

<Mr.Maddog@mail.ptd.net> wrote:

> You can just load the HYP files in any text editor and take out the weird
> codes. So far, no conversion program.

The ST Guide compiler which comes with ST Guide itself can de-compile a HYP file back to the original ASCII source. This is probably a lot easier too, since .HYP files are compressed, so you might not get all of the data by just hacking around with the HYP file.

ATB, Frank.

# 1735. Re: PI3 & PC3 conversion

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970127222351109134@tachyon.demon.co.uk>
Source record: 129077

Maurice Molyneaux <mauricem@sierra.net> wrote:

> a) a shareware/freeware utility on the ST that will convert high-res
> to IMG or some other PC format ON A COLOR MONITOR without first
> remapping the picture for color rez, or...

GEMView, shareware. Any Atari ftpsite should have it.

ATB, Frank.

# 1736. Re: Newsie & Demon

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970127222349109044@tachyon.demon.co.uk>
Source record: 129078
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st

Paul Womar <Paul@pwomar.demon.co.uk> wrote:

> Not quite, Aol is crap when it's working as it should Demon however
> rarely works as it should but when working provides a very good
> service at very low cost.

Have you used AOL, Paul? I wouldn't go so far as to say it's crap, it depends on what you want from a service. Don't get me wrong, I wouldn't call AOL an ISP like Demon is, but it provides a decent online environment for lots of people.

The comparison made earlier between Demon and AOL is unfair, IMHO. They both suffer from a fairly high level of idiot users purely because they both have a high level of users, full stop. No doubt if Pipex or anyone else had as many users online as Demon do, they'd have a high number of pillocks too.

ATB, Frank.

# 1737. Re: GAME HELP PLEASE - 'Future Wars'

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <854394028_OASIS_@swampdog.demon.co.uk>
Source record: 129079

In article <E4Kr06.EsB@cix.compulink.co.uk>
mwaterhouse@cix.compulink.co.uk ("Martin Waterhouse") said:-

>HELP - 'Future Wars - Time Travellers' (Delphine 1989)
>
>
>We've completed the medieval section, and been transported to the
>future - Lana (or whatever her real name was) didn't reappear so
>all alone again (no surpise there).
>
>Problem is, there are two screens of derelict buildings, and
>nothing but patches of rubble around. There's a funny shaped
>patch of rubble on the start screen (like half a cartwheel shape
>on the ground)? We can't seem to walk off these two screens in
>any other direction. The only items we hold are a lance, key and
>some documents.
>
>I just know we have to get underground, and this weird patch of
>rubble seems to be calling, but we can't do anything else!!!?!?!

Examine and generally mess about with all the rubble. According to the
cheat you need a blowtorch and a box of fuses before finding and
entering a manhole cover to get underground.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 1738. FS: Complete Mega ST 4 MIDI System

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: dougt@netcom.com
Message-ID: <dougtE4oww0.J9B@netcom.com>
Source record: 129080

Atari Mega ST 4 computer, excellent condition with Syquest 44M removable
hard drive (includes 1 cartridge), SM124 monitor, manuals, new mouse,
Star NX1000 printer.

Notator - excellent Atari sequencing and notation software with Unitor -
SMPTE generator/reader, 48-channel MIDI adaptor and XOR universal patch
librarian software.

----$400 for complete Atari package----

Thanx,
Doug
--
---
Doug Terrebonne, N6VMI NDgo Productions
dougt@netcom.com SoundVault Sound Library
CI$: 74106,311 Box 2932 Santa Clara, CA 95055
---

# 1739. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cj4kt$jgm@ornews.intel.com>
Source record: 129081

In article <5cgqd7$b1t@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>The best VT100 emulator I used wasn't on the ST but the (REAL) Atari.

Excuse me? If an Atari ST computer isn't "real" then what, pray tell, is?

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# 1740. ST Software Emulator Needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Jeff Akin <jtakin@msn.com>
Message-ID: <01bc0ce0$6c574ec0$44f52399@default>
Source record: 129082

I am trying to find an ST software emulator for my pentium PC. I've
already checked out Gemulator, but I don't want a hardware emulator.

Truth is, all I want to do is play Sundog!! All I need is the software
emulator!!
So, if you could e-mail me with some help here...I would REALLY appreciate
it!!

Thanks,

Jeff

JTAkin@msn.com

# 1741. Re: Notator on a TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: alkio@hkkk.fi
Message-ID: <5ciim8$iu7@ankka.csc.fi>
Source record: 129083

nam101@york.ac.uk (NA Martin) wrote:

>: Anyway, they have just released a version 2.5 update of Atari Logic.
>: (Which does run on Falcon, and has supposedly lots of improvements
>: compared to the earlier versions. It even has some features from MAC
>: Logic 2.6!)
>
>Logic Audio Falcon can be downloaded free. It's not supported by EMagic
>but it's there (I think it was src.doc.ic.ac.uk) but I'm not sure.
>
>Best wishes
>
>--
>Neil

Yeah, I got it from there after getting my second hand (non-audio)
Logic with the Log3 dongle. You _do_ need the Log3 dongle to run the
Logic Audio Falcon.

Anyway, LAF has already once trashed my harddisk and since it is not
very sophisticated in doing the audio stuff I have decided not to use
it at all. I am using the non-audio Logic 2.01 and I will quite
probably upgrade to 2.5. (The 2.5 update is _not_ free, it is 150DM in
Germany but you get a completely new manual with it). I don't know yet
the upgrade prices for the english version...

Greetings, Jouni

# 1742. Re: PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <854398410_OASIS_@nordnet.fr>
Source record: 129084

In article <5c85gj$mbb$1@texas.nwlink.com>
caesar@nwlink.com (Joel Enbom) said:-

> "Open a window on U:\BIN\. Install the application
> SH.TTP and give it 'SCR' as document type. Change the
> path of this window to U:\CAB\. Open a new window on
> U:\ETC\SCR\."
>
>Well, I opened the window and installed the application. But this whole
>window path changing thing has got me just a bit confused.

That's only a different wording for "close the U:\BIN\ window and open
one on U:\CAB\". Clic on the closer, find the CAB folder, double clic it.
Nothing else!

BTW, if you don't want to have 2 copies of sh, one named SH and the
other SH.TTP: after you installed SH.TTP as an application and saved the
DESKTOP.INF (or NEWDESK.INF), edit the *.INF to remove the ".TTP" extender
in sh filename, and delete the file SH.TTP, you'll never require it again.

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -===- A happy Falcon owner from France -===- */

# 1743. Re: Ad.Lib BBS is closing (LONG MESSAGE)

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <hjK2+JI.dpj@delphi.com>
Source record: 129085

Frank Charlton <frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk> writes:

>The Ad.Lib BBS is closing...

Say it ain't so!!!

>no Z-Modem?) With the help of ace programmer Dave Meaker, Ad.Lib pushed
>the boundaries of MichTron as far as possible. Ad.Lib even joined the
>fledgling MNet system, a BBS network similar to NeST, linking MichTron
>boards as far away as the USA and the Netherlands (Hi Dana and Werner!).
>A lot of the users from this MichTron period became firm friends of Andy
>and Frank - in particular, ST FORMAT's Clive Parker appeared for the
>first time, going on to become a regular uploader to both Atari and Star
>Trek file areas. Without Ad.Lib to introduce them to Clive, neither Andy

Hi Frank and Andy!! What fun that MNET was while it lasted! I still have it set up (as extra message bases) even though no one else runs it! It was fun chatting with you folks in the U.K. and Werner in Holland (is he still around?).

>Eventually though, the BBS needed to evolve. With the non-appearance of
>MichTron 3, Andy and Frank decided to jump ship. Andy ordered a copy of
>the brand new and very powerful RATSoft/ST BBS software from the USA.
>Mark Matts, SysOp of the old System ST BBS popped up on the train from
>Nottingham, and spent a long day with Andy and Frank, installing and
>configuring the new BBS. Within a day or two, the new Ad.Lib was born,
>using the relatively new 14,400 modem technology.

It took me a little bit longer, and I'm still running MichTron on one line, but I have also moved to RatSoft. If you have some tips for setting up all of the networking modules, I'd love to hear from you guys! I haven't played around with it much because I'm waiting to supplement the Falcon's internal HD space - 80 megs just won't cut it! <g>

I understand the need for time to support a BBS. It seems such a shame to hear one of the "big guys" considering to shut down. I hope that you reconsider. As the SysOp at Toad Hall here in Boston for almost 10 years now, I can appreciate how hard this must be to consider. If activity is a factor, I can _guarantee_ networking with Ad.Lib once I get it set up and running properly (bring back the old days when we networked with MNET! <g>).

Keep me posted with what your final decision is to be - I hope you can't find the heart to pull the plug!!

-Dana

# 1744. Re: Atari IFF Files Conversion

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cjiul$snr@ornews.intel.com>
Source record: 129086

In article <5cj4vv$i6n@dfw-ixnews8.ix.netcom.com>,
rsrice1@ix.netcom.com (Rob S. Rice) wrote:
>
>AAAAAARRRGH!
>
>...Deluxe Paint ST, better than which I have not
>yet found on any platform. Damn it, anyway, though, I had to go to a PC.
>
>Naaooow... HUNDREDS of files in that DELUXE PAINT ST compressed ATARI,
>notnotnotnot AMIGA IFF format. Those are compressed with 'Byte Run'
>compression...

>
>And NOTHING, NOTHING but Deluxe Paint ST, the cranky Deluxe Paint
>viewer, and a program called GLEE by one David R. Mace could ever view
>them. And the mouse disappears when I try to run THEM with
>Gemulator/MagiC! Even GEMVIEW thinks that they're AMIGA IFF and cannot,
>cannot, read them. The same is true for LESMICH and even the PBM
>utilities.

OK, let's approach this from a different angle.

(1) Can Deluxe Paint save them as GIF or some other common format?

(2) If the answer is "yes" have you tried to run Deluxe Paint under the
TOS2WIN demo?

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# 1745. Re: cartridge drive?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cjj1h$snr@ornews.intel.com>
Source record: 129087

In article <32ED1E5D.2781E494@fir.fbc.com>,
Curt Vendel <cvendel@fir.fbc.com> wrote:
>
>The ST's have a cartridge port on the side, that cartridge port was very
>veristal and they may have (Atari) made provisions to allow you to boot
>off of ramdisks and such connected to the cartridge port.

They did. There was one cartridge (the name escapes me) that had a
battery-backed realtime clock, some utilities, and a bunch of desk
accessories in it. Sort of a "poor man's hard drive" except it was
read-only.

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# 1746. Re: Newsie & Demon

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cjjb7$snr@ornews.intel.com>
Source record: 129088
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st

In article <19970127222349109044@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton)
wrote:Status: N
>
>Paul Womar <Paul@pwomar.demon.co.uk> wrote:
>
>The comparison made earlier between Demon and AOL is unfair, IMHO. They
>both suffer from a fairly high level of idiot users purely because they
>both have a high level of users, full stop. No doubt if Pipex or anyone
>else had as many users online as Demon do, they'd have a high number of
>pillocks too.

Well, I think you misread the text, Frank. I made the comparision, but I
was referring to the level of service - I see many complaints about Demon,
and AOL has a reputation even among techno-dumb disk jockies as being
impossible to logon to, due to constant "busy" signals.

However, as for AOL having more than their share of gits - here in the USA,
that's almost certainly true, for the simple reason that they advertise on
TV (at a level called "spamming" in a certain other medium <G>) with
commercials specifically designed to appeal to idiots. That, and the fact
that they have their automatic signup software on practically every cover
disk and cover CD published, and mail out free coasters, er, disks as well,
almost guarantees that all the idiots who used to be spamming the airwaves
on CB radio will be on AOL next week, if they aren't there already.

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# 1747. Look again for these please!

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Mykle <mykle@con2.com>
Message-ID: <32ECDE80.7C53@con2.com>
Source record: 129089
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.advocacy

hi,

I am in search of these games that you have in your closet, up in the attic or under the leg of an uneven table. Get some cash for those games that you don't play anymore. Sell them to me. If you have any of the titles below I will buy them. They have to be in working order of course and for the Atari ST. Thanks! Waiting to hear from you. Contact me at mykle@con2.com

Adams Family
Super Cauldron
Prince of Persia
Leander
Lemmings
Pirates
James Pond II
Fire and Ice
Underworld
Cadaver
Chaos Engine
Knightmare
Captive
Gods

# 1748. Re: Joust

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854400538_OASIS_@pwomar.demon.co.uk>
Source record: 129090

In article <19970124232657.21219.qmail@mail.ptd.net>
Mr.Maddog@mail.ptd.net said:-

>>From [1]lais@cs.man.ac.uk (S94)
>>
>>>I have a copy of Joust I can send you through e-mail if you want. It used
>>>to be a commercial release by Atari but now the game's PD.
>>
>>Erm, are you absolutely sure about this? I remember that Atari threw a wobbly
>>when numerous sources (e.g. PD libraries) were assuming that programs such as
>>NeoChrome and Joust were PD, when in fact they were not, and it did clamp down
>>and banned a whole list of programs from free distribution. So when did Joust
>>attain PD status?
>
>Hmmm...I assumed that it was a PD version since it said so on the title
>screen, since Joust could no longer be sold commercially. I found it on a
>CD-ROM full of ST programs. I've also seen the orginal Atari version and
>it had a different intro screen.
>
>As for NeoChrome, there is a "PD" verison called NeoChrome Master which is
>a rewrite with newer features.

That "PD" Neochrome was the hack that broke the camels back! When
Atari heared about that one they were not happy, they had let Joust,
9 Lives etc pass but they weren't having any of the updated cracks for
some reason!

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

# 1749. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: john@whalley.demon.co.uk.NOSPAM
Message-ID: <854398276_OASIS_@whalley.demon.co.uk>
Source record: 129091

In article <27388_please@no.spam.mail.here>
Derryck Croker (please@no.spam.mail.here) said:-

>Marpet aren't supporting Atari any more AIUI, but their products are still
>available from Peter Brewster (Alien Technologies), as a part-time venture.
>
>He doesn't have any plans to work on the software I'm afraid.

Drat. I'd better start crossing fingers, toes and other bodily parts
in the hopes that someone comes up with something before it stops
working...

Thanks for the info!

TTFN
John

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

# 1750. 1st Wordplus SLM Printer Divers needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <5cibmi$cgh$1@preeda.internex.net.au>
Source record: 129092

Are there any printer drivers to run an SLM 605 and SLM 804 from 1st Word Plus?
Thanks, Julian.

--

/| |\ o _, /�� o |\ |\ _ |
| | | | |/ | / | /|/| ( _ | |/ |/ / _|/�/�|
\|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
(| julian@connexus.apana.org.au |) |)

# 1751. Re: I am looking for a TOS 3.06

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: acounis@lpnp16.in2p3.fr
Message-ID: <5chqf9$ak@ccpnws.in2p3.fr>
Source record: 129093
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Frank Charlton (frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk) wrote:
: Stephane ACOUNIS <acounis@lpnp16.in2p3.fr> wrote:

: > PS: please don't tell me it is illegal because of copyright stuff, I just want
: > to test it!

: Yeah, just like everyone always wants to "test" software.

: ATB, Frank.

OK, I am giving you the reason:
I have a PAK3 68020 accelerator in my MegaST with a French TOS 2.06. I have the opportunity to put more memory with an expansion card (FRAK020) but the reseller told me that I would need a TOS 3.06. AS this FRAK card costs more than 200 DM, I just want to be sure that my accelerator card is supported by TOS 3.06.
That's it !!!

BTW, AIXIT Gmbh (http://www.aixit.com) sells a memory expansion card that goes beyond the 4Mb barrier on ANY STfm thus allowing a maximum of 14Mb of memory and for a fairly small price (around 200DM)

--
+-----------------------------------------------------------------+
| ACOUNIS St�phane Laboratoire de Physique Nucl�aire et des |
| Hautes Energies - Universit� PARIS 6 |
| T�l: 01-44-27-43-62 Fax: 01-44-27-46-38 |
+-----------------------------------------------------------------+

# 1752. ST to PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <770_please@no.spam.mail.here>
Source record: 129122

Hi stud0772@di.uoa.gr, on 26 Jan 97 you wrote:

s> I want to access my PC's hard and CD-ROM drives from my Mega 4.I 've
s> heard of
s> Ghostlink,but it uses the serial interface,so it should be rather
s> slow...

You can get 19200bps which is certainly slow compared to HD speeds but is far
better than transferring by floppy!

Any solution using a faster port (eg. DMA) and possible sharing of filestore
is complex. I don't think there is a standard solution for this.

s> Any hints?

All I can think of is that you do not attempt to "process" a file on the
other machine. Transfer it across and then do the processing on the local
filestore.

Roger
rcain@nest.demon.co.uk

--

Send email replies to :Roger Cain@nest.demon.co.uk (Roger Cain)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 1753. Re: Differences: STacy & Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: caesar@nwlink.com
Message-ID: <5chkqs$7aj$1@texas.nwlink.com>
Source record: 129123

Mike Harvey (mike.harvey@worldnet.att.net) wrote:
: On 26 Jan 1997 22:46:06 GMT, caesar@nwlink.com (Joel Enbom) wrote:

: >Apparently, my message was lost in the proverbial shuffle.
: >
: > Anyway, would someone care to elucidate the differences between
: >the STacy and Portfolio? I'm considering a purchase of one of the two
: >units, but have little information about either. Please share any
: >recommendation you may have.
: >
: > And, if you have one for sale, let me know.
: >
: > Thanks!
: >
: The STacy is basicly a portable ST in a notebook style case, it's
: still pretty heavy, but works for those whom need an easy portable ST
: for MIDI or other applications, it has a built in monochrome
: equivilant screen, a 3 1/2 inch floppy, and was powered by the
: 68000 at 8 mzh.

Does it run most ST applications?

: The Portfolio was a small handheld computer, which Atari purchaced the
: rights too and sold, It was pretty powerful for it's time, but is
: really limited by it's size and screen display. It's great if you
: travel alot and need something to keep notes in, but you can't run
: any major applications on it due to it's small 40 column wide screen
: and 256K memory (I believe) which can be upgraded. A former dealer
: located where I use to live was well known for these upgrades to 512K
: or 1 Meg on the Portfolio. This is powered by somethink like the 8088
: or equivilant (IBM clone).

: What are your needs and perhaps I or other's here can give you some
: advice on what might be best suited for you.

Well, I manage a pizza restaurant. I use my Mega4, primarily, for
inventory and desktop publishing. I would like a portable computer so
that I can avoid the particularly annoying task of copying all of our
records so that I can enter them into my computer. It would seem, at
first glance, that a STacy would best fit my needs. I've not seen many
advertised for sale and there are not alot of information resources about
them anywhere.

If I do find one used, what should I expect to pay for, let's say, a stock
model? What about hard drives and modems? Are they available for the
STacy?

Keep the information coming!

Thank you VERY much.

Joel!

# 1754. Re: "language cookie"- How/where?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5ci2fa$1j1$1@kiyoko.communique.net>
Source record: 129124

```
->>Trying out a small HTML utility called "html help" I got the message
->>"couldn't find language cookie, <English> <German>?" The program worked
->
->You must mean 'Home Page Penguin' ?
->
->>fine after choosing the desired language, but how exactly do I set the
->>language cookie on my STe? Is there any particular program around for it?

I think the "language cookie" is set from reading the Falcon's NVRAM. So it
would have no effect on a ST(e).

->
->I just (according to the docs) renamed the 'HPPING.RSC' to 'HPPING.RSX' .
->-That's it!
->Perhaps 'cookie' was bad thermology?

Well as long as it works :-) BTW the Penguin is Cool!

Dave

_____
/ /
|||||||||||||||====]: d@mail.sstar.com
\____\
```

# 1755. Re: Falcon IDE partition curruption

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5ci2ff$1j1$2@kiyoko.communique.net>
Source record: 129125

```
->Actually, DE2 and DADE can be used to recover data even if you don't have
->an "emergency disc". While DE2 on its own is next to useless for recovering
->after a "major" corruption, DADE and an understanding of the GEMDOS
->filesystem often lets you recover everything. It doesn't normally take a

I have DE2 but what is DADE?
Dave

_____
/ /
|||||||||||||||====]: d@mail.sstar.com
\____\
```

# 1756. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5ci2fn$1j1$3@kiyoko.communique.net>
Source record: 129126

```
->On Sun 19-01-97 18:29, John Norton (jnorton@nilenet.com) wrote:
->
->>I have a unix shell account that for some reason failed to un-MIME a file
->>I received as an e-mail attachment. Is there something for the Atari that
->>will unMIME it if I d/l it from my internet provider?
->
->Yes, Esscode will do it, but what a pain..... :-(

MPACK15 is much better for decoding mime/base64 files. No editing is needed.

Dave

_____
/ /
|||||||||||||||====]: d@mail.sstar.com
\____\
```

# 1757. Re: Differences: STacy & Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: mike.harvey@worldnet.att.net
Message-ID: <32ec6adc.441597@netnews.worldnet.att.net>
Source record: 129127

On 27 Jan 1997 07:17:48 GMT, caesar@nwlink.com (Joel Enbom) wrote:

>Mike Harvey (mike.harvey@worldnet.att.net) wrote:
>: On 26 Jan 1997 22:46:06 GMT, caesar@nwlink.com (Joel Enbom) wrote:
>
>: >Apparently, my message was lost in the proverbial shuffle.
>: >
>: > Anyway, would someone care to elucidate the differences between
>: >the STacy and Portfolio? I'm considering a purchase of one of the two
>: >units, but have little information about either. Please share any
>: >recommendation you may have.
>: >
>: > And, if you have one for sale, let me know.
>: >
>: > Thanks!
>: >
>: The STacy is basicly a portable ST in a notebook style case, it's
>: still pretty heavy, but works for those whom need an easy portable ST
>: for MIDI or other applications, it has a built in monochrome
>: equivilant screen, a 3 1/2 inch floppy, and was powered by the
>: 68000 at 8 mzh.
>
>Does it run most ST applications?
>
>: What are your needs and perhaps I or other's here can give you some
>: advice on what might be best suited for you.
>
>
>Well, I manage a pizza restaurant. I use my Mega4, primarily, for
>inventory and desktop publishing. I would like a portable computer so
>that I can avoid the particularly annoying task of copying all of our
>records so that I can enter them into my computer. It would seem, at
>first glance, that a STacy would best fit my needs. I've not seen many
>advertised for sale and there are not alot of information resources about
>them anywhere.
>
>If I do find one used, what should I expect to pay for, let's say, a stock
>model? What about hard drives and modems? Are they available for the
>STacy?

Yes, you can get a Stacy in the used market. I've seen them running
from about $400 U.S Dollars to over $1000. depending upon whom
was selling it and what it was equipped with.

The basic Stacy came with either 2 or 4 megs, a 60 meg HD I believe, latter upgraded to about 85 megs I believe. I saw Bob Brodies as he did a tour for ATari to visit our user group I once belonged to in Dallas TX. They are nice computers, the mouse icon can get lost fairly easy in the monochrome, non-backlite screen. They are very useable for DTP and other things, you can plug in a ST monitor into it along with external HD's and/or floppies. But, are you saying you need a second computer or just an easy way to move your files.

If you just looking for an easy way to move your files, I'd recommend getting a Syquest EZ-135 drive. I got one and it's great.
Drive cost is anywhere from $80-130 depending upon the source.
Extra cartridges run about $19.95 -22 each for 135 megs.

If your looking for a second computer setup and don't need the portibility you'd be better off to pick up another Mega or Mega STe (16 mzh) system.. Much faster for DTP
I've seen whole systems for $100 and up reciently.

After all, Atari is no longer making or supporting them.
So, as people feel the urge to move up into something still supported, they are selling them dirt cheap..

> Keep the information coming!
>
> Thank you VERY much.
>
>Joel!
>

# 1758. Re: .Mid Files

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvpvyric4s.fsf@emw.ericsson.se>
Source record: 129128

Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) writes:

>
> >> ftp://ftp.doc.ic.ac.uk/Mirrors/atari.archive.umich.edu/Music/mmm226.lzh

I tried to get it but it was dead slow.
Could someone mail it to me?

> >What is this? Does it have internal sounds as well, or does it only
> >play midi files so that you still need a midi setup?
>
> By "setup" I presume you mean an external MIDI isntrument - and the answer
> to that is, MMM will play with the internal Yamaha sound chip, or with an
> external synth, or both (though why anyone would use the Yamaha chip when
> they have a MIDI synth is beyond me).

Yup. I ment an MIDI instrument.
So it uses the Yamaha chip. Hhmm... not very good then. What we would need
is a Falcon version which supports the DSP and 16-bit 32 channels of sound.
Now, that would be cool! There are mod players all over the place, maybe
someone culd use the routines from one of them...

> >What the h*ll happened to T.D.S.M from Griff!!!!! :-((((
>
> Beats me, what IS TDSM?

The Digital Sound Module, or something like it. It was basicly a 24
channel general midi compatible prog for the falcon to turn it
into a sample player. If I understod it corretly it was about to be
released by System Solution, but I have not heard anyting about it
for 2 years. Looked good and sounded very interresting. :-((

I have tried to ask Griff (Martin Griffiths) about it, but no reply.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 1759. Re: FX and Afterburner?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvohebibou.fsf@emw.ericsson.se>
Source record: 129129

jperez@Hawaii.Edu (John Perez) writes:

> As I plan to get an Afterburner for one of my Falcons, I was
> wondering if anyone has tried putting an Afterburner in with an FX card.
> One of my machines is a C-Lab and thus, lacks composite video out
> (something that I would want on my fast machine) and the other is an Atari
> Falcon with Blowup-FX installed (and I really don't want to have it torn
> out).

I have no idea. I know of a guy how have orderd an AB040 and he has got
an FX installed. I'm not sure if he will rip the FX out or will try
with it first.

I will try to ask around and see.

I know that it works with the Speed Resoluton Card, but I do not
know how the FX works. It might work with the accelerator part of
the FX (without the memory expansion port) if it doesn't use the
expansion port, but as I said. I have no idea.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 1760. State of the World of Atari?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <19970127121600.HAA25711@ladder01.news.aol.com>
Source record: 129130

Hello to All!

I've been away from the World of Atari over the last few months and was wondering what has transpired during that time.

Is ST Informer and Current Notes still publishing? How many retailers are still supporting the Atari marketplace? Are software companies still supporting the Atari with updates to existing programs (Papyrus 4, ICD Utilities, etc.)? Are there still lots of programs being released on the Shareware market? What about Europe... I know ST Format went under along with several top retailers; what is the state of Atari in England? Is Goodmans still around?

Any info you can supply regarding how the Atari marketplace is faring will be greatly appreciated!!

Thanks in advance!

Al

# 1761. Re: Falcon IDE partition curruption

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32ECD7F7.2C77@cfcsc.dnd.ca>
Source record: 129131

Dave Gostl wrote:
> I have DE2 but what is DADE?
> Dave

DADE is included with DiamondEdge2, and is in the manual.
You can go into DADE from a menu selection in DiamondEdge,
or you can run it as a stand alone program. It is used for
accessing raw data on the hard drive, boot sectors, etc

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 1762. Ad.Lib BBS is closing (LONG MESSAGE)

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970127134410158 94@tachyon.demon.co.uk>
Source record: 129132

The Ad.Lib BBS is closing...

It is with deep regret that we make this announcement - the Ad.Lib BBS is closing its doors for the final time. After a long and prestigious five year history as a major Atari BBS, Ad.Lib will be powering down for the final time at 11:59 p.m. on February 28th, 1997.

There now follows a brief history of the board, detailing some of the major landmarks of the last few years. If you don't want to read the long message, please accept our heartfelt thanks if you ever called the Ad.Lib BBS.

We don't really want to close, but it seems that Ad.Lib has reached the end of its natural life. It was not an easy decision, but Frank and Andy (The SysOps) decided that they could not, any longer, commit the time and energy to give the BBS the care it so richly deserves.

Now, those of you who are interested, read on...

Ad.Lib began as the brainchild of Andy Curtis many years ago, when he was first bitten by the comms bug after connecting to the old Bath BBS, a MichTron system for Atari users. He acquired a copy of the STarnet BBS software, and armed with a single ST and old 300 baud modem (!), he set up a simple test system. Andy placed an ad in the Fidonet Atari area on a local PC BBS, looking for test callers. Another Atari user recently bitten by the comms bug - Frank Charlton - decided to call. Andy cocked up that first time, though - he left his answering machine on, and it picked up the call before the BBS did. Frank left a message, Andy got back in touch, and the Ad.Lib team was born...

The BBS graduated to an Amstrad 2400 modem before it actually went on-line for the first time, with the MichTron BBS software. Back then, the BBS ran MichTron from a dual-floppy setup. Different files were offered using a 'Request Disk' system - a different floppy was on-line every night, with different downloads. It all sounds rather arcane in these days of superfast modems and vast hard drives, but storage space was ridiculously expensive back in those days! From its early beginnings as a weekend only system, the BBS grew to a nightly 8pm-9am system, still running from a large RAM disk and floppies.

Andy returned from an Atari show in London with a shiny new 50MB hard drive from Gasteiner, which cost him a small fortune. He devoted his proud new purchase to the burgeoning BBS, and Ad.Lib finally offered a large selection of files. With the acquisition of a dedicated phone line, Ad.Lib became a full 24-hour BBS. Back then, MichTron was still a popular BBS system, even though it showed its age in some areas. (Wot,

no Z-Modem?) With the help of ace programmer Dave Meaker, Ad.Lib pushed the boundaries of MichTron as far as possible. Ad.Lib even joined the fledgling MNet system, a BBS network similar to NeST, linking MichTron boards as far away as the USA and the Netherlands (Hi Dana and Werner!). A lot of the users from this MichTron period became firm friends of Andy and Frank - in particular, ST FORMAT's Clive Parker appeared for the first time, going on to become a regular uploader to both Atari and Star Trek file areas. Without Ad.Lib to introduce them to Clive, neither Andy or Frank would have gone on to write for a living - for ST FORMAT and beyond. (Hi Clive, please make cheques payable to "Ad.Lib Media".)

Eventually though, the BBS needed to evolve. With the non-appearance of MichTron 3, Andy and Frank decided to jump ship. Andy ordered a copy of the brand new and very powerful RATSoft/ST BBS software from the USA. Mark Matts, SysOp of the old System ST BBS popped up on the train from Nottingham, and spent a long day with Andy and Frank, installing and configuring the new BBS. Within a day or two, the new Ad.Lib was born, using the relatively new 14,400 modem technology.

Gradually, the BBS got bigger and bigger, thanks partly to a link-up with ST Format magazine which it supported right up until the magazines demise in December 1996. With RATSoft supporting Fido-style networking, Ad.Lib linked into the NeST, Atarinet and Fidonet networks to exchange mail across the globe. Dave Meaker and Martin Stacey were by now running the Holodeck BBS, and were fiddling with their own network, Fishnet - Ad.Lib joined in, too.

Slowly but surely, the BBS file bases grew. Andy invested in more hard drive mechanisms, all built into a huge Heath Robinson style case built from an old desktop PC case Frank had salvaged. At this peak, the BBS was almost constantly engaged, and it became something of a comms 'trophy' to say you'd connected to Ad.Lib without hearing the engaged tone! During 1994 and 1995 there were over 13,000 calls per year. Andy was concerned that a lot of users were becoming frustrated at not being able to connect, and the fledgling Ad.Lib 2 was born.

Ad.Lib 2 was a second ST system with its own phone line and modem. By now, both boards progressed to the new 28,800 modems which had just become available, Andy splashed out on a new Optima 288 from Hayes at a large price we'd rather not remember! Even though very few users had these modems - it was probably only Frank who did, if truth be told, Ad.Lib became an early adopter of this now standard speed.

Around this time, Mark Matts closed System ST for the last time, and Ad.Lib 2 actually ran from the original System ST hard drives, which Andy bought from Mark. Rather than run a completely separate second BBS, Andy and Frank experimented with various networking options. MIDI networking proved too slow, and the software available at the time wasn't particularly good. After a while, Andy picked up a pair of cartridge port networking devices, which meant Ad.Lib could share data between the 2 systems. Sadly, it proved to be a nightmare for Andy and Frank to keep this system running, and to keep the two machines

synchronised. After a while, Ad.Lib 2 was slowly phased out.

As Frank became Reviews Editor then Technical Editor at STF, work pressures gradually took him away from the BBS. In stepped Steve Dent, a genial Clevelander, to take up Co-SysOp duties. Andy and Steve slaved away at keeping the BBS up to date, despite on particularly nasty hard drive crash when a vast proportion of the file bases were irretrievably lost. At this point, the Ad.Lib users showed how loyal they were - as well as a massive amount of uploading, users sent in boxes of disks stuffed with files they'd originally downloaded from Ad.Lib. At the time, Andy was amazed how the regular crowd rallied round to rebuild Ad.Lib, rather than defecting to another BBS.

Later that year, Andy and Steve hooked up a couple of CD-ROM drives to Ad.Lib, with the Crawly Crypt 1 and 2 CDs being provided by 16/32 Systems along with a copy of Mega Archive 1 from System Solutions. By mid-1996, ST FORMAT wasn't a healthy magazine, and eventually closed down. With more time on his hands, Frank popped back again to his original comms home. Steve stayed on too, bringing the Ad.Lib team up to three.

By October, it became obvious that Andy was about to move house very soon. It was to be a complex enough move to begin with, and Andy was unsure about how to proceed with the BBS. Rather than keep it offline for ages, it was decided that the whole kit and kaboodle would be relocated to Frank's house. Preparations were made, and the new number was advertised across the networks. Finally, on September 8th, Ad.Lib was sparked back into life some 13 miles across the North-East, after only a day offline. Andy's original ST was put into semi-retirement, and Frank's Falcon became the new host for the BBS. Despite some worrying hiccups like another HD crash - we had a backup of the system burned onto CD-ROM this time - Ad.Lib continued.

As 1996 ended, it became painfully obvious that things just weren't the same. Neither Frank nor Andy had anywhere near as much time as is really needed to run a 24-hour dedicated BBS, and calls were gradually beginning to dwindle as long-time BBS users were bitten by the Internet bug.

A look through Ad.Lib's userlog from the past few years has shown some surprising things. Very few of our users ever came from the North-East area of England - almost every user was calling at the National rate. Over the years, a lot of International users stuck with us. Some, like Lasse Eldrup, popped up at regular intervals, and uploaded more files than local users! Others like Dale Wright made a telephonic journey of over 300 miles every day to collect and send mail, despite having Atari boards closer to home. We thank them for sticking by us over the years, just as much as we thank everyone who ever added the Ad.Lib number to their autodialler. Without the users, a BBS is nothing. Without loyal and caring users, a BBS has no life. Thankfully, we've had both in droves, and we've loved every minute of it.

It is impossible to mention every valued user by name, there were so many, but there has to be space to mention the incredible Jessica Long. We really don't know who she is, but she called the BBS faithfully over 3 years, almost every single night! Her fast wit and charming message style were sorely missed when she left the BBS scene in 1995. Whoever and wherever you are, Jessica, thanks!

But, in the words of Star Trek - All Good Things must come to an end. For the final month of Ad.Lib's life, all restrictions have been lifted. If you've never logged on to the BBS before, now is your final chance. You don't have to wait for verification any more, and you can grab files from the very first minute you call. All download ratios have been lifted, and you can happily trough the file bases as much as you like.

Still, the Atari BBS scene lives on! We warmly invite you to call 42 BBS and join the growing numbers using it to exchange messages and files. We must be grateful to all Atari BBS SysOps for their continued dedication to the market, along with the hard work of guys such as Daron Brewood.

Finally, to anyone who ever called Ad.Lib - if you enjoyed the BBS, then please do let us know. If you have any tales to tell of your early Ad.Lib experiences, please tell us - we'd love to create a memorial to the BBS, probably in the form of a website. Both of us will still be knocking about - we both turn up on the IRC channel #atari with alarming regularity - and we don't want to lose touch. Thanks from both Andy and Frank for all those fantastic years of fun, files and friendship...

So long, and thanks for all the sausages.

Andy Curtis <andy@adlib.co.uk>
Frank Charlton <frank@tachyon.co.uk>

# 1763. Re: NEWSie (on GlueSTiK): prob. getting article list

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Joyeux Pierre-Yves <Pierre-Yves.Joyeux@wanadoo.fr>
Message-ID: <32ED3183.1F5C@wanadoo.fr>
Source record: 129133

Hello,

I have the same problem, did you try 'check mail' and 'get mail' ?

Pierre-Yves

Mario Becroft wrote:
>
> I have recently obtained NEWSie 0.66 and am attempting to use it to read
> the usenet news. I use MiNTNet and am trying to use NEWSie via GlueSTiK. I
> believe the GLUESTiK version is 0.2.
>
> Other STiK apps work fine (e.g. Ant Mail) but NEWSie seems to give some
> problems.
>
> In particular, when I "connect to the server" in NEWSie and then double
> click on a newsgroup from my "subscribed-to groups list", NEWSie comes up
> with a dialog which looks like this:
>
> +-----------------------------+
> | Retrieving Group Overview |
> | |
> | Sending request |
> | |
> | Press ESC to abort transfer |
> +-----------------------------+
>
> After a moment, the middle line changes to "Bytes received (0)". It remains
> this way for some time, and then the dialog vanishes. At this point, the
> newgroup article list window has opened, but no articles are listed.
>
> Getting the usenet articles using the "offline" functions of NEWSie,
> however, works relatively well although there are still some more minor
> problems (sometimes it seems to skip certain newsgroups, the scrolling is
> very problematic to name a few).
>
> I am trying to set up NEWSie for someone who will only be here for a couple
> more days, so I _urgently_ need some help on this. I would appreciate it if
> you could reply by email for the same reason, and since I will be too busy
> to read the usenet.
>
> Thanks very much for any suggestions.
>
> --
> Mario Becroft Auckland, New Zealand

> mbecroft@tos.ak.planet.gen.nz _
> http://www.pl.net/user/mario/ o( )
> Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 1764. Re: MintNet & CAB help

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5cibs7$e30@ccshst05.cs.uoguelph.ca>
Source record: 129134

Joel Enbom (caesar@nwlink.com) wrote:
: I am in need of assistance.

: I can get a PPP connection with MintNet, but whenever I try to use
: CAB to go to a particular URL I get an error message: "Path not
: found--ERROR #34," I think.

Make sure that you have the environment variables TMP, TEMP and/or TEMPDIR pointing to an appropriate temp directory. /tmp is usually a good one, assuming you've got such a symbolic link. The CAB-for-MintNet overlay requires a temp directory; if it can't find one, you get the above error.

THeo

# 1765. Re: Ant Mail doesn't change to editor's path

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Doug Kendall <dkendall@facstaff.wisc.edu>
Message-ID: <32ECD832.335B@facstaff.wisc.edu>
Source record: 129135

Mario,

I had the same problem. I'm afraid that my solution was to use an editor
that doesn't use a resource file...e.g., Edith Professional. This has
worked out very well, as it's a fine editor. I tested Everest, too,
before settling on Edith, and that works OK with Antmail, too.

Good luck,

--
Doug Kendall, Madison WI, USA
e-mail: dkendall@facstaff.wisc.edu

Mario Becroft wrote:
>
> I have recently been trying to set up Ant Mail, and while it works
> fine other respects, it does not seem to change to the path of the
> editor at the right time, meaning that the editor is unable to find
> its resource file.
>
> Is there any way to avoid this problem? Any help would be appreciated.
>
> BTW, I am posting the message using NEWSie on someone else's account
> (to test that it works). In reality my name is Mario Becroft and my
> email address is mbecroft@tos.ak.planet.gen.nz. Please use this
> address for any replies.

# 1766. Re: UK ATARI SHOWS

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: !ynoT
Message-ID: <32ecb607.17233623@news.airtime.co.uk>
Source record: 129136

On Sun, 26 Jan 1997 21:23:32 GMT, cgood@cix.compulink.co.uk
("Christopher Good") wrote:

>------------------------------------------------------------------------
>Mike Goodman, the organiser of the successful Atari Shows last September,
>has confirmed two Spring Atari Shows will be taking place in April at the

You can also keep up with all the information re: these shows from
ST+ Diskmagazine, released monthly through all good PDl's, See last
months issue (Decemebr 96) for official show details and future
monthly issues for further news :)

**************************************************
ST+ Diskmagazine (Available Monthly)
The only ATARI Multimedia Monthly Dismagazine
Article feature inbuilt Pictures,Fonts,Colours,sounds
**************************************************

# 1767. Re: HP Driver

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32ECE935.7918@cfcsc.dnd.ca>
Source record: 129137

Gordon Hooper wrote:
> One of the members of my computer club wants to know if there is
> a driver for a HP colour printer available for Degas Elite. If not,
> is there any other art program which has a HP colour driver? The
> club, by the way, is the Garden City Atari Computer Enthusiasts
> of Victoria B.C., Canada

Shovelled out from under all that snow yet! :^)
Any Art program that uses GDOS will have an HP driver via either
SpeedoGDOS or NVDI-GDOS. I assume s/he does not have a Falcon,
there is Munch(mono only), Seurat, PixArt2, MegaPaint, True Image,
True Paint, Easy Draw, InvisionElite(colour), Outline Art,
Kandinsky, . . .

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 1768. Will Epson Stylus 200/500 work with NVDI's Stylus driver ?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: student@wizard.ae.krakow.pl
Message-ID: <32ED42DE.4B97@wizard.ae.krakow.pl>
Source record: 129138

Hi

I'm going to buy Epson Stylus 500 pinter and i'd like to know if it will
work with NVDI 4 Stylus driver. If you have any tips please email me:

Rozmusm@wizard.ae.krakow.pl

regards

Maciek

# 1769. Re: Joust

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: clive@lapd.demon.co.uk
Message-ID: <32ed3404.6802725@news.demon.co.uk>
Source record: 129139

Mr.Maddog@mail.ptd.net wrote:

>>From [1]lais@cs.man.ac.uk (S94)
>>
>>>I have a copy of Joust I can send you through e-mail if you want. It used
>>>to be a commercial release by Atari but now the game's PD.
>>
>>Erm, are you absolutely sure about this? I remember that Atari threw a wobbly
>>when numerous sources (e.g. PD libraries) were assuming that programs such as
>>NeoChrome and Joust were PD, when in fact they were not, and it did clamp down
>>and banned a whole list of programs from free distribution. So when did Joust
>>attain PD status?
>
>Hmmm...I assumed that it was a PD version since it said so on the title
>screen, since Joust could no longer be sold commercially. I found it on a
>CD-ROM full of ST programs. I've also seen the orginal Atari version and
>it had a different intro screen.
>
>As for NeoChrome, there is a "PD" verison called NeoChrome Master which is
>a rewrite with newer features.

As one of the PD companies that Atari threatened to unleash their
legal department on, I can assure you that Joust is most definitely
NOT PD ... but there is a similar game in the PD called 'Wing Lord'.

My memory may be failing but I believe they threatened libraries about
Neochome Master too. We certainly felt a strong compunction to
withdraw it from our lists.

Clive F. Booth
L.A.P.D.
Quality PD for the Atari ST

# 1770. price for a 520STE?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5ciheh$7ii@infa.central.susx.ac.uk>
Source record: 129140

My friend wants to sell me his 520STE and wants to know how much it is worth.

I'm not sure about the specs, but I know it has half a meg of memory, no harddrive or monitor or anything -- just the computer.

So how much do you reckon?

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

# 1771. Re: UK ATARI SHOWS

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Dennis Armstrong <Dennis.Armstrong@jet.uk>
Message-ID: <32ECCFF4.167EB0E7@jet.uk>
Source record: 129141

```
!ynoT wrote:
>
> On Sun, 26 Jan 1997 21:23:32 GMT, cgood@cix.compulink.co.uk
> ("Christopher Good") wrote:

> >Mike Goodman, the organiser of the successful Atari Shows last September,
> >has confirmed two Spring Atari Shows will be taking place in April at the

Please post some more details of these shows, I enjoyed the last one
in Birmingham.

regards

--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK tel +44 1235 464871
| work mailto:Dennis.Armstrong@jet.uk
| home mailto:Dennis.Armstrong@corewise.demon.co.uk

================================================================================
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
================================================================================
```

# 1772. Re: MintNet & CAB help

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: caesar@nwlink.com
Message-ID: <5cihao$r2k$1@texas.nwlink.com>
Source record: 129142

Theodore L Hopman (thopman@uoguelph.ca) wrote:
: Joel Enbom (caesar@nwlink.com) wrote:
: : I am in need of assistance.

: : I can get a PPP connection with MintNet, but whenever I try to use
: : CAB to go to a particular URL I get an error message: "Path not
: : found--ERROR #34," I think.

: Make sure that you have the environment variables TMP, TEMP and/or
: TEMPDIR pointing to an appropriate temp directory. /tmp is usually a good
: one, assuming you've got such a symbolic link. The CAB-for-MintNet
: overlay requires a temp directory; if it can't find one, you get the
: above error.

Where exactly do I set the environment variables? Within a particular
file? Thanks for the tip!

Joel!

# 1773. Re: NEWSie (on GlueSTiK): prob. getting art

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5ciiv1$gte@nnrp1.news.primenet.com>
Source record: 129143

```
On 26 Jan 97 14:20:30 N, Mario Becroft wrote:
>+-----------------------------+
>| Retrieving Group Overview |
>| |
>| Sending request |
>| |
>| Press ESC to abort transfer |
>+-----------------------------+
>
>After a moment, the middle line changes to "Bytes received (0)". It remains
>this way for some time, and then the dialog vanishes. At this point, the
>newgroup article list window has opened, but no articles are listed.
>
This sounds like a timeout problem. Change the timeout values in the
Server Preferences dialog (Preferences Menu) to something larger, like
30 to 45 seconds. This should allow NEWSie to wait until the server
is ready to send the list.

If this doesn't help, send me a copy of the LOG file created by
NEWSie. This should help determine what the problem is.

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari
```

# 1774. Re: HP Driver

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5cin7a$9at@newsserver.rrzn.uni-hannover.de>
Source record: 129144

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: Any Art program that uses GDOS will have an HP driver via either
: SpeedoGDOS or NVDI-GDOS. I assume s/he does not have a Falcon,
: there is Munch(mono only), Seurat, PixArt2, MegaPaint, True Image,
: True Paint, Easy Draw, InvisionElite(colour), Outline Art,
: Kandinsky, . . .

... Artworkx

--

-------------------------
ANDREAS KROMKE

# 1775. "THE" original Atari ST Prototype

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32ECE006.2781E494@fir.fbc.com>
Source record: 129145

To anyone interested in a true museum collectors piece:

The first made Atari ST:

This is the hand wire wrapped prototype of the Atari ST line of computers, this baby is HUGE, it consists of 8 prototyping motherboards that measure about 2' X 2' each with a 1/2 dozen small interconnecting boards to interfaces the main modules together. The entire unit requires a large table to fully assemble and examine, the entire unit is both impressive and almost breath taking when assembled.

I have come across this rare find, however I am not an ST collector and this item will do better in the hands of a collector who appreciates such a rare item.

Please make all offers to: cvendel@aol.com

The 2nd item I have is a very nice prototype, about 2' X 2', this is marked ATARI EST, it is infact the prototype of the Atari Mega STe system. The unit is quite nice and has some very interesting handwired areas, an excellent board to examine.

Please make all offers to: cvendel@aol.com

Curt

# 1776. FS: Atari 1040STE + 275meg HD

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: koutsos@students.uiuc.edu
Message-ID: <5cin3d$qfg@vixen.cso.uiuc.edu>
Source record: 129146

Atari 1040STE w/ 4 megs ram and 275 meg HD with a SCSI interface

Atari SC1224 color monitor

$275 for system excluding monitor and shipping charges

will separate

email me your offers.....must sell ASAP

koutsos@students.uiuc.edu

## 1777. Atari Stuff FORSALE (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Brendan McEnroe <101613.2440@CompuServe.COM>
Message-ID: <5cit3i$t3e$1@mhafc.production.compuserve.com>
Source record: 129147
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Here is some Atari bits I have for sale

follow this link

http://ourworld.compuserve.com/homepages/brond/forsale.htm

# 1778. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: optimus@canit.se
Message-ID: <5ciuod$boe@dos.canit.se>
Source record: 129148
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

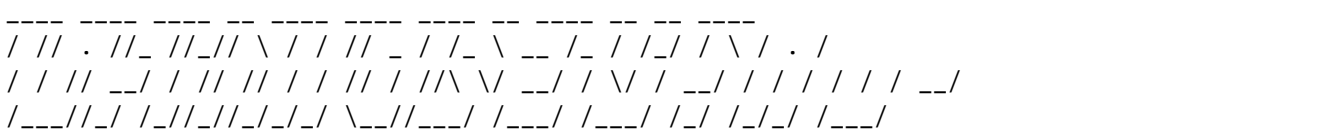
CopeKnight (CopeKnight@worldnet.att.net) wrote:
: In article <bwanga-2501971850000001@metricom34.ucsc.edu>, bwanga@cats.uc*sc.edu (Timothy A. Seufert) wrote:
: >The ST was not a first. It was clearly a followup to the Mac: offer a
: >cheap GUI alternative to the Amiga and Mac (both of which were more
: >expensive than the ST).
:
: And the Mac was a follow-up to the Lisa. As I recall, the ST shipped before
: the Amiga, making it the first color 68000-based machine. The 1040ST was also
: the first 1MB computer to retail for under $1,000.

Many 68000 machines were available with colour before the ST and Amy.
Examples include the Sinclair QL and ABC 1600.

: I don't really think you can say any 1 computer was truly first. Many
: computers--back in the days when choice was an option in computing--qualify as
: first in one area or another.

And often there is more to things than meets the eyes.

--



# 1779. Re: MagiC 5

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5cin01$9at@newsserver.rrzn.uni-hannover.de>
Source record: 129149

```
please@no.spam.mail.here (please@no.spam.mail.here) wrote:
: Hi Ade@finitive.demon.co.uk, on 26 Jan 97 you wrote:
:
: A> If after booting with MagiC you wish to use the computer without it,
: A> you'd need to turn machine off, as reset of course leaves MagiC in
: A> memory.
:
: ,,,, or CNTL+ALT+SHIFT+DEL ... kinder on the PSU, switch and electronics :)

Use the _right_ SHIFT key, not the left one.
(see TOS 1.4 for this standard behaviour).

--

------------------------
ANDREAS KROMKE

.....................................................
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.
```

# 1780. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: mccallum@earth.inwave.com
Message-ID: <mccallum-ya023180002701971156310001@news.alpha.net>
Source record: 129150

In article <5c0hgg$eai@ornews.intel.com>,
atari@teleport.com.REMOVE.TO.REPLY (Rich Tietjens) wrote:

>Currently-supported BBSes include (but are not limited to) Octopus (my
>favorite), QBBS-ST, RatSoft, possibly ST-Keep (Andrew STuder comes and goes,
>depending on his workload in Real Life). Others that are still available
>are Foresight, Transcendence, STadel, Fnordadel and a heap of other similar
>room-based systems.

Rich,

Foresight is still being actively developed (I'm one of the beta sites), do you know where I could get more information on Octopus (is there a support page?) I'm setting up a web page for remaining ST-Sysops (mostly) to list what is left of the atari bbs packages/doors, what's developed, what's dead, what is good, etc., and need lots more information!

Any help by anyone reading this is appreciated, btw.

www.inwave.com/~mccallum/ is where it will be/is...

Cheers, Andy

# 1781. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Tom <the.northerner@awinc.com>
Message-ID: <32ED124C.2FC0@awinc.com>
Source record: 129151

Frank Charlton wrote:
>
> Of course it is. Whether Atari themselves exist or not, copyright is
> still valid for something like 50 years unless Atari were to place TOS
> in the public domain.
> Which of course, they'll likely do after they finish the Atari Works 2.0
update. :-)

Tom

# 1782. Re: PI3 & PC3 conversion

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: mauricem@sierra.net
Message-ID: <32ed25a0.46416060@nntp.sierra.net>
Source record: 129152

On Sun, 26 Jan 1997 02:17:05 +0000, Michael Grove
<mgrove@owens.ridgecrest.ca.us> wrote:

>Also, if you can find the old version of Auto Desk Animator
>I think it has Degas import options. Look on their web page
>for the file, or maybe in the Simtel areas.

I have the old AACONVERT utility, but I think it only handles low res
DEGAS. I'll double check.

# 1783. Re: price for a 520STE?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32ED2BAE.19F7@cfcsc.dnd.ca>
Source record: 129153

James Cox wrote:
> My friend wants to sell me his 520STE and wants to know how much it is worth.
> I'm not sure about the specs, but I know it has half a meg of memory, no
> harddrive or monitor or anything -- just the computer.
> So how much do you reckon?
> Cheers,
> James Cox.

a pint?
:^)
An STe is worth more than a ST for 2 reasons
1)easy memory upgrade
2)colour and sound enhancements
say 75 pounds?

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

## 1784. Re: cartridge drive?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32ED1E5D.2781E494@fir.fbc.com>
Source record: 129154

The ST's have a cartridge port on the side, that cartridge port was very veristal and they may have (Atari) made provisions to allow you to boot off of ramdisks and such connected to the cartridge port.

Curt

# 1785. Re: price for a 520STE?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: !ynoT
Message-ID: <32f2ed07.5690576@news.airtime.co.uk>
Source record: 129155

On 27 Jan 1997 15:26:09 GMT, jamesco@cogs.susx.ac.uk (James Cox)
wrote:

>My friend wants to sell me his 520STE and wants to know how much it is worth.
>
>I'm not sure about the specs, but I know it has half a meg of memory, no
>harddrive or monitor or anything -- just the computer.

No more than 50 quid mate, you can pick them up in micromart and
places for less, but as he is a mate then you are pretty sure its
sound and reliable, 50ukp or less

HTH

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 1786. Re: Ad.Lib BBS is closing (LONG MESSAGE)

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: !ynoT
Message-ID: <32f1de57.1930661@news.airtime.co.uk>
Source record: 129156

On Mon, 27 Jan 1997 13:44:10 +0000,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>The Ad.Lib BBS is closing...

A very sad thing indeed :(

>the final time at 11:59 p.m. on February 28th, 1997.

I will have to pay at least one final visit, but it feels like going
to see a dying relative :(

>long message, please accept our heartfelt thanks if you ever called the
>Ad.Lib BBS.

No....It should be "THANK YOU!"

>the Holodeck BBS, and were fiddling with their own network, Fishnet -
>Ad.Lib joined in, too.

I prefer Sausages to Fish..Don't you Andy? :)

>lost. At this point, the Ad.Lib users showed how loyal they were - as
>well as a massive amount of uploading, users sent in boxes of disks
>stuffed with files they'd originally downloaded from Ad.Lib. At the
>time, Andy was amazed how the regular crowd rallied round to rebuild
>Ad.Lib, rather than defecting to another BBS.

Yes I got my Modem at this point, sat there twideling my thumbs and
you Frank! got me on line and told me how to make my first connectiuon
:)
Went onto adlib...nothing there ? empty? whats all this I thought, it
was my timing again as the crash had just happened,

>needed to run a 24-hour dedicated BBS, and calls were gradually
>beginning to dwindle as long-time BBS users were bitten by the Internet
>bug.

Yes..hand up here:(...I think local calls as apposed to national
where the prime reason here, but I see what you mean..

>A look through Ad.Lib's userlog from the past few years has shown some
>surprising things. Very few of our users ever came from the North-East
>area of England - almost every user was calling at the National rate.

exactly?...

>Over the years, a lot of International users stuck with us. Some, like
>Lasse Eldrup, popped up at regular intervals, and uploaded more files

Not only national, but from another country was he not :)

>than local users! Others like Dale Wright made a telephonic journey of
>over 300 miles every day to collect and send mail, despite having Atari

Ha yes Dale...he will be heartbroken at this ?

>many, but there has to be space to mention the incredible Jessica Long.
>We really don't know who she is, but she called the BBS faithfully over
>3 years, almost every single night! Her fast wit and charming message

and her tag lines? I have to admit to skimming through a lot of her
posts just reading the tag lines....winnie the p.. hehehe

>must be grateful to all Atari BBS SysOps for their continued dedication
>to the market, along with the hard work of guys such as Daron Brewood.

Too true, well said Frank

>Finally, to anyone who ever called Ad.Lib - if you enjoyed the BBS, then
>please do let us know. If you have any tales to tell of your early
>Ad.Lib experiences, please tell us - we'd love to create a memorial to

Well I had a wee problem with Adlib and could not seem to get it
sorted, can't recall the details exactly,I had never spoken to Andy
Curtis in my life as I live miles away in Accrington... but one sunday
morning I was sat at home and the phone...

RING RING

Me: Hello
Phone: Is that Mr Greenwowwod blah blah
Me: Yes Speaking
Phone: This is Accringtom Police Station and we wondered if you could
spare a few moments?
Me: <gulp> certainly ?
Phone: we are trying to varify the whereabouts of certain people on
Tuesday last, 8pm'ish can you tell us where you where?
Me: eeerm eeerm what? eeerm dont think I went out ........ couple of
minutes explanations as to what I was doing
Phone: ho I see? well according to our records..let me see..
Me: well blah blah blah
Phone: Its only me Andy Curtis, Sysop of AdliB calm down hahaha
Me: Long pause.....BARSTEWARD!

And that was my first ever encounter with Andy...and I still haven't
got him back yet :)

>the BBS, probably in the form of a website. Both of us will still be
>knocking about - we both turn up on the IRC channel #atari with alarming

Will you be at the ATARI shows, you and Andy?

>So long, and thanks for all the sausages.

I thought you where never going to mention Sausages ;-)

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 1787. Re: Joust

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970127220051261 37@tachyon.demon.co.uk>
Source record: 129157

<Mr.Maddog@mail.ptd.net> wrote:

> As for NeoChrome, there is a "PD" verison called NeoChrome Master which is
> a rewrite with newer features.

It isn't, though - Neochrome Master was another program which Atari told
PD Libraries, BBSs etc to withdraw a few years ago as it infringed their
copyright.

ATB, Frank.

# 1788. Re: Music DTP error or GDOS error??

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cj4ps$jgm@ornews.intel.com>
Source record: 129158

In article <27512_please@no.spam.mail.here>,
please@no.spam.mail.here (please@no.spam.mail.here) wrote:
> a> Sounds as if it doesn't wait long enough for the printer to
> a> acknowledge receipt of data (or some similar timing problem). I would
> a> try a printer spooler/speeder (Mspool, Outburst are a couple that come
> a> to mind) and see if that fixes the problem.
>
>Richard could also try NVDI, with the output set to go to a disk file
>rather than direct to the printer, if that works then the resulting file
>could be sent to the printer from the desktop?

That's going 'round Robin Hood's barn to get there, and still won't
necessarily solve the problem, although it will give him a better
opportunity to repeat the print attempt quickly if it fails.

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# 1789. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <854392682_OASIS_@swampdog.demon.co.uk>
Source record: 129159

In article <5ce2j1$qin@nnrp1.news.primenet.com>
rojewski@primenet.com (John M Rojewski) said:-

>Are we talking about cancelling posts here, or a "selective mass
>download" sort of thing. I'm interested to see what is being asked
>for. Please define "killfile" in a way that I can understand it.

Basically the killfile specifies automatic rejection based on a match
in the header. Something like the following ...

Newsgroups:*comp.sys.atari.advocacy*
From:*sinclap*
From:*jedi*
Subject:*jpg*

.. but I've no idea if there's an RFC on killfiles or not. I doubt
there's any rules on how you perform the match (seems to be a GREP
type pattern match defaulting to case insensitive) or any rules on how
the KILLFILE is structured, but I guess there would be something
specified on what NNTP rejection code should be passed back to the
news server, possibly 435 or 437?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 1790. FS:UK Atari 520 STFM

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: REMOVE-TO-REPLYJames@grunt.demon.co.uk
Message-ID: <32fe0543.350232@news.demon.co.uk>
Source record: 129160
Cross-posted to: demon.adverts,uk.forsale,uk.adverts.computer,comp.sys.atari.st

520 STFM in good working order. ?50

UK sale only. I am based in Watford nr London

# 1791. Re: Atari used in skiing resort! (Switz

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: emigre@prolog.ptd
Message-ID: <5cj2h9$oan$1@news.ptd.net>
Source record: 129161

>In article <32d6e9f03fd9f2@sn.no>, hallvart@sn.no (Hallvard Tangeraas) writes:
>>On Fri 10-01-97 13:29, S94 (lais@cs.man.ac.uk) wrote:
>>
>>>In article <32cfcf641badb91@sn.no>, hallvart@sn.no (Hallvard Tangeraas) writes:
>>[.....]
>>>>called the "M�nnlichenbahn"- where I also bought my skiing ticket.
>>>>.... and much to my amazement and joy I saw that they were using Atari
>>>>computers there!!!! :-)
>>
>>
>>>That's fantastic :-) I went to Hong Kong in the summer of 1993, and when I
>>>went to cross the harbour by ferry, I saw one of those business card machines
>>>that uses an ST! Right across the other side of the world :-) Then I started
>>>seeing them at train stations too. Cool!
>>
>>Cool! Actually I went to Hong Kong in 1993 as well, but in December!
>
>?!? Do you know people in Hong Kong, or did you go for a holiday? I got dragged
>over (to visit relatives).
>
>>I didn't notice any STs there though :-(
>>Were they STs as we see them, or did you happen to see the business card
>>machines having STs inside of them?
>
>There was an article in ST Format 26 which featured it. The ST is hidden inside,
>and I've seen one of these card machines opened up (at my local post office, for
>servicing no doubt) and it has an ST in its full glory, complete in its casing!
>You can still tell its an ST by looking closely at the edge of the machine's
>glass "screen". There is the tell-tale sign of Atari grey in the edges...
>i.e. a complete unadulterated Atari SM-series monitor inside!
>
>For anyone who doesn't know, these machines are blue and look a similar shape to
>fruit machines. The first thing to look for is the familiar ST-high resolution
>display. You can work it out quite easily.
>
>>I tried to notice as much as I could while being there, but since I've
>>never used a MegaSTE or a TT it was kind of hard. What I especially noticed
>>was the LAN connector, and to my knowledge the MegaSTE doesn't LAN
>>capabilities (but perhaps with an additional VME card?).
>
>No, the MEGA STE also has the LAN port. Interestingly (or not, actually <g>)
>while at one of my cousins' in Hong Kong, I played on their PC Engine and noticed
>the type of plug on the joypad leads: Hey, that would plug into my MEGA STE's LAN port! (Probably w>ouldn't do it

any good though)
>
>>>>Anyway, there were several of them in that office, and I could tell they
>>>>were connected in a network by looking at the LAN connector on the back of
>>>>them. I asked the woman selling me the ticket about them, but she knew
>>>>nothing about them.
>
>I bet she thought you were a nutcase ;-)
>
>>>>I'm sure they were Ataris since the word "Atari" was moulded into the
>>>>plastic of the monitor's back-side. What kind of monitor could this be? The
>>>>usual SM-124 just has the "Atari" printed on a sticker as far as I can
>>>>remember.
>>>
>>>You should have jumped over the desk too have a better look! I think if they
>>>were MEGA STEs, those monitors were probably SM144s. A friend (hi Phil!) has one
>>>of those and I seem to recall saying how cool it looked (naturally, when seeing
>>>an Atari-owning friend the first thing you do is check out their system!)
>>
>>Yeah- except that there was a window between the counter and the rest of
>>the office ;-)
>
>Oh :-) Perhaps you could have asked her to disconnect the machine and turn it
>around for you to have a look ;-)
>
>Anyone else spotted STs/TTs in strange places? Come to think of it... I'm currently
>sitting in a lab full of Sun SPARCstations. Along one wall is a door leading to the
>technician's room, which we don't normally go into. However, once I had to go in to
>ask a question. The first thing I saw was what he had on his desk: one SPARCstation,
>and one MEGA ST!!!!!!! :-)
>

Matter of fact, yes. I saw some kind of survey going on on TV, I think it
was QVC or something and there was a room full of people sitting on
computers. I think they were taste testing alcohol or something and anyway
They were checking radio buttons and I glanced at it closely and I immediately
noticed the familiar screens. THey apparently had a room FULL of 1040s and
they were using high rez monitors. But I mean there was a TON of them.
heee hee. That woudl be cool.

# 1792. Re: Differences: STacy & Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cj65b$jgm@ornews.intel.com>
Source record: 129162

In article <5cgmre$dpi$1@texas.nwlink.com>,
caesar@nwlink.com (Joel Enbom) wrote:

> Anyway, would someone care to elucidate the differences between
>the STacy and Portfolio? I'm considering a purchase of one of the two
>units, but have little information about either. Please share any
>recommendation you may have.

The Portfolio fits in a coat pocket, runs MS-DOS (version 2-something) on ROM, and has a port similar to (but different from) a PCMCIA card port for interfacing other things like printers, added RAM, hard drives, modems, and so on. The display is, IIRC, 4 lines of 20 characters on an LCD panel.

The STacy is a full portable ST system with a high-rez mono LCD display in the lid and (optionally) an internal hard drive. Excellent machine for road trip musicians!

The only real relationship between the two machines is the fact that both have an LCD disply, both are battery-portable, and both were made for Atari.

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# 1793. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cj6b3$jgm@ornews.intel.com>
Source record: 129163

In article <32f0e88b.49593422@news.univie.ac.at>,
roedaal@audiophile.com (Christian Roth) wrote:

>Thanks for the info. Is Oasis a reliable program nowadays? My last
>experiences (a few months ago) were not too promising on my falcon.

Version 1.35 is. I was never able to get 2.x to work at all.

<Regarding the Newsie file killer:>

>Anyway, will you drop us a notice when your filter is finished?

Sure, I'll hatch it out in a.b.a as well.

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# 1794. Re: Ant Mail doesn't change to editor's path

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cj6em$jgm@ornews.intel.com>
Source record: 129164

In article <5cgumq$nrq@fep4.clear.net.nz>,
a.forster@clear.net.nz (Alan Forster) wrote:
>
>I have recently been trying to set up Ant Mail, and while it works
>fine other respects, it does not seem to change to the path of the
>editor at the right time, meaning that the editor is unable to find
>its resource file.
>
>Is there any way to avoid this problem? Any help would be appreciated.

Mario, just put a copy of the editor and the RSC in the Antmail folder.
Clumsy but workable. I suspect you are using TOS <1.04 - I didn't have any
such problems with TOS 2.06 nor 3.06.

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# 1795. Re: price for a 520STE?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5cj6qo$jgm@ornews.intel.com>
Source record: 129165

In article <5ciheh$7ii@infa.central.susx.ac.uk>,
jamesco@cogs.susx.ac.uk (James Cox) wrote:
>
>My friend wants to sell me his 520STE and wants to know how much it is
worth.
>
>I'm not sure about the specs, but I know it has half a meg of memory, no
>harddrive or monitor or anything -- just the computer.
>
>So how much do you reckon?

Dunno what things are going for in Merry Olde, but you can upgrade that 520
STe to 4 megs for a pittance now, as it uses 30-pin SIMMs. Those are
running about US$7.50 per meg these days.

A 4-meg STe here in the US goes for around $125 used - you can get 4 megs of
RAM for about $26, so an offer of US$95 to 100 seems fair to me.

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# 1796. Re: State of the World of Atari?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <plF1+1p.greg_evans@delphi.com>
Source record: 129166

Al,

Well, the Atari marketplace has been both quiet and busy the last couple of years. Quiet, in that most of the developers have left the Atari market. Busy, in that those that have remained are producing some of the best software ever written for Atari. Here are some examples:

GRAPHICS: Apex Media, DA's Picture, DA's Vector Pro, Arabesque 2, Positive Image, Photoline, Imagecopy 4.
WP/DTP: Papyrus 4, DA's Layout TC
DATABASE: Twist 2 (in German, Twist 3)
SPREADSHEET: Texel
UTILITIES: HD Driver 6, Diamond Back 3, Diamond Edge 2
DESKTOPS/OS: Neodesk 4, Geneva, Magic 5, Ease 5

Above are all commercial products, some of them as good as anything, anywhere! There is also plenty of freeware and shareware around, incuding a suite of intenet software for browsing, emailing, FTPing, etc.

Some of the major shareware and freeware programs are:

ST-GUIDE: Hypertext help system.
OCR: Optical character recognition.
GEMVIEW: Graphics viewer/converter.
KANDISNY: Color vector graphics program.
FAMILY TREE: Family tree database.
UDO: Hypertext conversion software.
LINUX: 68030+ implementation of Linux (unix) OS.
CDP: Audio CD player.

Believe me, I am just scratching the surface here. I know of at least 7 German CDs of shareware/freeware, 10 US/UK CDs and ther are even drivers around for some DOS/Windows CDs, such as Grolier's Encyclopedia, Toatl baseball, etc. These last items are commercial products. Even with some overlap between the CDss, there is a good 5 gigabytes of quality shareware and freeware software out there!

Hope this gives you some idea of what's out there.

Anyone elsem feel free to add your own favorite programs to this list.

Greg

# 1797. Re: HP Driver

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <pnHWeLo.greg_evans@delphi.com>
Source record: 129167

Your best best is Imagecopy 4. It is a graphics viewer/converter/
cataloger/print program with some of the best printer drivers around.
It can handle Degas, as well as most other Atari, PC and Mac formats.

Greg

# 1798. Re: 4Mb Now game won't run??

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Rudolf_Chilian@hh.maus.de
Message-ID: <199701272329.a59867@hh.maus.de>
Source record: 129168

Hello,

take a switch and cut off the Adressline no. 9. Best between the resistor and
the RAM-bank. Then install the switch with very short cables.
Switch ON = 4 MB, switch OFF = 1 MB.

Rudolf

# 1799. Atari IFF Files Conversion

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: rsrice1@ix.netcom.com
Message-ID: <5cj4vv$i6n@dfw-ixnews8.ix.netcom.com>
Source record: 129169

AAAAAARRRGH!

All right--it's like this. I started with Neo, worked my way through the DEGAS'es, and ended up with Deluxe Paint ST, better than which I have not yet found on any platform. Damn it, anyway, though, I had to go to a PC.

Naaooow... HUNDREDS of files in that DELUXE PAINT ST compressed ATARI, notnotnotnot AMIGA IFF format. Those are compressed with 'Byte Run' compression, sayeth the manual, THESE are compressed with VERT WORD and nearly as small as TNY files--and that's why I have so many of them.

And NOTHING, NOTHING but Deluxe Paint ST, the cranky Deluxe Paint viewer, and a program called GLEE by one David R. Mace could ever view them. And the mouse disappears when I try to run THEM with Gemulator/MagiC! Even GEMVIEW thinks that they're AMIGA IFF and cannot, cannot, read them. The same is true for LESMICH and even the PBM utilities.

I need a convertor. Oh, gad, do I need a convertor.

Naaaoow... We're working on one. I get it, I post it, and that's good news for EVERYBODY. BUT THERE AIN'T no information availible on VERT WORD compression. That nifty FAQ about Atari Graphics formats? It's the AMIGA version, folks.

HELP! HELPHELPHELP! Anybody know ANYTHING about this format? Stephen White, are you OUT there? Has anybody written a graphics convertor for the format? GIF, PCX, I'm not fussy--I JUST NEED Heeeeeeeellllllllp!

We now return you to your regularly scheduled programming.

## 1800. cheap software, last chance

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: jhauser@hum.cs.Berkeley.EDU
Message-ID: <5cj6bs$jg@agate.berkeley.edu>
Source record: 129170

I have the following essentially for free:

Pro Copy --no documentation
MCC Pascal
Degas
PrintMaster

Original disks and documentation for all items, except as noted. Last time
I advertised these they went unwanted. Offer me shipping cost and they're
yours. Requests for multiple items get priority.

---
John Hauser---http://http.cs.berkeley.edu/~jhauser

# 1801. Re: Falcon SCSI Performance Tests...

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32ED42B0.6DAF@intuit.com>
Source record: 129171

John Perez wrote:
>
> Greetings,
>
> I'm currently experiencing a lack of adequate SCSI hard disk
> performance on my Falcon, and was hoping some of you out there could put
> your systems to the test and let me know what your results are. This time
> I'm looking for hard disk model numbers.

I would be glad to test my system.. please tell me where I can get
HD rating software.

-Mark

# 1802. Re: Atari Tax Program F/S

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: ha024@cleveland.Freenet.Edu
Message-ID: <5cgv3n$cd8@madeline.INS.CWRU.Edu>
Source record: 129202

Has anyone used this prg.If so let us know what you think about
it. Is it good or bad.
--
ha024@Cleveland.Freenet.Edu (Richard Jones)

# 1803. Re: Wanted: best terminal program for freen

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: a.forster@clear.net.nz
Message-ID: <5cguh0$nrq@fep4.clear.net.nz>
Source record: 129203

>I've been looking for a while for a good PD/shareware terminal program that
>will do full VT100 or higher. I've tried a number of programs which do
>ANSI, rather that a true VT100, and display wierd codes, jumbling up the
[...]

I would recommend CoNnect. It allows you to choose between VT100,
VT102 and ANSI (among others) and it seems to support all these
emulations very well. It even supports TEK-4014 graphics emulation.

CoNnect also seems to be very fast and can be configured in all sorts
of ways. It does have inbuilt ZModem support. I could go on and on
about all the things CoNnect is capable of, but you would be better
off getting it and seeing for yourself. CoNnect is shareware and I
beleive version 2.46 can be obtained on a.a.u.e.

BTW, I'm posting this message on someone else's account using NEWSie
in order to test it. In reality my name is Mario Becroft and my email
address is mbecroft@tos.ak.planet.gen.nz.

# 1804. Ant Mail doesn't change to editor's path

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: a.forster@clear.net.nz
Message-ID: <5cgumq$nrq@fep4.clear.net.nz>
Source record: 129204

I have recently been trying to set up Ant Mail, and while it works fine other respects, it does not seem to change to the path of the editor at the right time, meaning that the editor is unable to find its resource file.

Is there any way to avoid this problem? Any help would be appreciated.

BTW, I am posting the message using NEWSie on someone else's account (to test that it works). In reality my name is Mario Becroft and my email address is mbecroft@tos.ak.planet.gen.nz. Please use this address for any replies.

# 1805. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5cgv9i$mqd@morgoth.sfu.ca>
Source record: 129205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>Once again,this could be implemented as a shared library or server process.
>(you might have to add simple rudimentry functions to the graphics driver
> like the ability to allocate and find the graphics memory buffer)

It is implemented as a shared library.

>How would I delete more than a single line with PICO!?!
>(PINE's editor)

Change the editor to vi.
--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

# 1806. ALL of my ST hardware/software for sale!!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: jpasquini@aol.com
Message-ID: <19970127014300.UAA02630@ladder01.news.aol.com>
Source record: 129206

ATARI ST BLOWOUT SALE!!!

Unless otherwise noted, all hardware and software is priced at any
reasonable offer, PLUS shipping charges.

If you see more than 1, 2 or 20 items that you wish to purchase, feel free
to make me a bulk offer.

ATARI ST HARDWARE

Atari SM 124 monochrome monitor $20.00
Spectre GCR with ROMS $25.00
68000 replacement IC socket
Migraph touch-up with hand scanner $30.00
Video key
Monitor master
ICD 19 pin external hard drive cable
ST floppy drive cable
SF 314 disk drive dust cover
SF 314 double sided disk drives(2) $30.00 each
20 mb SCSI external floppy drive with 620 mb diskettes

ATARI ST SOFTWARE-APPLICATIONS AND UTILITIES
(All software comes with original disk and original documentation unless
otherwise noted)

PageStream 2.1 $30.00
PageStream 1.8 - $20.00
STOS Game Creator and STOS Compiler (not original diskettes)
MultiViewer Graphica (not original diskettes)
Approx 60 STart and other magazine diskettes
Easy Draw 3.0 with Supercharger and Easy Tools
Codehead Utilities
Atari Planetarium
GoGo ST
EZ Grade
STraight Fax !
Codekeys
ST Flexcessory
Flash 1.5
PrintMaster Plus
CardFile 3
Sketch
WorkWriter ST
B.E.S.T. Business Management and General Ledger
A-Chart

Lotto-File
Macro Mouse
FirstWord Plus
Publisher ST
ST Control
Data Manager
First Graph (still in shrink wrap)
Label Master Elite
Degas Elite
NeoDesk 3.0
NeoDesk CLI
NeoDesk 2.0
StarStruck-The Astrologer (no documentation)
GramSlam
Migraph Business Tools
InterLink ST
Mictron BBS 3.0
GFA Draft Plus
First CADD
El Cal
QwikForms for PageStream
Mugshot!
GFA Vector (no documentation)
GFA Basic 3.0 (no documentation)
GFA Basic Compiler (no documentation)
GFA with Compiler 3.5e (no documentation)
GFA Basic Book (no documentation)
ICD Cleanup ST!
Image Cat
Tempus Professional Text Editor
AwardMaker Plus
Deskjet Utilities Pak (no documentation)
A & D Universal Item Selector 2.0 (no documentation)
EdHak v 2.0 (no documentation)
HotWire (no documentation)
MultiDesk ( no documentation)
Copy II ST (no documentation)
VirusKiller 3.9 (no documentation)
Chamaleon (no documentation)
Map and Legends: The Cartographer and Data Map Collection 1 (no documentation)

GAMES

Hacker 2
Skweek
Gato
TechnoCop
Orbiter
Test Drive
Flight Simulator II - $10.00

Flight Simulator Scenery Disks 7, 9, 11, Japan, and Western European Tour (sold as set only) - $20.00

Falcon: Operation Firefight and Falcon: Operation Counterstrike (sold as set only) - $20.00

F-16 Combat Pilot
Empire
Sundog
Balance of Power
Balance of Power: 1990 Edition
Scruples
Conflict Europe
Oids
Bubble Ghost
Precious Metal (includes Captain Blood, Arkanoid, Xenon, and Super Hang-On)
DeathSword
Populous and Populous: The Promised Lands
Captive
Fernandez Must Die
Top Gun
Chaos Strikes Back
Olympus
MidWinter
Garfield
Winter Challenge
Final Assault
Archipelagos
Battleship
Star Wars - Not for Resale version (free toi first order of 5 or more games)
Breach
Dungeon Master and Secrets of Dungeon Master (book)
Skychase
Alternate Reality: The City
Star Trek: The Rebel Universe

The following have no documentation:
Mercenary
Afterburner
Turbo ST
UMS: Universal Military Simulator
Foundations Waste
Arkanoid
Leisure Suit Larry 1 Hint Disk
Karting Grand Prix

# 1807. CAB/STIK ERROR#600

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <5ch2h2$8i9$1@mhafn.production.compuserve.com>
Source record: 129207
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

I keep getting Error #600 when trying to connect to a website using STIK/
CAB. Can anyone tell me what I might be doing wrong and how I might fix
it.
THANKS

# 1808. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: CopeKnight@worldnet.att.net
Message-ID: <5ch65f$on@mtinsc03.worldnet.att.net>
Source record: 129208
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <bwanga-2501971850000001@metricom34.ucsc.edu>, bwanga@cats.uc*sc.edu (Timothy A. Seufert) wrote:
>The ST was not a first. It was clearly a followup to the Mac: offer a
>cheap GUI alternative to the Amiga and Mac (both of which were more
>expensive than the ST).

And the Mac was a follow-up to the Lisa. As I recall, the ST shipped before the Amiga, making it the first color 68000-based machine. The 1040ST was also the first 1MB computer to retail for under $1,000.

I don't really think you can say any 1 computer was truly first. Many computers--back in the days when choice was an option in computing--qualify as first in one area or another.

Carl

**** Carl Lund **** CopeKnight@worldnet.att.net ****
Shine forth thou Star of Poets, and with rage or influence, chide or cheer the drooping stage, which since thy flight from hence hath mourned like night, and despairs day, but for thy volume's light. --Ben Johnson
In loving memory of Santa Barbara (1984-1993) & Roger Zelazny (1937-1995).

# 1809. Re: PI3 & PC3 conversion

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: mauricem@sierra.net
Message-ID: <32ec1b50.78428881@nntp.sierra.net>
Source record: 129209

>You can find BigConvert at ftp.tu-clausthal.de and maybe at lots of
>other FTP-sites.

I found some LZH files starting with BIG but none seemed to be it. :(

# 1810. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ec21dc978c20@sn.no>
Source record: 129210

On Sun 26-01-97 18:46, Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:

>The Connect I used used a GEM window and only had 14 lines!!!

It's possible to configure how many lines you want to use as well as width,
character set etc.
There's definitely no 14 line limit in Connect!

>Of course GEM is so slow that you can actually see the flicker which
>occurs when the bit-planes are out of sync.
>(with TOS programmes,the bitplanes are out of sync for so little time that
>it's invissible.The BIOS probably scrolls a line at-a-time instead of a
>bitplane-at-a-time)
>And the mouse cursor was invissible when text was coming in.

Well, I'm not quite sure what you're talking about- perhaps you're talking
about an occurence when using a colour display? I've been using Connect in
hires mono and it's been looking good from here.
It's not any slower than any other GEM program regarding the display.
I guess NVDI will help increase speed however, in all GEM programs.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1811. FS: Atari 1040STE

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: koutsos@students.uiuc.edu
Message-ID: <5ch9js$sr8@vixen.cso.uiuc.edu>
Source record: 129211

Atari 1040 STE with 4 megs of Ram
manual and some disks

$125.00 (shipping included)

koutsos@students.uiuc.edu

# 1812. Atari ST Software for Sale (Games)

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: m4wolf@aol.com
Message-ID: <19970127052900.AAA13860@ladder01.news.aol.com>
Source record: 129212

I have the following Atari St games for sale---all are
in their original boxes and include the game manual:

Twin World by Ubi Soft
The Curse of Ra by Rainbow Arts
Brat by Image
The Viking Child by Wired
Chase H. Q. by Ocean/Taito
Pick N Pile by Ubi Soft
The Blues Brothers by Titus
Star Trek the Rebel Universe by Simon & Schuster
Flip It Magnose by Image Works
A Day at the Races by Team Software

All of the above titles are $6 (shipping included)
Order two games above for $10(shipping included)

I also have Lemmings by Psygnosis for $10 (shipping included)

E-mail me if you are interested

E-mail me if you are interested

# 1813. Re: LZH decompression problems. Help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: carmant@nucleus.com
Message-ID: <32ec250d.17091377@news.nucleus.com>
Source record: 129213

On 24 Jan 1997 01:16:28 +0100, hallvart@sn.no (Hallvard Tangeraas)
wrote:

>On Mon 20-01-97 21:37, Daniel Hedberg (dhedberg@aristotle.algonet.se) wrote:
>
>>Actually the latest version of LHarc is 3.12.
>
>I downloaded it, thinking it was an update to Lharc 3.10 that I've been
>using, but it's not the same thing!
>This one is just a couple of .TTP files, not the same GEM program as
>Lharc 3.10.
>
>
>Hallvard
>

Hallvard,
LHARC 3.12 is the actual program, as opposed to the shell. Use it to
replace the LHARC.TTP in your earlier version. It will work fine with
the old shell.

Tom Carman - The Sermonator
carmant@nucleus.com

# 1814. Re: Differences: STacy & Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: mike.harvey@worldnet.att.net
Message-ID: <32ec47ee.30141466@netnews.worldnet.att.net>
Source record: 129214

On 26 Jan 1997 22:46:06 GMT, caesar@nwlink.com (Joel Enbom) wrote:

>Apparently, my message was lost in the proverbial shuffle.
>
> Anyway, would someone care to elucidate the differences between
>the STacy and Portfolio? I'm considering a purchase of one of the two
>units, but have little information about either. Please share any
>recommendation you may have.
>
> And, if you have one for sale, let me know.
>
> Thanks!
>
>
>Joel!
>
The STacy is basicly a portable ST in a notebook style case, it's
still pretty heavy, but works for those whom need an easy portable ST
for MIDI or other applications, it has a built in monochrome
equivilant screen, a 3 1/2 inch floppy, and was powered by the
68000 at 8 mzh.

The Portfolio was a small handheld computer, which Atari purchaced the
rights too and sold, It was pretty powerful for it's time, but is
really limited by it's size and screen display. It's great if you
travel alot and need something to keep notes in, but you can't run
any major applications on it due to it's small 40 column wide screen
and 256K memory (I believe) which can be upgraded. A former dealer
located where I use to live was well known for these upgrades to 512K
or 1 Meg on the Portfolio. This is powered by somethink like the 8088
or equivilant (IBM clone).

What are your needs and perhaps I or other's here can give you some
advice on what might be best suited for you.

## 1815. Programming ideas

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <854331188@acpu.com>
Source record: 129215

Derryck Croker@mettav.demon.co.uk (Derryck Croker) wrote in inverse video mode:

|Hi Tom!

| td> to 'go to school' periodically. To make this more interesting, one of

| td> our instructors teaches a class in 'Programmable Logic Controllers'

| td> (PLCs). These are programmable logic black boxes (usually with

| td> 68000s, btw!) used for motor control and the like. During this class

| td> I found that someone had done DOS software to program these

| td> controllers, via a RS232 port. It didn't look too complex; maybe

|I assume that all you have to do is send the binary file out of the serial

|port to the programmer from a terminal program??

Umm... I don't think I was complete enough in my explanation. The DOS software includes a graphical representation, called a 'ladder diagram', that has symbols for the various 'virtual components', such as switches, timers, and the like. By building the 'ladder', one writes the program for the Programmable Logic Controller, and _then_ ships it to the PLC.

It seems to me that the software in question was proprietary; that is, it was written for just one line of PLCs. That being the case, one would have to start with just one line (I would hope a popular one) of PLCs, and would then branch out into other brands. Lot of work, not much reward.

Thanks for the interest!

"The Poor Deluded Soul" - tderrick@acpu.com

# 1816. ATARI Mega STE's in Hobby Town

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <854331140@acpu.com>
Source record: 129216

cmoore@cyberport.com (cm) wrote:
|I was in my Local Hobby Town and noticed while checking out.
|that the point of sale system was a Mega STe, with the Atari newer
mono
|monitor. The clerk didnt know much, but thought the whole nation wide
|chain still used them. Does anyone know who's behind this project and
|what software the system is running. ?
Our local (Boise, ID) HobbyTown store uses a Falcon and a MegaSTe for cash registers. They are running SuperBase Pro (or so I am told).
Other 'sightings':
A local private school (PCS) has used STs for years, and only recently started changing over to PCs. They used Robokit, the Midi Music Lessons, and other applications to teach. They also had some 130XLs and other 8bits in years past. If their Robokit boards hadn't all been thrashed, they would probably still be using them, according to an employee to whom I spoke.
My son was given 'Music', an 'Eyewitness' book about musical instruments, which is mostly pictures. On the 'computer music' page (62) is a picture of an 'ordinary home computer' (an ST) and a disk clearly labeled MIDI-Track ST. Of course, the book is copyright 1986, which explains it. The picture credit is to London Features International, Ltd.
"The Poor Deluded Soul" - tderrick@acpu.com

# 1817. Re: Notator for TT 030?

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: christopher_allison@dial.pipex.com
Message-ID: <3109400e.10235468@news.dial.pipex.com>
Source record: 129217

On Thu, 16 Jan 1997 17:01:52 GMT, "Dr. Simon G.K. Williams"
<williamssg@cf.ac.uk> wrote:

>I know its possible to run it with the Log3 interface, as a copy of
>notator is supplied with logic. I'm not sure though if the standard
>version does, but the only problem I can forsee is the timing of the TT
>cartridge port for the dongle. Certainly cubase had this problem and a
>special dongle for the TT was required.
>
>Simon
>
>

Hi Simon
as far as I know the version of Notator that comes with Logic will not
work on the TT. After trying for a while after I had bought the
program I called sound technology and they said that it catagorically
will not work.
Should you find anyone who can get it to work then I would be very
interested as I have to exchange midi files with a notator using
friend, and it would be a lot easier to exchange notator files.
chris

# 1818. Re: Universal NETwork

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: rsdean@accessnv.com
Message-ID: <5ch2il$1mo_001@ppp075.accessnv.com>
Source record: 129218

In article <854139976_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) wrote:
>
> I was just wondering if anybody has Application and Design Softwares'
> Universal NETwork setup on 2 Atari's and what their experiences with
> it are... Specifically, I'd like to link 2 Mega 4's (TOS 1.04), both
> running at 16 mhz, and have them accessing one printer/hard drive and
> each with one phone line for BBS service. Thanks in advance! :)
> (oh we have 2 Pioneer 6-pack CD-changers as well...)
>
>__
>
>
_/_/_/

if it were a hard drive partition and each of the remote drives partitions as if they were folders. I use the Midi Port connectors and the system is highly reliable other than not liking FoReM. It is not very fast, but it gets the job done. Direct printer sharing is not supported (or I don't know how to do it), so I just transfer the file to be printed over to the Mega and print from there.

Gunner/Bob/SysOp Ground Zero BBS 702-435-6782

# 1819. Re: ST Informer...

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: rsdean@accessnv.com
Message-ID: <5ch2md$1mo_002@ppp075.accessnv.com>
Source record: 129219

In article <854140350_OASIS_@pcc-uky.campus.mci.net>,
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) wrote:
>
>
> I was just wondering if anyone knew the status of ST-Informer...Used to be
> one of my favorite Atari mags, but its been a -long- time since I received
> an issue...and I do have a subscription! <smile>
>
>__
>
>
_/_/_/

# 1820. Re: Differences: STacy & Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5chuj3$v36@einstein.ebicom.net>
Source record: 129220

: >
: >Well, I manage a pizza restaurant. I use my Mega4, primarily, for
: >inventory and desktop publishing. I would like a portable computer so
: >that I can avoid the particularly annoying task of copying all of our
: >records so that I can enter them into my computer. It would seem, at
: >first glance, that a STacy would best fit my needs. I've not seen many
: >advertised for sale and there are not alot of information resources about
: >them anywhere.
: >

If you can't find a portable, or would like more performance for the buck,
consider the following...

You could get a PC or Mac (for now lets say portable) and run MagiC Mac,
MagiC PC (or Gemulator for the PC), which emulates the ST. One option
that lets you continue to get the most from your Atari investments and
ease into Mac or PC world at your own pace.

Or, you can get another ST/TT/Falcon machine on the cheap someplace and
simply get an external hard-disk that you can carry back and fourth. In
addition to this...take advantage of modem technology and leave the
ST (or any other computer for that matter) at your work-place in "answer
mode" when you go home from work. This way you can simply dial up your
work computer and grab or place any files you need. Same applies if
you need a file from home while at work...dial up your home ST and
grab the file.

It is very possible you might find a complete ST or STe with monitor for
sale in these use-groups for well under $100. I've yet to see a STacy go
for less than $400. Wish I had one though! Excellent machine for
a traveling musician :)

Brian

# 1821. Re: MagiC 5

Newsgroup: comp.sys.atari.st
Date: 1997-01-27 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <771_please@no.spam.mail.here>
Source record: 129221

Hi Ade@finitive.demon.co.uk, on 26 Jan 97 you wrote:

A> If after booting with MagiC you wish to use the computer without it,
A> you'd need to turn machine off, as reset of course leaves MagiC in
A> memory.

,,,, or CNTL+ALT+SHIFT+DEL ... kinder on the PSU, switch and electronics :)

Roger
rcain@nest.demon.co.uk

--

Send email replies to :Roger Cain@nest.demon.co.uk (Roger Cain)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Via the Net2Net NeST gateway - 90:100/999

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 1822. What books are good for learning 68k asm?

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Message-ID: <32EE415B.41C67EA6@ena-east.ericsson.se>
Source record: 128972

Hi,

I want the learn the ins & outs of programming my Falcon in
assembler. Would anyone recomend a good bood on 68k programming
in assember or 68030 in assembler? A book that is still in print
specific to the Atari would be nice but not required.

Thanks,

Brian

## 1823. Do I have the latest Devpac?

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Message-ID: <32EE41F8.167EB0E7@ena-east.ericsson.se>
Source record: 128973

I recently purchased Devpac 3 for the Falcon 030.
I think the version is 3.10 (I don't have it in front
of me at the moment).

Does anyone know if this is the latest version or if
I need to get some updates from somewhere. I think I
remember seeing some files on UMICH that were about Devpac.

I also bought Devpak DSP for the 56k. Do I need anything
else to write code for 56k?

Thanks again,

Brian

# 1824. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5clkrv$2ld@ornews.intel.com>
Source record: 128974

In article <5ckjsc$cil@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>
>TOS is what makes the ST GO.If you restrict distribution you force
>programmers to programme for TOS 1.0!

Please explain what forces me, with TOS 2.06 and 3.06, to program for TOS 1.0 - so far, I haven't written anythign that won't run on TOS 1.0, but I also included hooks to check which version of TOS I am running under, and use the "new" features if they are available.

Only an incompetent is restricted to TOS 1.0 programming; or someone who didn't bother to (a) upgrade his TOS or (b) register as an Atari developer. In fact, while he would not be able to test the results, it is perfectly possible for a programmer using TOS 1.0 (or even 0.98!) to write software that takes advantage of later versions. And there's hardly a lack of people willing to test such software - look at the traffic in here.

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# 1825. Re: looking for atari st distributors

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cljl5$2ld@ornews.intel.com>
Source record: 128975

In article <32eed4ea.964185@news.airtime.co.uk>, !ynoT wrote:
>
>On 28 Jan 1997 05:25:05 GMT, "denny" <ldarmstrong@kih.net> wrote:
>
>>can anyone get me any ditributors addresses and phone numbers for Atari >
>
> Read your message, investigated your message headers, but still no
>clue as to what country you are in, or even which side of the world
>you are from ? :)

I'll bet you 5 quid he's on the outside. <G>

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# 1826. Re: looking for atari st distributors

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cljjr$2ld@ornews.intel.com>
Source record: 128976

In article <01bc0d3f$9b3e8dc0$8b7169ce@d-m>,
"denny" <ldarmstrong@kih.net> wrote:
>
>can anyone get me any ditributors addresses and phone numbers for Atari ST?
>Anything I can get would be greatly appreciated. Also I would like any info
>on pd sites

Since you apparently have Web access, I suggest you hit my Web site (URL in
the sig below) and go to the "Vendors" section, and the "Archives" section
for pd/shareware sites.

Posted and mailed.

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# 1827. Re: ST Software Emulator Needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cljvi$2ld@ornews.intel.com>
Source record: 128977

In article <01bc0ce0$6c574ec0$44f52399@default>,
"Jeff Akin" <jtakin@msn.com> wrote:
>
>I am trying to find an ST software emulator for my pentium PC. I've
>already checked out Gemulator, but I don't want a hardware emulator.
>
>Truth is, all I want to do is play Sundog!! All I need is the software
>emulator!!
>So, if you could e-mail me with some help here...I would REALLY appreciate
>it!!

Sundog is a bootable disk, so I dunno if you're going to have any luck at
all, but I would recommend trying the TOS2WIN demo located at aixit's home
pages. Tehre's a link from my Web site under "Vendors."

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# 1828. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cljdp$2ld@ornews.intel.com>
Source record: 128978

In article <5ckhhe$b8h@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>
>Rich Tietjens (atari@teleport.com) wrote:
>
>: >dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>: >
>: >>How would I delete more than a single line with PICO!?!
>: >>(PINE's editor)
>: >
>: >Change the editor to vi.
>
>: Or use the Pico "block" command (control-shift-6).
>
>If you mean the ^^ command,it doesn't work!
>(I've just tried)

It works for me when I use a dial-up connection; if I try it via Telnet,
however, it locks up my terminal, so apparently it's more than a bit quirky.

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# 1829. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cljgn$2ld@ornews.intel.com>
Source record: 128979

In article <Pine.BSI.3.95.970128114111.8737A-100000@usr04.primenet.com>,
Katherine L Ellis <kellis@primenet.com> wrote:
>
>People, people, I have something to say there.
>what about pc sucks!
>why ?
>coz my pc 286 8 mhz sucks. I can not run anything interesting.
>thus pc sucks.
>
>WHAT IS THAT????
>Atari is not the STf anymore!!!
>SO, please...

It's still an advocacy issue. Very boring.

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## 1830. Free: Atari ST Computer System

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: JOHN LOCKARD <ZJKL10@east-tenn-st.edu>
Message-ID: <5cjnrg$n9o@dazzle.etsu-tn.edu>
Source record: 128980

One old fixxer upper 1040ST computer with monochrome monitor and other stuff. The catch: you pay shipping and handling fees for ninety pounds of stuff.

## 1831. WHAT IS A SINCLAP?

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <5cljri$ajm@freenet-news.carleton.ca>
Source record: 128981

Robert's Revised Dictionary defines it as "a pimple on the butt of humanity which, while not fatal, results in much irritation to those who merely want to exchange information in a genial, cooperative manner."

Peter; grow up. Learn to spell (or learn to use the spell checker on that MacDonald's computer you seem to think is so great). Learn to reason; you are connected, in some obscure way, with an institute of higher learning. Try auditing some of the classes. Don't make me come down there, and jam a hockey stick up your hard drive so hard it pokes out through the monitor. Go home, and learn to DO SOMETHING with your computer!

--
Songshop Musical Productions / Two wrongs don't make a right...
Box 266, Shawville, Que. / But three lefts do!
J0X 2Y0

## 1832. Atrari stuff for sale hardware and software cheap!

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Mark Wesolowski <wesolowski@hns.com>
Message-ID: <5clvgn$9fd@hnssysb.hns.com>
Source record: 128982

Tons of atari ST stuff for sale. 1040ST with 4meg ram and 286
emulator...Color and mono monitors, monitor switch and tons of
software. Also tons of 8 bit software and some hardware.
Please email me :
wesolowski@hns.com

# 1833. Re: 4Mb Now game won't run??

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5clj1s$2ld@ornews.intel.com>
Source record: 128983

In article <199701272329.a59867@hh.maus.de>,
Rudolf_Chilian@hh.maus.de (Rudolf Chilian) wrote:
>
>take a switch and cut off the Adressline no. 9. Best between the resistor
>and the RAM-bank. Then install the switch with very short cables.
>Switch ON = 4 MB, switch OFF = 1 MB.

Hmmm, some software was badly written, and you come up with a hardware
solution (which incidentally can totally disable the computer if it's done
poorly).

Do you work at MicroSoft? ];^)

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# 1834. Re: HD Driver 6.1 demo, et al

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <BfAU2X5.greg_evans@delphi.com>
Source record: 128984

Yes, I thought of SCSI arbitration, but then I am using the drive with
ICD and it knows nothing about it either. I'm hoping the author
sees this post and responds. Any idea baout an email address for him?

Greg

# 1835. **BIG** Atari Sale including TT030 & TTM195

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-2801971437190001@i482.oro.net>
Source record: 128985

Big Atari Sale!!!

Hardware
---
Atari TT030 with 4MB ST and 4MB TT Ram, Internal 50MB SCSI Hard Drive,
TT030 Keyboard, 1.44MB Internal Floppy Drive, Golden Image Mouse & Atari
TTM195 19" Monochrome High Resolution Monitor = $600.00 for all above...

Master (External 720k) Floppy Drive $50.00
Spectre GCR w/128k Apple ROMS & version 3 Software = $75.00
Atari Mega Keyboard = $50.00
Navarone ST Scan Image Scanner (full 8.5" x 16" Scans) = $75.00
Toadfile 44MB Syquest Drive (Dual Under Monitor Case) = $100.00
44MB Syquest Cartridges (qty 4 available) = $20 each or all 4 for $75
Apple External 2X CD ROM (SCSI) in External Case = $75.00
MaxxYoke Flight Yoke = $25.00
SteroTek 3D Glasses = $15.00
ComputerEyes Digitizer = $15.00

Software
---
WordPerfect = $25.00
PageStream 2.2b = $25.00
PageStream 1.8 = $15.00
Calamus SL with Outline Art 3= $100.00
Calamus 1.09 = $25.00
TimeWorks Publisher 2 = $25.00
Desktop Publisher = $15.00
Data Manager = $15.00
Cyber Paint = $15.00
Cyber Studio 3D = $25.00
Cyber Sculpt = $15.00
Drafix Cad = $25.00
Phaser 4.01 = $20.00
VIP Professional = $15.00
Accounts = $15.00
LDW Power = $25.00
Stalker 3 = $10.00
Warp 9 with Extendo Pak = $10.00
SpeedoGDOS 4.2 = $10.00
SpeedoGDOS 5.0 = $20.00
ExtenDOS Pro 2.3 = $20.00
TouchUp = $15.00
Copy II ST = $5.00
ProCopy = $5.00

Personal Pascal = $10.00
GFA Basic 3.0 = $20.00
Easy Draw = $10.00
Easel/ ST = $5.00
Certificate Maker = $10.00
Degas Elite = $10.00
Aegis Animator = $10.00
Flash = $5.00
Easy Tools = $5.00
MultiDesk = $5.00
Label Master Elite = $10.00
PrintMaster Plus = $5.00
Sublogic Scenery Disk = $5.00
The Music Studio = $5.00
CornerMan = $5.00
G+Plus = $10.00
Generation Gap = $5.00
Tune Up = $5.00
First Word = $5.00
HabaView = $5.00
Music Construction Set = $10.00
Atari Chemistry 1 = $5.00
Atari Planetarium = $5.00
The Computer Guide To The Solar System = $5.00
FontVerter = $10.00
Type 1 Converter = $10.00
SuperCharger = $5.00
QwickForms (CD) = $20.00
Atari Gemini (CD) = $20.00
Quick ST 3.0 = $5.00
NeoDesk 3.0 = $10.00
Generation Gap = $5.00

Games
---
The Pawn = $2.50
Flight Simulator II = $10.00
Vegas Gambler = $2.50
Shanghai = $2.50
Cards = $2.50
Hacker II = $2.50
Strip Poker II = $5.00
Professor Craps = $5.00
Gunship = $2.50
Time Bandit = $5.00
Major Motion = $2.50
Falcon = $10.00
Silent Service = $2.50
The Hunt For Red October = $5.00
Tracker = $2.50

LCS Wanderer = $2.50
BasketBall = $2.50
Micro League BaseBall = $5.00
High Roller = $2.50
Arena = $2.50
Frozen Legacy = $2.50
Mean 18 Ultimate Golf = $5.00
Balance Of Power = $2.50
Chess Master 2000 = $2.50
Super Cycle = $2.50
StarGlider = $2.50

Books & Magazines
---
Flight Simulator Adventures = $2.50
Flying Flight Simulator = $2.50
Atari ST Internals = $2.50
The Atari ST Users Guide = $2.50
OH! Pascal! = $2.50
Compute!'s ST Artise with Disk = $5.00

Start Disks (almost all until 1990's) = $1.00 each
Many Magazines = $ ???

Email tj@oro.net
Thomas Ferreira
**Make offer for the whole lot. All it very good condition...

# 1836. Howto for Gemulator Classic (freeware)

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Tom <the.northerner@awinc.com>
Message-ID: <32EE5D9A.4A02@awinc.com>
Source record: 128986

In case anyone missed it in the emulators newsgroup, a gentleman was
kind enough to post how to make Gemulator Classic (recently released as
freeware) work with Tos 2.06.

I believe the thanks goes to William Jones for posting the following. I
have tried it with tos 2.06 and it works. I used dumptos to dump the tos
1.2 from my mega and it did NOT work. Note William says it does not seem
to work with magic_pc.os, but I have not tried that yet.
No, you don't need a card. Put GEMUL8R.EXE in the same directory as the
> Gemulator 96 demo. You need the virtual disk images that it contains.
> Here is the content of my GEMUL8R.INI file that should go in the same
> directory. Edit to your own specs.
>
> rams 8
> mono
> quick
> com2
> disk c: cdrive.vhd
> disk d: ddrive.vhd
> disk e: edrive.vhd
> magic magic_pc.os
>
> The OS file magic_pc.os should be in the same directory as well. I renamed
> TOS.IMG (tos2.06) to magic_pc.os to get this to work. I can't get the
> actual Magic rom image to work with this, however. Once GEMUL8R loads and
> lands you in the command screen, type the letter G to start the emulation.
>
> Also, while in command mode, you can change what OS file loads up by
> typing: magic <drive:\path\magic_pc.os> (without the brackets) to test
> other OS images on the fly. They can be located anywhere as long as you
> implicitely state the entire drive and path. The GEMUL8R.INI file
> basically holds individual commands (one per line) as you would type them
> in while in command mode.
>
> As far as I can tell, disk drive compatibility doesn't work the same as
> Gemulator 96 Windows. I can access files, read only, from a 135 meg
> Syquest removable cartridige, but can't reliably access my bigger
> partitions of up to 300 meg. Windows 95 won't let you write to partitions
> because it "locks" partitions from certain MSDOS programs. You have to use
> shdriver.sys, the Atari hard disk driver, which is included on the virtual
> C: drive file if you want to experiment in this area. Be careful!!
>
> Let me know if any of you have any luck or insights with this. I'd be
> intersted to know how to get 640x480 resolution in 16 colors. I currently

> have access to only the standard ST resolutions.
>

Good luck
Tom

# 1837. Re: Gemulator Classic

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Tom <the.northerner@awinc.com>
Message-ID: <32EE5F64.57DF@awinc.com>
Source record: 128987

I must say, I really like Gemulator Classic and the full screen emulation. Although last night, I loaded up Xboot, Geneva and Neodesk 4 on it.

Everything seemed to work, but somehow during the fun I was having, I managed to corrupt some files on the hard drive. Also, it showed my Neodesk 4 master disk as being corrupted (worry) but when I checked it aftewards, it was fine.

Tom

## 1838. Alas alack, windoze95 beckons

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: dave <dave@mbha.demon.co.uk>
Message-ID: <854483755.1023812.0@mbha.demon.co.uk>
Source record: 128988

Bummer.

I may be on the verge of getting a PC. Yeccch!

Soooooo. What is a TT worth? 20Mb TT-ram, 4Mb ST-ram. 512Mb HDD, Crazy dots 2 card (great for 1024x768x256 or 800x600x32k), software coming out of my ears.

Or should I just keep it?

Thoughts anyone?

--
dave

# 1839. Re: Adding SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: mike.harvey@worldnet.att.net
Message-ID: <32ee6aef.944325@netnews.worldnet.att.net>
Source record: 128989

On 28 Jan 1997 14:07:59 GMT, mlake@melake.erols.com (Marshall Lake)
wrote:

>I have a TT and I've had ongoing problems adding SCSI devices to the SCSI
>port. I've tried attaching a CD-ROM drive and other hard drives and have
>never been able to get them recognized by the system. I've tried attaching
>these devices while both removing and leaving in place the terminators on
>the internal port board to no avail. In the past I've given up with each
>device I've tried to connect to the SCSI port and instead have attached
>them to the ACSI port successfully in each case. But now I need to attach
>a flatbed scanner to the SCSI port. And again, I haven't been successful.
>Can anyone tell me what I might need to do to get a device attached to the
>SCSI port?
>TIA.
>
>--
>Marshall Lake - TEAM Software - mlake@melake.erols.com
>http://melake.erols.com http://melake.erols.com/~team
>http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

Not to make you sound stupid or anything like that, but have you
terminated the external device (either thru haveing terminating
resistors on the drives and/or an external SCSI terminating plug.

I have a TT and it's so much easier to setup SCSI devices on since I
got it over my Mega ST4 with ICD Link or even AdSCSI host adaptor.
Seems the TT takes about any SCSI signal, except for the
Quantum 1 gif Fireball that Quantrum sent me for my failed under
warrety LPS-540 meg drive. Miss that drive, it was FAST!!.

Or perhaps there's something wrong, have you tried different SCSI
cables? i've heard of problems with just a defective cable or bent
pin in the plug.

# 1840. Re: OCRjr for Migraph Scanner

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cll1b$2ld@ornews.intel.com>
Source record: 128990

In article <27696_please@no.spam.mail.here>,
please@no.spam.mail.here (please@no.spam.mail.here) wrote:
> Jeff Wisniewski
> P.O. Box 1243
> Newtown, PA 18940-0871
> jeffrey.wisniewski@microserve.com

Damien Jones says his email address is dragons-egg@genie.com but I haven't
got a reply yet; maybe tomorrow.

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# 1841. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5clkjk$2ld@ornews.intel.com>
Source record: 128991

In article <5ckerc$a6p@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>
>Rich Tietjens (Rich.Tietjens@atarinet.portland.or.NO.SPAM.us) wrote:
>: In article <5cgqd7$b1t@login.freenet.columbus.oh.us>,
>: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>: >The best VT100 emulator I used wasn't on the ST but the (REAL) Atari.
>
>: Excuse me? If an Atari ST computer isn't "real" then what, pray tell,
>is?
>
>It's REAL,just not the REAL Atari.I think Commodore made the Atari,but then
>again Commodore BECAME Atari and...

Uhhhh... No.

>Well,sufice it to say that it's all rather confusing.

Apparently.

>The whole design of the ST was always bizarre to me.The absence of a
>textual display being the biggest one.Next to that is trying to be like
>MS-DOS.(yuck!)

Well, let's try this:

Atari and Commodore have never had any business relationship whatsoever.

Jack Tramiel was once CEO at Commodore, and after being ousted by the Board
of Directors, purchased Atari from Warner.

The Atari ST was more-or-less his brainchild (although, obviously, he didn't
design it himself).

The lack of a "textual display" means that it wasn't necessary to come up
with some wierd kludge to convert a text-based word processor into a
grpahics engine (like IBM eventually did, and now, some 12 years after
introducing the IBM PC, the average Intel-based system has roughly similar
capabilities that an ST had in 1984/85).

I have no idea what you're attempting to say by "trying to be like MS-DOS."
You may be referring to the file system - which was based on CP/M, the only
real "standard" there was when both IBM and Atari were selecting an
operating system. Probably more by luck than any other way, TOS and MS-DOS
ended up with compatible file systems - which turns out to be very fortunate
for many Atari users. IF you don't happen to like it, that's fine -
everyone is entitled to an opinion.

But this is appraently an advocacy issue, so I have set followups.

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# 1842. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854486522_OASIS_@pwomar.demon.co.uk>
Source record: 128992
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <bwanga-2601970347290001@metricom34.ucsc.edu>
bwanga@cats.uc*sc.edu (Timothy A. Seufert) said:-

>This is probably not something I should butt into, but Rich says something
>that is simply not correct, during the process of flaming Peter
>Sinclair-Day for "spamming" comp.sys.atari.st:
>
>In article <5cdt3e$dmq@ornews.intel.com>,
>postmaster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) wrote:
>
>>I will explain this in small words, so that the other janitors at University
>>of Northern Iowa can translate it to whatever dialect of simian ASL you
>>understand.
>>
>>Your spamming costs me money.
>
>No, it does not.
>
>When a news message is crossposted to several groups via the Newsgroups:
>line, only one copy of the post is sent.

Quite right although I don't recall Rich posting to just the advocacy
groups of late but seeing as there is just one major cross-posted
thread there, this is not surprising.

>
>Your conception of what entails spamming seems to be rather different from
>most other people's, by the way. Having a few too many newsgroups
>included in the header is different from intentionally trying to shove
>your message into every group possible.

Yeah, the meaning of Spam is regularly being widened to include many
things. This falls under the "off topic crap" banner.

>I personally feel that the threat of cutting Peter's entire uni.edu domain
>off was excessive, rude, and an obvious attempt at bullying him into
>submission.

Also a threat I would think was as idle as very idle thing. Not
through lack of trying, I'm sure Rich would do his best to cut off the
domain but I somehow doubt off topic postings to a single group (and
not entirely off topic) warrants the cutting off of an entire
university! I don't know anything about this person you know (Chris
Lowe?) but if he has these sort of powers then I really hope he isn't
the pedantic fuckwit you imply him to be and I'm quite confident that

he isn't.

>Peter is annoying, but he is incredibly well-behaved compared
>to the sort of people who have gotten entire domains nuked in the past.
>Only an extremely objectionable act can justify cutting off thousands of
>users just to get at one offender and an uncaring sysadmin.

I would like to make it qite clear that this does belong in the
advocacy groups and this is the only posting of many on this thread
that I have also cross-posted to the general group so appologies for
this being off topic.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

# 1843. Ref: DR.T Software

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: John Dudley <HORIZON@aspects.net>
Message-ID: <01bc0d13$d52f0720$1638a4c2@default>
Source record: 128993

I am trying to find the Producers/Copyright holder of Dr.T music package.
It used to be run by Emile Tobenfield in Massachussetes but I cant seem to
track them down.
I need to contact them re Distributing the package in the UK.

Any help appreciated

John Dudley

# 1844. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32EE9455.55FD@cfcsc.dnd.ca>
Source record: 128994

Daniel Klugh wrote:
>
> Rich Tietjens (Rich.Tietjens@atarinet.portland.or.NO.SPAM.us) wrote:
> : In article <5cgqd7$b1t@login.freenet.columbus.oh.us>,
> : dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
> : >The best VT100 emulator I used wasn't on the ST but the (REAL) Atari.
> : Excuse me? If an Atari ST computer isn't "real" then what, pray tell, is?
> It's REAL,just not the REAL Atari.I think Commodore made the Atari,but then
> again Commodore BECAME Atari and...
> Well,sufice it to say that it's all rather confusing.

Ahhemm. that's an understatement! :^)

> The whole design of the ST was always bizarre to me.The absence of a
> textual display being the biggest one.Next to that is trying to be like
> MS-DOS.(yuck!)
> The Doctor

I think you are _really_ confused.
Tramiel did Commodore, Nolan did Atari.
Tramiel left Commodore, bought Atari, voila la ST!
Commodore still existed after Tramiel left (for a while anyway :^)
ha ha
abscence of textual display??!
oh dear
NeXT to that is trying to be like MS DOS???
are we talking about the same computer system??

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

## 1845. Q: Papyrus and MEMORY.SYS---------->><>

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970128233352.15188A-100000@acs2.byu.edu>
Source record: 128995
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi you all:

I was -probably- messing with the assign.sys file. Now Paryrus
doesn't want to print; it reports:

Gdos driver MEMORY.SYS not found
It should be present in the "ASSIGN.SYS"
file with the device # 61

When I boot, I can see that MEMORY.SYS is loaded. I run NVDI. My
ASSIGN.SYS includes the device #61

PATH = C:\DRIVERS
1P SCREEN.SYS
2P SCREEN.SYS
3P SCREEN.SYS
4P SCREEN.SYS
5P SCREEN.SYS
6P SCREEN.SYS
7P SCREEN.SYS
8P SCREEN.SYS
9P SCREEN.SYS
10P SCREEN.SYS
21 FX80.SYS
31 META.SYS
61 MEMORY.SYS

What's wrong with it? Could you check yours please? Atari Works
doesn't have any problem printing, and it uses all the fonts that papyrus
uses. I have MEMORY.SYS and the same ASSIGN.SYS in 3 places
C:\
C:\DRIVERS;
C:\GDOS.
Nothing happens :(.

( ( ( ( ( ( -F. ) ) ) ) ) )
UTAH * USA * 1997

# 1846. STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: gerdw@wa.caeci.ol.ni.schule.de
Message-ID: <HA3DBEVIUP@wa.caeci.ol.ni.schule.de>
Source record: 128996

Hello!

Does anyone know, if STIK is still alive?

I heard nothing about it for a long time.

Will we get CSLIP or PPP any time?

Greetings

Gerd
--
Gerd Walter, Stubbenweg 23, 27753 Delmenhorst, Germany
E-mail: gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter)
Tel/Fax +49/4221/83544. Please Phone Before Fax.
http://www-pluto.informatik.uni-oldenburg.de/~caeci/home-d.htm

# 1847. FS: Atari stuff..

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32EE3D8A.7A68@intuit.com>
Source record: 128997

-2 Atari ST ergonomic joysticks

I have a couple of Atari ST Joysticks that I no longer use.
They are both the ergonomic type that fit in your hand
(your hand wraps around the body of the joystick) and your
index finger triggers the 'shoot' button. Anyway, if you're
interested, let me know.. I probably paid $50 a piece for 'em
way back in the 80's, but obviously they're not worth that
much now. Make me an offer.

-Sim City Atari ST

I have the original disk, packaging, and code sheet (their
version of copy protection). Make me an offer.

-Micro League Baseball ST

I believe I have all of the original packaging for this
game except the original box. Comes on 3 floppies.
Make offer.

-Mark

mark_fassett@intuit.com

## 1848. FS: Atari stuff..

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <32EE3D35.5706@intuit.com>
Source record: 128998

-2 Atari ST ergonomic joysticks

I have a couple of Atari ST Joysticks that I no longer use.
They are both the ergonomic type that fit in your hand
(your hand wraps around the body of the joystick) and your
index finger triggers the 'shoot' button. Anyway, if you're
interested, let me know.. I probably paid $50 a piece for 'em
way back in the 80's, but obviously they're not worth that
much now. Make me an offer.

-Sim City Atari ST

I have the original disk, packaging, and code sheet (their
version of copy protection). Make me an offer.

## 1849. atari 1040st w/color/mono/modem/huge hardisk

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Mark Wesolowski <wesolowski@hns.com>
Message-ID: <5clvrv$9fd@hnssysb.hns.com>
Source record: 128999

tons of software (really like 1000 tiles or more)
hundreds of magazines and floppy disks,
300+ meg of harddisks with atari interface.
Please email me at: wesolowski@hns.com

# 1850. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854492412_OASIS_@pwomar.demon.co.uk>
Source record: 129000

In article <19970126221545224443@tachyon.demon.co.uk>
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) said:-

><!ynoT> wrote:
>
>> Is it illegal to copy and pass to someone a Tos Image? if so then who
>> would be the injured party? ie: who owns the Copyright ?
>
>Of course it is. Whether Atari themselves exist or not, copyright is
>still valid for something like 50 years unless Atari were to place TOS
>in the public domain.

I understand a patent expires after 20 years no matter if they exist
or not. Copyright exists for 50 years after the authours death so as
far as companies I have no idea, but sadly I'm pretty sure it's still
a crime.

--

---

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

# 1851. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854492824_OASIS_@pwomar.demon.co.uk>
Source record: 129001

In article <5cec9k$nat@ornews.intel.com>
Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) said:-

>By "killfile" I mean a file which is compared to the headers of new
>articles, and if a match is made, the article is marked "read" and not shown
>to the user. Ideally, this takes place at such a level that when "read for
>offline" is selected, the "killed" articles are skipped during download.
>
>Typical killfile (this one is from NewsXpress on my Win95 box here at work):
>
>/control
>;ignore
>:+atari@teleport.com
>/*
>;chat to girls
[snip]
>For reference: lines beginning with a slash indicate a newsgroup name;
>lines with a "+" as the second character indicate "auto-select" (that is,
>"get these immediately") and all others are "shoot on sight" - if it has an
>"@" in it it's a From or Reply-To address, else it's a subject.
>
>I would like to be able to compare ANY header, however, so if you're going
>to add a killfile capability to Newsie (please? <G>), the "kill" lines ought
>to indicate the header to be checked. I'm not sure how to interface that,
>but I think I'd put up a window with a "indicate line(s) to select/kill on"
>prompt, and show the leftmost 76 characters of each header line.
>
>Of course, the killfile should be stored in plain ASCII so that it's easy to
>edit with a tesxt editor; that way, if the user has selected "Path:" as a
>kill line, he can pick out just the server(s) to kill (can you say
>"CyberSpammo?")

The way NOS does this seems quite a god way to do it. It is an ascii
file, to use it you jst give the header line and the pattern you don't
want enclosed in wildcards, any line begining with ! is kept even if
other rules say it should be killed. A snip from my killfile:

From: *howardk@netcom.com*
From: *quanwei@cyberway.com.sg*
From: *theweb.demon.co.uk*
!Subject: *walkthrou*
!Subject: FS:*
From: *Ambassador@FourthWorld.com*
From: *chrisb@apiltd.demon.co.uk*
Subject: *N64*

Subject: *which news group*
Subject: *awsome prices*
Subject: *charter*
Subject: *mod chip*

It seems a good way to do it, it appears to offer complete
felexibility as you don't need to specify the header line, it's just
treated like normal text.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

# 1852. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854493110_OASIS_@pwomar.demon.co.uk>
Source record: 129002

In article <32f0e88b.49593422@news.univie.ac.at>
roedaal@audiophile.com (Christian Roth) said:-

>On Fri, 24 Jan 97 20:16:59 GMT, Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
>(Rich Tietjens) wrote:
>
>>AFAIK, the only way to get filtering on the ST at this time is to use
>>NOSPOP3 with Oasis 1.45; all of your mail and newsreading will be done
>>off-line in this case. NOSPOP3 supports either static or dynamic IP
>>addressing under PPP, but only static IP under SLIP.
>
>Thanks for the info. Is Oasis a reliable program nowadays? My last experiences
>(a few months ago) were not too promising on my falcon.

I expect you tried Version 2, most people prefer the older Versions
V1.35 or abouts, these use the NOS program for the online stuff which
is quite good for most uses. And it's very stable, Oasis has quite a
few bugs that cause it to crash, most are avoidable, they normally
happen when you ask to do something and then change your mind or when
Oasis has not indexed a group properly. No data is lost, just double
click and 2 seconds later Oasis is back, it's not really a problem.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

# 1853. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854493868_OASIS_@pwomar.demon.co.uk>
Source record: 129003

In article <854392682_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk (Guy Harrison) said:-

> In article <5ce2j1$qin@nnrp1.news.primenet.com>
> rojewski@primenet.com (John M Rojewski) said:-
>
>>Are we talking about cancelling posts here, or a "selective mass
>>download" sort of thing. I'm interested to see what is being asked
>>for. Please define "killfile" in a way that I can understand it.
>
>Basically the killfile specifies automatic rejection based on a match
>in the header. Something like the following ...
>
>Newsgroups:*comp.sys.atari.advocacy*
>From:*sinclap*
>From:*jedi*
>Subject:*jpg*
>
>.. but I've no idea if there's an RFC on killfiles or not. I doubt
>there's any rules on how you perform the match (seems to be a GREP
>type pattern match defaulting to case insensitive) or any rules on how
>the KILLFILE is structured, but I guess there would be something
>specified on what NNTP rejection code should be passed back to the
>news server, possibly 435 or 437?

I didn't expect any Killfile RFC and a quick search of the index
suggests that one does not exist, it's not the sort of process that
requires a RFC really. The only thing that need be RFC compliant is
how it decides go get and not get the articles.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.
---

# 1854. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854492634_OASIS_@pwomar.demon.co.uk>
Source record: 129004

In article <5ce2j1$qin@nnrp1.news.primenet.com>
rojewski@primenet.com (John M Rojewski) said:-

>On 24 Jan 97 20:16:59 G, Rich Tietjens wrote:
>>In article <32f137e1.21487547@news.univie.ac.at>,
>> roedaal@audiophile.com (Christian Roth) wrote:
>>>
>>>Which e-mail and/or newsreader programs allow filtering? I have tried a
>>>demo of antmail and newsie recently but didn't find anything relative in
>>>the menus.
>>I'm working on a backward-style article killer for Newsie that would let you
>>"read for offline" and then run the killer to delete articles which fir the
>>criteria you select; but that's really only a stopgap until John gets a real
>>killfile into Newsie. It would be much better to NOT waste time downloading
>>things just to delete them.
>>
>Are we talking about cancelling posts here, or a "selective mass
>download" sort of thing. I'm interested to see what is being asked
>for. Please define "killfile" in a way that I can understand it.

We are talkning killfiles (filters) rather than cance/control
messages. With a killfile the headers are downloaded and processed
according to the rules set in the killfile which decides if the
article should be fetced or not.

--

---

Paul Womar - Just your average Atari user on the verge of sanity.
Please do not crosspost newsgroup followups to this address.

---

# 1855. Sex Sex Sex

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <5cm224$kvk@irk.zetnet.co.uk>
Source record: 129005

Whats all this sex talk on the Net, I've not found any yet and it's not for the want of trying, all I find are crass pictures of naked and semi naked people sticking various parts of their anatomy into various orifices on each others bodys but no real sex where is it? what is the perceived problem??
Bullshit

Regards,
James ��������

|\ _____ * *
|/ock |roll  An tari user
|\ | <------->


james.pirie@zetnet.co.uk

Telephone, (voice) 01571-855327
,, (Mobile) 0378 779120

# 1856. Re: Grabbed TOS roms

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ckii8$bqq@login.freenet.columbus.oh.us>
Source record: 129022

Simon Mooney (smooney@es.co.nz) wrote:
: Does anyone of a place where I can find a set of grabbed TOS roms to use
: with Gemulator, or a ROM grabber to use with an Atari to take a copy of the
: TOS 1.6 Roms out of ST?

Can't you just start up your ST and save the ROM OS to disk like on the Atari?
I know that ST BASIC has a BSAVE command.
--
The Doctor

# 1857. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ckeet$9u5@login.freenet.columbus.oh.us>
Source record: 129023

Hallvard Tangeraas (hallvart@sn.no) wrote:
: On Sun 26-01-97 18:46, Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:

: >The Connect I used used a GEM window and only had 14 lines!!!

: It's possible to configure how many lines you want to use as well as width,
: character set etc.
: There's definitely no 14 line limit in Connect!

Well if you're going to use a monochrome monitor,you're going to get more
lines.

: >Of course GEM is so slow that you can actually see the flicker which
: >occurs when the bit-planes are out of sync.
: >(with TOS programmes,the bitplanes are out of sync for so little time that
: >it's invissible.The BIOS probably scrolls a line at-a-time instead of a
: >bitplane-at-a-time)
: >And the mouse cursor was invissible when text was coming in.

: Well, I'm not quite sure what you're talking about- perhaps you're talking
: about an occurence when using a colour display? I've been using Connect in
: hires mono and it's been looking good from here.

Well obviously you can't get a colour flicker on a MONOCHROME monitor!
Anyway,it's a moot point since you're only using one bit-plane and hence
there's no other bit-plane for it to be out of phase with.

: It's not any slower than any other GEM program regarding the display.

That's sort of the point.It's a GEM programme and inherently slow.

: I guess NVDI will help increase speed however, in all GEM programs.

I keep seeing "NVDI" mentioned.What the hell is it?!?
(can't people usde English anymore;what's with the codewords!)

I have something called TurboColor that seems to speed up the GEM
filemanager and ST BASIC.I wasn't using it at the time,but the 14-line
limit makes the point moot.
--
The Doctor

# 1858. Re: GFA draft to AutoCad

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-2801970852330001@47.85.0.99>
Source record: 129024

In article <32e96cf6225a40@sn.no>, pmonstad@sn.no (Paal Monstad) wrote:

> Hi,
>
> Is there a way to convert GFA draft files to AutoCad files? I know I can
> save GFA draft into GEM files, but can these files be converted into any
> AutoCad format?
>

There is a GFA to DXF converter somewhere, a copy was on one of the ST
Format cover disks.

It had a limit of (I think) 64K on the file size.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

# 1859. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ckerc$a6p@login.freenet.columbus.oh.us>
Source record: 129025

Rich Tietjens (Rich.Tietjens@atarinet.portland.or.NO.SPAM.us) wrote:
: In article <5cgqd7$b1t@login.freenet.columbus.oh.us>,
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
: >The best VT100 emulator I used wasn't on the ST but the (REAL) Atari.

: Excuse me? If an Atari ST computer isn't "real" then what, pray tell, is?

It's REAL,just not the REAL Atari.I think Commodore made the Atari,but then
again Commodore BECAME Atari and...
Well,sufice it to say that it's all rather confusing.

The whole design of the ST was always bizarre to me.The absence of a
textual display being the biggest one.Next to that is trying to be like
MS-DOS.(yuck!)
--
The Doctor

# 1860. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ckffa$abl@login.freenet.columbus.oh.us>
Source record: 129026
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Brian Quinlan (quinlan@sfu.ca) wrote:
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

: >Once again,this could be implemented as a shared library or server process.
: >(you might have to add simple rudimentry functions to the graphics driver
: > like the ability to allocate and find the graphics memory buffer)

: It is implemented as a shared library.

Then it's application level,since it's part of the process's code section.
(and and data and bss)
At least from a UNIX point of view.I didn't think they had libraries on
the Mac.(unless you're counting the "resources")

: >How would I delete more than a single line with PICO!?!
: >(PINE's editor)

: Change the editor to vi.

How do I do that from Tin 1.2 PL2?

I always wondered why sysops never wanted you to have access to vi.
I assumed it was because they didn't want you shelling to DOS,but it
seemed to me that changing the "SHELL" varrible to "/bin/true" (or
whatever) would keep vi from running "sh".(or whatever)

Of course I don't know if there's anything that would keep you from
writing out the file to a different name.

You could have the BBS (or Gopher,in my case) run vi as a user-id that has
no meaningful access,but with the same group-id as the edit-file.
(which would have the user-id of the BBS)
Then,even if you could hack your way to a shell,it would be pretty damn
useless.
--
The Doctor

# 1861. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ckher$b7s@login.freenet.columbus.oh.us>
Source record: 129027

Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:
: In article <5cgppb$9e0@login.freenet.columbus.oh.us>,
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

: >Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:

: >: No. AVI is just a simple movie format. QT is a generalized format for
: >: data played over time (QT tracks can contain all sorts of different
: >: things). QT is also a complete set of operating system calls to manage QT
: >: data, so that if you are a programmer, you don't have to worry about the
: >: details of it yourself.
: >
: >Once again,this could be implemented as a shared library or server process.
: >(you might have to add simple rudimentry functions to the graphics driver
: > like the ability to allocate and find the graphics memory buffer)

: Many microkernel operating systems implement the *file system* as a user
: mode process. Does this mean that the file system is no longer part of
: the OS, just because it doesn't execute in the kernel address space or
: supervisor mode?

It's a device driver.

By that logic,a FTP server is part of the OS because it can be use by more
than one process.The same goes for grep.
(awk goes under the heading of "programming language" really)

: QT is in fact a set of shared libraries. Nonetheless, it is a service
: offered by the Mac OS to application programs. The main reason QT is
: implemented that way is so that it doesn't needlessly occupy memory while
: it isn't being used.

(hmn,I guess I should've put the previous after this paragraph,instead of
before it)

It's a service of a shared library.It's like saying that your term programme
is a "service offered by a OS".

: >: BTW, next time you reply to something, please trim the parts of the post
: >: you aren't responding to.
: >
: >How would I delete more than a single line with PICO!?!
: >(PINE's editor)

: I really haven't the faintest clue. PICO is nice and easy to use, but it
: seems to be deficient in capabilities. Not that I'm a wizard with UNIX
: text editors; I refuse to learn vi unless I really have to and I know just

: enough EMACS to get by.

Are you kidding,it's a nightmare.No commands/key-bindings to go to the
beginning/end of a line,nor to skip words.I'd rather use vi!
I used Elvis on the PC (with Linux and MS-DOS),it's even better!
OF course now I'm stuck with using the Atari ST and HCS.
The ST has a fast enough RS-232 port,but term programmes want to use the
GEM interface.
(also no text mode,but HCS 80-column term programmes use graphics mode anyway.
Of course they only have to scroll a 8k screen.Ice-T does this by memory
indirection(it simply tells line 24 that it's now line 23 and so forth)
Flicker-Term uses two alternating 40-column text screens to achieve
80-columns)

And my Atari has no good RS232 interface.A fixed disk drive would be nice too.

I guess I'll use Uniterm once I figure out how I get it to run XYZ so that
I can use Z-modem.ANSITerm (with it's 320x200 display) till then.

: (followups set to comp.sys.atari.advocacy, since this belongs there)

I can't get that.
--
The Doctor

# 1862. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ckhhe$b8h@login.freenet.columbus.oh.us>
Source record: 129028

Rich Tietjens (atari@teleport.com) wrote:

: >dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
: >
: >>How would I delete more than a single line with PICO!?!
: >>(PINE's editor)
: >
: >Change the editor to vi.

: Or use the Pico "block" command (control-shift-6).

If you mean the ^^ command,it doesn't work!
(I've just tried)
--
The Doctor

# 1863. Re: Gemulator and games??? Has anyone got their games working?

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <32edcdb4.2642962@news.demon.co.uk>
Source record: 129029

On Fri, 24 Jan 1997 20:20:59 -0500, Brian Sturk <bsturk@nh.ultranet.com> wrote:

>I have tried a couple of games. Tower Toppler, Time Bandit, and OIDS on
>Gemulator and can't get any to work. The old version of the demo is the
>only one that supported Atari Disk mode and it ran none of these games.
>I haven't tried out any others. These are the original disks and I am
>using a 2.06 disk image TOS. Any input greatly appreciated. (I gotta
>play Time Bandit again!!!)

Oids at least was heavily copy-protected, so is hardly going to work if loaded from a PC disk drive. I suspect Time Bandit was protected too, and Tower Toppler (aka Nebulus?) was as well. I've tried Gemulator with some, ahem, backups and they worked okayish. Speed's a bit wobbly, crashes quite regularly. Unfortunately all the old tricks like using the border area (50/60hz flick) and swapping the colour palette to give more colours don't work properly; the former doesn't work at all, the latter is too slow, they aren't synching it right.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 1864. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ckjsc$cil@login.freenet.columbus.oh.us>
Source record: 129030

Frank Charlton (frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk) wrote:
: <!ynoT> wrote:

: > Is it illegal to copy and pass to someone a Tos Image? if so then who
: > would be the injured party? ie: who owns the Copyright ?

: Of course it is. Whether Atari themselves exist or not, copyright is
: still valid for something like 50 years unless Atari were to place TOS
: in the public domain.

Which,of course,is utter rubish!

TOS is what makes the ST GO.If you restrict distribution you force
programmers to programme for TOS 1.0!
Rather than that,they'll probably just make it so it won't work with old
STs or they'll violate the OS like everybody does on the PC.

Look at the Atari,DOS usually came on a game disk (depends on the
game),and always with a new disk drive.
And while the OS was in ROM,it was a cartridge that could easily be
swapped out.

The newer XL didn't have the cartridge ROM OS,but it had RAM under the ROM
which meant that you could load OSes from disk.Even better!!!

I assume that TOS is re-locatable,so I assume you can load other TOSes
even on a machine with TOS built-in.(but it's kinda huge)
Isn't there a OS that's like TOS but with no multi-tasking or anything
else to get in the way?
Of course games probably wouldn't work with it.The same problem occured
with the atari but Atari corp. simply distributed a disk with the old OS
on it.(don't know how much it was,though)
And "translator" OSes are available from PD/shareware sources,as well.

That's the nice thing about Linux,it's completely FREE!!!
You can always imediatly upgrade to the latest version of systemic programmes.

--
The Doctor

# 1865. Re: what is needed to run caf in high resolution?

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5ckjtg$o79@einstein.ebicom.net>
Source record: 129031

Mark Fassett (mark_fassett@intuit.com) wrote:
: >
: > I'm asking myself if I couldn't make life easier for my eyes... I had an
: > excellent oppertunity to get a 21" monitor and did so.
: > But for now, I am not sure how I can achieve a satisfying resolution, such as
: > 1024*768, or, if ever possible, higher, with my Falcon.
: > What I am owning at present (Screen Wonder Pro) doesn't like Cubase Audio. The
: > screen starts to "flicker".
: >

Hey....try vi!
You can get it at ftp://ftp.cnam.fr/pub/Atari/Falcon/

Brian

# 1866. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2801970249570001@metricom04.ucsc.edu>
Source record: 129032
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5ckffa$abl@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Brian Quinlan (quinlan@sfu.ca) wrote:

>: It is implemented as a shared library.
>
>Then it's application level,since it's part of the process's code section.
>(and and data and bss)
>At least from a UNIX point of view.I didn't think they had libraries on
>the Mac.(unless you're counting the "resources")

As I pointed out before, many microkernel operating systems (including
microkernel variants of UNIX) implement their file system as a user
process. By all reasonable definitions, the file system is part of the
operating system. The address space and CPU mode a piece of code run in
do not determine whether it is part of the OS or not.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

# 1867. how to run *.com & *.atr files using xlit016 and xf25 Atari emulators

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Tracy
Message-ID: <01bc0d0a$c4f5ac00$08bcaec7@phil>
Source record: 129033

Hello, I am a newbie with a question concerning how to run *.com & *.atr files using xlit016 and xf25 Atari emulators. Can you explain what is the difference and between these extension and please explain (in some detail as I am a newbie) how to run these files? Thanks.

Tracy

Please respond to 104317.440@compuserve.com

# 1868. Nemesis Benchmarks available

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <53382992_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 129034
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

If anyone is interested in looking at some Nemesis benchmarks then take a look at my website. I've benchmarked my Nemesised Falcon and put the results there!!

Enjoy! :)

Gary

--

---

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

---

# 1869. Re: Ad.Lib BBS is closing (LONG MESSAGE)

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970128133528160727@tachyon.demon.co.uk>
Source record: 129035

<!ynoT> wrote:

> I will have to pay at least one final visit, but it feels like going
> to see a dying relative :(

Don't think like that! More like one going on a very long overseas
journey :)

> Went onto adlib...nothing there ? empty? whats all this I thought, it
> was my timing again as the crash had just happened,

Your timing always was immaculate :)

> and her tag lines? I have to admit to skimming through a lot of her
> posts just reading the tag lines....winnie the p.. hehehe

Yep, we all miss Jess. Maybe one day she'll run a search engine on here
own name and come across these posts... :)

> Phone: Its only me Andy Curtis, Sysop of AdliB calm down hahaha
> Me: Long pause.....BARSTEWARD!
>
> And that was my first ever encounter with Andy...and I still haven't
> got him back yet :)

Hahahaha! He never told me about that, I had no idea! What a swine! I'll
email you his private number, Tony... ;-)

> Will you be at the ATARI shows, you and Andy?

I doubt Andy will, unless I drag him along like I did last year. I very
probably will be though, as I had so much fun at the Birmingham show
last September ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 1870. Re: State of the World of Atari?

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970128133532160962@tachyon.demon.co.uk>
Source record: 129036

ComDungeon <comdungeon@aol.com> wrote:

> Shareware market? What about Europe... I know ST Format went under along
> with several top retailers; what is the state of Atari in England? Is
> Goodmans still around?

Goodmans are indeed still around, as are System Solutions, Floppyshop,
Titan Designs, LAPD et al. Don't forget Atari Computing originates in
the UK too ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 1871. Re: Joust

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970128133530160881@tachyon.demon.co.uk>
Source record: 129037

Clive F. Booth <clive@lapd.demon.co.uk> wrote:

> As one of the PD companies that Atari threatened to unleash their
> legal department on, I can assure you that Joust is most definitely
> NOT PD ... but there is a similar game in the PD called 'Wing Lord'.

Yep, I thought so.

> My memory may be failing but I believe they threatened libraries about
> Neochome Master too. We certainly felt a strong compunction to
> withdraw it from our lists.

As I said, I remember the furore as I was with STF at the time. Neo
Master was on the forbidden list, I'm 90% sure.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 1872. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970128133529160820@tachyon.demon.co.uk>
Source record: 129038

<dpj@delphi.com> wrote:

> BTW, has anyone heard anything about RatSoft 3.0 yet?

I've given up on it, Dana. It seems to be the same syndrome as the much promised MichTron 3, remember? :) What is it with BBS software and version 3? :)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 1873. Re: "THE" original Atari ST Prototype

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Doug Kendall <dkendall@facstaff.wisc.edu>
Message-ID: <32EE27FA.764F@facstaff.wisc.edu>
Source record: 129039

Curt,

The prototypes for the ST and the STe sound most interesting. I would urge you to contact the Computer Museum in Boston to see whether they would be interested in adding one or both to their collections, where they would be preserved for public exhibit and historical research for future generations. Should you be in a position to donate, this would be tax-deductible (to the extent provided by law). You can find their collecting criteria at:

http://www.tcm.org/history/donation-cri.html

(The Museum's history timeline on the web page isn't up to 1984/85 yet, but I would nominate
the ST prototype as a possible addition.)

Cheers,
--
Doug Kendall, Curator of Domestic Life
State Historical Society of Wisconsin, Museum Division
816 State St., Madison WI 53706; (608)-264-6552
e-mail: dkendall@facstaff.wisc.edu

Curt Vendel wrote:
> To anyone interested in a true museum collectors piece:
>
> The first made Atari ST:
> This is the hand wire wrapped prototype of the Atari ST line of
> computers, this baby is HUGE,
>
> I have come across this rare find, however I am not an ST collector
> and this item will do better in the hands of a collector who appreciates
> such a rare item.
> The 2nd item I have is a very nice prototype, about 2' X 2', this is
> marked ATARI EST, it is in fact the prototype of the Atari Mega STe
> system. The unit is quite nice and has some very interesting handwired
> areas, an excellent board to examine.
>
> Please make all offers to: cvendel@aol.com
>
> Curt

# 1874. Re: looking for atari st distributors

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: !ynoT
Message-ID: <32eed4ea.964185@news.airtime.co.uk>
Source record: 129040

On 28 Jan 1997 05:25:05 GMT, "denny" <ldarmstrong@kih.net> wrote:

>can anyone get me any ditributors addresses and phone numbers for Atari ST?
>Anything I can get would be greatly appreciated. Also I would like any info
>on
>pd sites

Read your message, investigated your message headers, but still no
clue as to what country you are in, or even which side of the world
you are from ? :)

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 1875. Lascan and ET4000 Upgrade!

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: wolf39@juno.com
Message-ID: <5cl3fe$5ds$1@news.ptd.net>
Source record: 129041

Can someone help me on the lascan program. Someone told me it is for a Falcon only but I am not really clear on what it does. I think it is for the auto-switch overscan but I don't even know what that is.

I also downloaded an ET4000 upgrade thing. I know you can buy the Panther which uses the ET4000 card or you can actually build an ET4000 adapter for the mega ST's DIY port. (I assume the port beside the processor). Anyway I am pretty capable of making upgrades etc. so I need someone to convert it to english from german and to explain to me just how it works. Thanks alot everyone.

Please do not send email as I can' read it right now :)

# 1876. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5cl48r$nu8@m1.cs.man.ac.uk>
Source record: 129042

In article <5ckjsc$cil@login.freenet.columbus.oh.us>, dklugh@freenet.columbus.oh.us
(Daniel Klugh) writes:
>Frank Charlton (frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk) wrote:
>: <!ynoT> wrote:
>
>: > Is it illegal to copy and pass to someone a Tos Image? if so then who
>: > would be the injured party? ie: who owns the Copyright ?
>
>: Of course it is. Whether Atari themselves exist or not, copyright is
>: still valid for something like 50 years unless Atari were to place TOS
>: in the public domain.
>
>Which,of course,is utter rubish!

The statement is correct - I assume you mean that it is not good that it
is true?

>TOS is what makes the ST GO.If you restrict distribution you force
>programmers to programme for TOS 1.0!

Yes, unfortunately this is true. The ONLY reason that many of the features
that have been added to the AES/VDI (toolbars, offscreen bitmaps, list-box
objects etc.) are not used in most programs is because they have to support
the old versions.

If you dont support the old versions people moan, so many programs simply
make no use of the new features. The Behne brothers have released freeware
programs WDIALOG and ENHANCER which add extra AES/VDI features to old
versions which has helped, but still many programs make no use of these
extra features. :-/

[WDIALOG adds MagiC features to other AES's, and ENHANCER adds NVDI features
to old VDI's.]

Anthony
--

------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
---------------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
---------------------------------------------------------------------

## 1877. Maggie 22...

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <16818@gos.ukc.ac.uk>
Source record: 129043

```
Maggie Issue 22 Release
-----------------------

The Maggie team are pleased to announce the release of issue 22 of
"Maggie" a FREE disk-magazine for your Atari computer, with news,
reviews, interviews, humour and programming help (amongst loads of
other things)

The requisite files have now been uploaded to ftp for your enjoyment:

magg22st.zip (754,885 bytes) ST/Falcon version
magg22f1.zip (1,001,236 bytes) Falcon-enhanced version
magg22f2.zip (557,915 bytes)

...and have been put on the following sites:

Probable directory:
ftp.uni-kl.de (pub/atari/diskmagazines)

It should also soon be on the following (when the upload stops
crashing out on me):
ftp.cnam.fr (pub/Atari/incoming)

If you have problems with download, or want it put on another site,
please contact us and we'll do our best to make it more available.
At a pinch we can email it or something...

Steve Tattersall [tat] s.j.tattersall@cms.salford.ac.uk
--
-------------------------------------------------------------------------
Neil Jones-Rodway UNIVERSITY OF KENT
AT CANTERBURY ####
-------------------------------------------------------------------------
```

## 1878. Atari ST mouse getting old...

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: gfacini@gov.nb.ca
Message-ID: <5cl63c$i7g@agate.nbnet.nb.ca>
Source record: 129044

Sorry to have to repost this message but for some
reason I lost the replies to which I was supposed
to forward to my friend. If the two people who
responded to my first post could re-respond either by
private email or on the group I would greatly appreciate
it.

My friends Atari ST mouse is getting old and not working
appropriatly. He wants to know if he can use a Microsoft
compatible PC mouse and if so how?

Thanks in advance for the reposting,

Gino Facini (gfacini@gov.nb.ca)

# 1879. TT030 images/pictures needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970128134709202903@tachyon.demon.co.uk>
Source record: 129045
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
-----BEGIN PGP SIGNED MESSAGE-----

Hi all,

I'm working on a possible article at the moment about the TT, and I have
no pics of the damned machine :)

Does anyone have any images in any of the usual formats (GIF, JPEG etc.)
of any part of the TT - interior motherboard shots, exterior shots,
whatever? I'm after anything I can get - if anyone has any existing web
resources or ftp links to TT info, it would be appreciated too.

If you can help, please either upload via ftp to
ftp.demon.co.uk/pub/atari/incoming/ along with a little note, or email
the images to me at frank@tachyon.co.uk, please.

Thanks in advance for any help ;-)

ATB, Frank.

-----BEGIN PGP SIGNATURE-----
Version: Pretty Safe Mail 1.0

iQCVAwUBMu4DFJRUNQJyemzxAQF6rwP9GwAIn2Oozy7iQjK/MZjQgBAsk6RZadj3
d93zhIzaJ9EJF4Zdatfp7EkwoGfuETHg0B6SJjyGfK60Q6XFBQW8+OIgB9wZT/sm
FQs5gHISGTykrX2X/K0weeNQ5Ht34KLB/Ro4FGMRMRBWdVSNVDBopnOP9HsFCVY9
Q/E+nxI1bPk=
=g7E6
-----END PGP SIGNATURE-----

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk
```

# 1880. Re: Will Epson Stylus 200/500 work with NVD

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: student@wizard.ae.krakow.pl
Message-ID: <32EE9F3E.72BD@wizard.ae.krakow.pl>
Source record: 129046

John Godbey wrote:
>
> My stylus 500 works very well with the NVDI 4 driver.
>
> John
>

Thanks for info

Maciek

## 1881. Adding SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn5erggv.d5a.mlake@melake.erols.com>
Source record: 129047

I have a TT and I've had ongoing problems adding SCSI devices to the SCSI port. I've tried attaching a CD-ROM drive and other hard drives and have never been able to get them recognized by the system. I've tried attaching these devices while both removing and leaving in place the terminators on the internal port board to no avail. In the past I've given up with each device I've tried to connect to the SCSI port and instead have attached them to the ACSI port successfully in each case. But now I need to attach a flatbed scanner to the SCSI port. And again, I haven't been successful. Can anyone tell me what I might need to do to get a device attached to the SCSI port?
TIA.

--
Marshall Lake - TEAM Software - mlake@melake.erols.com
http://melake.erols.com http://melake.erols.com/~team
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

# 1882. Re: Differences: STacy & Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32EE2581.167EB0E7@fir.fbc.com>
Source record: 129048

Brian,

If your looking for a STacy, call Bruce at B&C Computervisions, he has them for $499, he may even have them still in the original boxes!

Now if you really want a HOT Atari ST item, try finding yourself an Atari ST Book laptop, its basically a STacy, but it only weighs 5 pounds! and its about 2" thick, its a truly beautiful laptop. It took me 5 months to track one down, not an easy task, its even harder since most of them were sold in Europe and only a small handful (about 30-40) were made in the English/QWERTY versions.

408-986-9960 (B&C Computervisions)

Curt

## 1883. Tos Loader

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <01bc0d42$a3edbb00$323bd4cc@Primenet.Primenet.com>
Source record: 129049

Does anyone out there have a TOS loader,a program that loads TOS
from a file?I need to run TOS 1.4 on my STe that has 2.06 installed.I have
an .img file,but it's no good without a program to load it,and these
programs do exist according to several people I've talked to.If someone
could e-mail me one I would really appreciate it,and if you like games I
could send you some for that trouble,or whatever else you want,I have a
huge collection of ST stuff.Thanks.-Satcom2

# 1884. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: mccallum@earth.inwave.com
Message-ID: <mccallum-ya023180002801971159320001@news.alpha.net>
Source record: 129050

>Koos has a feature list at http://www.worldaccess.nl/~kooskuil/octofeat.htm
>and also provides updates from his Web site (in parallel to FANfiles
>distribution).

Brilliant Rich! Thanks, that's exactly what I'm after, I'll be adding it
shortly...

- Andy

## 1885. help! - 2 used software firms

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: wiz0wor@htc.net
Message-ID: <5cldvh$t31@ns.htc.net>
Source record: 129051

Does anyone know the current phone#/business#/BBS/email/web addy of
- Cent$ible Software
- Bare Bones Software [used web search: not right ones!]

lost all my refs to these two firms, save one, but #'s all been
changed.

(this is being sort of crossposted, since the two firms handled
multiple software platforms and categories - Apologies.)

Thanks!

## 1886. Robinson's Requiem

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <001_9701281207@conchbbs.com>
Source record: 129052

a > I've been getting killed over and over by the tyranasarous rex
a > or what ever it is.

1) You will first need the flare gun. It is found in the SW corner of the lava desert, which is entered via the tunnel in the SE corner of the cactus desert, past the two baby T.REX's (who are relatively easy to kill) and out the south end of the big cavern.

2) Go into the swamp, pick a good spot to fight and save. (I went to the north end of the Amazon village and faced south.)

3) Wait until dark. (Set you alarm and sleep.)

4) When the T.REX is visible but still some distance away, USE the flare gun (don't AIM it). If he gets you from behind, restore and face the other direction.

5) After the T.REX freezes, walk up and hack him to death with your hatchet. Arrows & spears are a waste of time, and you will need to save the laser for later (although you will get a reload eventually, not to mention the atomic fusion laser).

a > also what kind of tools can you make and with what objects.

Not much: Leaf hat, Splint, Bow and arrows, Trap (never found a use for it), Fishing pole (with bait), Lizard skin pants (6) & jacket (12), Fur gloves (1), hat (3), boots (4), pants (6) and jacket (10), Molotov cocktail, and Booby-trap. You probably don't have the ingredients for the last two, nor need them until later.

BTW, you don't need (nor can get) Abelard 39's or Nina 1's id cards to complete the quest for Nietche 26. They are both in the control complex.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

## 1887. PGS2 text formatting

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <002_9701281207@conchbbs.com>
Source record: 129053

I've had PGS2 act very funny whenever a tab is included for which there is no corresponding tab stop. The only way to fix it was to replace every blank space in the line in question.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

# 1888. Re: HP Driver

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: denr@denr.demon.co.uk
Message-ID: <970128Z175052.637denr@denr.demon.co.uk>
Source record: 129054

In article <E4KxH1.3n9@freenet.victoria.bc.ca>
ua558@freenet.Victoria.BC.CA "Gordon Hooper" writes:

>
> One of the members of my computer club wants to know if there is
> a driver for a HP colour printer available for Degas Elite. If not,
> is there any other art program which has a HP colour driver? The
> club, by the way, is the Garden City Atari Computer Enthusiasts
> of Victoria B.C., Canada
>
I am just above "rank amateur" when it comes to "switching on" let alone
anything more advanced.

However I experienced the same problem some while ago.

In my opinion your best bet is to obtain a copy of HPChrome (The STClub UK
include it on their utility disk UT_911)

Here follows an excerpt from hpchrome.txt:

HPChrome v1

(Unregistered Version)

HPChrome works on any Atari ST, with a H-P DeskJet 500C colour
printer, or with a standard DeskJet, DeskJet Plus or DeskJet 500
fitted with the Colour Kit.

HPChrome prints 16-colour picture files in DEGAS (normal or
compressed) and NEO formats. It offers a choice of size and
position on the page, with accuracy to 0.003in (0.08mm). Page
layout can be either Portrait (upright) or Landscape (sideways).
The whole image, or just a section of it, can be printed at Draft,
Normal, or Best quality. Colour-correction can be applied to
compensate for the differences between screen and paper colours.

What you need
=============

Any Atari ST computer (512K RAM upwards, colour or mono).

Hewlett-Packard DeskJet, DeskJet Plus, or DeskJet 500 printer,
with colour kit,
- or -
Hewlett-Packard DeskJet 500C, with tri-colour ink cartridge, H-P
part number HP51625A.

HPChrome runs in High resolution (on an Atari mono monitor) or
Medium or Low resolution (on a colour monitor or TV). To make use
of all the features, please use either High or Low resolution.

What you get
============

*HPCHROME.PRG - the program
*CONVERT.BIN - colour picture conversion module
*HPCHROME.TXT - the manual (this file)

The file CONVERT.BIN converts colour pics to mono so that they can
be viewed on an Atari mono monitor. All files are needed for the
program to run (this is to prevent distribution of incomplete or
modified copies, and does not apply to the registered version).

Here now follows the programmer's UK address

RUFUS DEVELOPMENTS
PO BOX 562
WIMBORNE
DORSET BH21 2YD
U.K.

Hope the above is of help

--
Denniss Riches (Den R)
denr@denr.demon.co.uk

# 1889. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970128114111.8737A-100000@usr04.primenet.com>
Source record: 129055

People, people, I have something to say there.
what about pc sucks!
why ?
coz my pc 286 8 mhz sucks. I can not run anything interesting.
thus pc sucks.

WHAT IS THAT????
Atari is not the STf anymore!!!
SO, please...

--------------------------------------------------------------------------------
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
--------------------------------------------------------------------------------

# 1890. Re: Lascan and ET4000 Upgrade!

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-2801971934490001@47.85.0.99>
Source record: 129056

In article <5cl3fe$5ds$1@news.ptd.net>, wolf39@juno.com (Mark Duckworth) wrote:

> Can someone help me on the lascan program. Someone told me it is for a
> Falcon only but I am not really clear on what it does. I think it is
> for the auto-switch overscan but I don't even know what that is.

I had a look at this recently; some of the site's don't have the full
archive, so it's no surprise there's a bit of mistery about it!

It appears to be a circuit + screen driver to do what the older 'Overscan"
circuit did. It also offers a screen emulator.

The electronic circuit will only work with the STM/STFM models, as the STE
does not have the 'DE' signal available for hacking.

It is not meant for Falcons, & probably won't work on them. There are
commercial
overscan's available for the Falcon anyway.

> I also downloaded an ET4000 upgrade thing. I know you can buy the Panther
> which uses the ET4000 card or you can actually build an ET4000 adapter
> for the mega ST's DIY port. (I assume the port beside the processor).
> Anyway I am pretty capable of making upgrades etc. so I need someone to
> convert it to english from german and to explain to me just how it works.

This is a DIY graphics adapter for mega ST's. From my limited German, I
gather there is a possibility it can be adapted for STM/STFM/STE models
also.

You need a video card with the Tseng Lab's ET4000 chipset + have to build
the interface board to get the full value from this. There is some
software included.

Basically, you are grafting a PC graphics card to an Atari. You should get
loads of colours, but it might be a bit slow because of the ST's
(relativly) slow bus.

AFAIK, both these upgrades are shareware.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

# 1891. Re: Any TWIST users out there?

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <970128Z200010.434dave@mbha.demon.co.uk>
Source record: 129057

In article <854300160_OASIS_@ping.be> dipching@ping.be "Vandeweghe Jo" writes:

] In article <E0voR6u-0003QP-00@news.demon.net>
] dave@mbha.demon.co.uk (dave) said:-
]
] >From: dave@mbha.demon.co.uk (dave)
] >Newsgroups: comp.sys.atari.st
] >Subject: Any TWIST users out there?
] >Date: Sat, 25 Jan 97 14:09:24 GMT
] >Organization: mbha
] >Message-ID: <E0voR6u-0003QP-00@news.demon.net>
] >Reply-To: dave@mbha.demon.co.uk
] >X-Mail2News-User: dave@mbha.demon.co.uk
] >X-Mail2News-Path: mbha.demon.co.uk
] >Lines: 7
] >
] >If there are, how is the TWIST desktop turned off?
]
] I really don't understand your question ...
] Are you talking about the data base Twist 2 ?
] If yes ... what do you want ? Staying in the program without its desk
] picture ... I see no way to do that ... even in multitasking (I'm
] using Geneva ...)
] Tell me more about your question please

Hi there.

No need, you got it already. I can't find a way or turning off the Twist desktop. Most programs which have their own allow for it to be turned off when using a multitasking program...

--
dave

# 1892. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Geir Oeyvind Vaelidalo <goev@hinux.hin.no>
Message-ID: <Pine.LNX.3.95.970128174215.28841G-100000@hinux.hin.no>
Source record: 129058

On Fri, 24 Jan 1997, Rich Tietjens wrote:

> In article <yvvenfbxwfy.fsf@emw.ericsson.se>,
> Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
> >
> >I bet Hall9000 was a TT. ;-)
>
> If he was, he had one Helluva big VME expansion cage. <G>

If we increase the asci-value of every letter in HAL with one, the result
is, suprisingly:
I B M
Coincident? Well, I just don't think HAL9000 was a TT:)

Best regards
Geir...

# 1893. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cllef$2ld@ornews.intel.com>
Source record: 129059

In article <19970128133529160820@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>
>What is it with BBS software and version 3? :)

Dunno about that, but Octopus BBS is very heavily supported. And you don't
have to add "modules" (at additional cost, I imagine) to get fido
compatability, Internet compatability, multiple CD-ROM support, multi-line
chat...

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# 1894. Re: Adding SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5clls0$2ld@ornews.intel.com>
Source record: 129060

In article <slrn5erggv.d5a.mlake@melake.erols.com>,
mlake@melake.erols.com (Marshall Lake) wrote:
>
>I have a TT and I've had ongoing problems adding SCSI devices to the SCSI
>port. I've tried attaching a CD-ROM drive and other hard drives and have
>never been able to get them recognized by the system. I've tried attaching
>these devices while both removing and leaving in place the terminators on
>the internal port board to no avail. In the past I've given up with each
>device I've tried to connect to the SCSI port and instead have attached
>them to the ACSI port successfully in each case. But now I need to attach
>a flatbed scanner to the SCSI port. And again, I haven't been successful.
>Can anyone tell me what I might need to do to get a device attached to the
>SCSI port?

Mike, I have one TT with a single CD-ROM on the external SCSI port, and
another with three (2 Matshitas and a Toshiba, I believe). I had an Archive
Viper tape drive as well, but the device driver for that doesn't seem to
like TOS 3.06. %^(

First thing is to ensure that you aren't trying to set the SCSI ID to either
6 or 7 (if you have something on the ACSI bus and you have an ICD host
adapter, the clock is at ACSI ID 6; the TT itself is SCSI ID 7).

Then be sure you have a driver that recognizes the device properly. If you
are using AHDI, it stops looking as soon as it finds an "empty" device ID,
so you can't have a gap in the numbering sequence.

Ideally, if you have an ICD adapter, you can use IDCHECK.PRG to determine
what the driver "sees" on both SCSI and ACSI busses - and remember, if you
have configured ICDBOOT to skip ID nubmers, it won't see those IDs (I skip
all the ACSI IDs because the ssytem boots about 15 seconds faster that way).

Further problems? Email me (don't forget to remove the NO.SPAM from my
address).

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# 1895. Re: Mega STe priced to move

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5clma4$2ld@ornews.intel.com>
Source record: 129061

In article <32EE29FE.446B9B3D@fir.fbc.com>,
Curt Vendel <cvendel@fir.fbc.com> wrote:Status: N
>
>I'm moving and want to sell my Mega STe and move up to a TT030, so I'm
>selling the following:
>
>1 Atari MEGA STe/4
>
>$125 plus $20 shipping.
>
>Take it now, take it quick otherwise I'll donate it to a school and
>write it off.

Oh, man, this is a terrific bargain! If I had any excuse for buying it...

SOMEBODY buy this, quick!

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# 1896. Re: looking for atari st distributors

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5clmcf$2ld@ornews.intel.com>
Source record: 129062

In article <32EE28FC.2781E494@fir.fbc.com>,
Curt Vendel <cvendel@fir.fbc.com> wrote:
>
>Atari ST Dealers:
>
>B&C Computervisions
>
>BEST Electronics
>
>Toad Computers
>
>Dayton Discount
>
>Video 61 & Atari Sales
>
>Computer Software Services (New Age Electronics, go through menu system)
>
>Those are the only active Atari dealers I can think of off of the top of
>my head, spread the word and keep these guys alive so they can keep us
>alive!!!!!

You left off Oregon Research, Computer Direct, It's All Relative, Bravo
Sierra Computers, A&D Software, Systems for Tomorrow, and probably others in
North America. That doesn't even consider vendors outside the USA.

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----------ftp://ftp.teleport.com/users/atari----------

# 1897. Mega STe priced to move

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32EE29FE.446B9B3D@fir.fbc.com>
Source record: 129063

I'm moving and want to sell my Mega STe and move up to a TT030, so I'm selling the following:

1 Atari MEGA STe/4
4mb memory
120mb Maxtor SCSI internal HD
detachable keyboard with ST mouse
SC1442 14" color monitor
TOS 2.06
internal 720K floppy
assorted games and utilities

$125 plus $20 shipping.

Take it now, take it quick otherwise I'll donate it to a school and write it off.

Curt

# 1898. Re: looking for atari st distributors

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32EE28FC.2781E494@fir.fbc.com>
Source record: 129064

Atari ST Dealers:

B&C Computervisions
408-986-9960
Make sure to ask for Bruce
New & used Atari video game, 8bit, ST and Atari PC equipment

BEST Electronics
408-243-6950
New and Used Atari products and custom made Atari products

Toad Computers
www.toad.net
New & Used Atari equipment (A little over priced though)

Dayton Discount
Ask for Gary
608-424-6111
Mosty Atari Video Games, Some Atari computer items

Video 61 & Atari Sales
Lance Rinquist
612-462-2500
Various Atari items both New & Used

Computer Software Services (New Age Electronics, go through menu system)
Bob Puff
716-429-7158
Atari 8bit workhorse products: networks, interfaces, eprom burners, all sorts of great goodies!!!

Those are the only active Atari dealers I can think of off of the top of my head, spread the word and keep these guys alive so they can keep us alive!!!!!

Curt Vendel
http://members.aol.com/cvendel/vaporware.html

## 1899. Re: price for a 520STE?

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: mccallum@earth.inwave.com
Message-ID: <mccallum-ya023180002801971207370001@news.alpha.net>
Source record: 129065

In article <5ciheh$7ii@infa.central.susx.ac.uk>, jamesco@cogs.susx.ac.uk
(James Cox) wrote:

>My friend wants to sell me his 520STE and wants to know how much it is worth.
>
>So how much do you reckon?

Offer about forty quid for it, it's worth about fifty... but it is worth
buying (if it was a 520ST I really isn't anymore) as you can upgrade the
Ram easily 'nuff, and have a decent "museum" piece <wink> (like the rest
of us).
- Andy

# 1900. **BIG** Atari Sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: ercorp@aol.com
Message-ID: <19970128224501.RAA26673@ladder01.news.aol.com>
Source record: 129066

Big Atari Sale!!!

Hardware
---
Atari TT030 with 4MB ST and 4MB TT Ram, Internal 50MB SCSI Hard Drive,
TT030 Keyboard, 1.44MB Internal Floppy Drive, Golden Image Mouse & Atari
TTM195 19" Monochrome High Resolution Monitor = $600.00 for all above...

Master (External 720k) Floppy Drive $50.00
Spectre GCR w/128k Apple ROMS & version 3 Software = $75.00
Atari Mega Keyboard = $50.00
Navarone ST Scan Image Scanner (full 8.5" x 16" Scans) = $75.00
Toadfile 44MB Syquest Drive (Dual Under Monitor Case) = $100.00
44MB Syquest Cartridges (qty 4 available) = $20 each or all 4 for $75
Apple External 2X CD ROM (SCSI) in External Case = $75.00
MaxxYoke Flight Yoke = $25.00
SteroTek 3D Glasses = $15.00
ComputerEyes Digitizer = $15.00

Software
---
WordPerfect = $25.00
PageStream 2.2b = $25.00
PageStream 1.8 = $15.00
Calamus SL with Outline Art 3= $100.00
Calamus 1.09 = $25.00
TimeWorks Publisher 2 = $25.00
Desktop Publisher = $15.00
Data Manager = $15.00
Cyber Paint = $15.00
Cyber Studio 3D = $25.00
Cyber Sculpt = $15.00
Drafix Cad = $25.00
Phaser 4.01 = $20.00
VIP Professional = $15.00
Accounts = $15.00
LDW Power = $25.00
Stalker 3 = $10.00
Warp 9 with Extendo Pak = $10.00
SpeedoGDOS 4.2 = $10.00
SpeedoGDOS 5.0 = $20.00
ExtenDOS Pro 2.3 = $20.00
TouchUp = $15.00
Copy II ST = $5.00
ProCopy = $5.00

Personal Pascal = $10.00
GFA Basic 3.0 = $20.00
Easy Draw = $10.00
Easel/ ST = $5.00
Certificate Maker = $10.00
Degas Elite = $10.00
Aegis Animator = $10.00
Flash = $5.00
Easy Tools = $5.00
MultiDesk = $5.00
Label Master Elite = $10.00
PrintMaster Plus = $5.00
Sublogic Scenery Disk = $5.00
The Music Studio = $5.00
CornerMan = $5.00
G+Plus = $10.00
Generation Gap = $5.00
Tune Up = $5.00
First Word = $5.00
HabaView = $5.00
Music Construction Set = $10.00
Atari Chemistry 1 = $5.00
Atari Planetarium = $5.00
The Computer Guide To The Solar System = $5.00
FontVerter = $10.00
Type 1 Converter = $10.00
SuperCharger = $5.00
QwickForms (CD) = $20.00
Atari Gemini (CD) = $20.00
Quick ST 3.0 = $5.00
NeoDesk 3.0 = $10.00
Generation Gap = $5.00

Games
---
The Pawn = $2.50
Flight Simulator II = $10.00
Vegas Gambler = $2.50
Shanghai = $2.50
Cards = $2.50
Hacker II = $2.50
Strip Poker II = $5.00
Professor Craps = $5.00
Gunship = $2.50
Time Bandit = $5.00
Major Motion = $2.50
Falcon = $10.00
Silent Service = $2.50
The Hunt For Red October = $5.00
Tracker = $2.50

LCS Wanderer = $2.50
BasketBall = $2.50
Micro League BaseBall = $5.00
High Roller = $2.50
Arena = $2.50
Frozen Legacy = $2.50
Mean 18 Ultimate Golf = $5.00
Balance Of Power = $2.50
Chess Master 2000 = $2.50
Super Cycle = $2.50
StarGlider = $2.50

Books & Magazines
---
Flight Simulator Adventures = $2.50
Flying Flight Simulator = $2.50
Atari ST Internals = $2.50
The Atari ST Users Guide = $2.50
OH! Pascal! = $2.50
Compute!'s ST Artise with Disk = $5.00

Start Disks (almost all until 1990's) = $1.00 each
Many Magazines = $ ???

Email tj@oro.net
Thomas Ferreira

## 1901. Re: nemesis board

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <854485260_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 129067

In article <5ck3np$36o5@mars.online.uleth.ca>
seelds@hg.uleth.ca wrote:-

>is there a web site on the nemesis board

Try Titan Designs web site

http://ourworld.compuserve.com/homepages/TITANWEB/

>and i hear the nemesis baord is 640*480 true colour
>is that 16 bit or 24 bit....
>basicaly is it just a resolution doubler or do i get 16 million colours

The Nemesis board is an accelerator which speeds up the CPU, DSP,
FPU and buses of the Falcon. The increased bus speed enables the
Falcon to achieve higher resolutions. 16bit only I'm afraid.

Rich.

--

---
Richard Elwell rich@rjelwell.demon.co.uk
---

# 1902. Re: HD Driver 6.1 demo, et al

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <854475592_OASIS_@flinny.demon.co.uk>
Source record: 129068

In article <JdBVWbT.greg_evans@delphi.com>
greg_evans@delphi.com said:-

>I may have as many as four SCSI drives identified as the same Conner
>212 mb drive, as SCSI 3 and SCSI 4.
>
>What can possibly be wrong?

Most modern Quantum drive's need scsi arbitration turned on I think
you'll find this is your problem.. :)

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

## 1903. OASIS and ZETNET dial scripts

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <52634792_000001_OASIS_NEWS@yeadontt.demon.co.uk>
Source record: 129069
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari

Hi,

For anyone who has been having trouble with ZetNet and OASIS/ICE,here
is an example of what your ICE.NET file dial script section should look like

This is based on a partially constructed dial script sent to me by
Colin Fisher-McAllum. I logged on and downloaded 300 news articles with a
tansfer rate of over 1100 bytes per second with this script.

TTFN

```
'
$! DIAL START
'
' Zetnet
'
0:DIAL_TIME = 30
'
0:CONNECT_TIME = 60
'
0:DELAY_TIME = 0
'
0:PHONE = 0345573793
'
0:PACKET_CLEAR = OFF
'
0:r- *&Gx(&dDEa
0:s- ZETslip
'
0:r- Name
0:s- 'your name goes here'
'
0:r- Number
0:s- 'your three segment number goes here'
'
0:r- IGNORE
0:s- 'your other eight digit number goes here'
'
0:r- IGNORE
0:s- 'your password goes here'
'
0:r- SLIP
0:s- IGNORE
'
```

```
0:r- RESS
0:s- $GET_IP
'
$! END DIAL
'

--

============= OASIS Homepage =++== www.yeadontt.demon.co.uk =============

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/ _/_/
_/ _/ _/ _/ _/ _/ _/ _/ _/
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_/ _/ _/ _/ _/ _/ _/ _/
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=========== Phil Yeadon ====== phil@yeadontt.demon.co.uk ==========
```

# 1904. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <J3IUW96.dpj@delphi.com>
Source record: 129070

Frank Charlton <frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk> writes:

><dpj@delphi.com> wrote:
>
>> BTW, has anyone heard anything about RatSoft 3.0 yet?
>
>I've given up on it, Dana. It seems to be the same syndrome as the much
>promised MichTron 3, remember? :) What is it with BBS software and
>version 3? :)

Frank,

I wish that I knew! <g> I haven't given up on it because I've learned
not to expect much "semi-active" developers. It's been a sign of the
times for too long now. If it shows, it shows. I asked because I had
heard from STeve Kipker that he was to become the support site for v. 3.
I thought someone here might have heard something. Apparently, not. <g>

-Dana

## 1905. Midi network interface

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Gambit <m_collins@hp.com>
Message-ID: <32EE98C9.45FE@hp.com>
Source record: 129071

I understand that their is software for the atari ST that allows you to network st machine through midi, and was wondering A) is this accurate, b)what software is needed, c)how long of a
midi cable can you run without needing a repeater(if one exists)? d) can all neccesary files to
acces the network be loaded on a single drive

the application is a 520st, in the kids room one connected to the tv in living room and the "server" in the computer room, 520stfm 1 meg ram, and a 160meg scsi drive
im wanting to run games off the hardrive. to the other machines...

Thanks in advanced,

Mark Collins
m_collins@hp.com
gambit@netone.com till 2/2/97

# 1906. MagiC or TOS for GEMulator

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Murray Piper <mpiper@ozemail.com.au>
Message-ID: <32ECE7AD.2BE9@ozemail.com.au>
Source record: 129094

Hi All,

Last week I downloaded a demo version of GEMulator96, only to find that I need either MagiC or TOS to get it happening.

Until twelve months ago, I had a 1040STe, which has broken down but I'm keen to repair when time and funds allow. It, of course, has TOS in ROM, so I've no TOS disks to feed my PC.

So, my question... is MagiC something I can get for free, or if not, where can I buy it in Australia? Can I run with it, all the things I would normally run on TOS?

Please note that this is not a request for a pirate or crack... just a genuine query from one who is new to the business of emulators.

TIA :-)

Cheers,
Murray.

# 1907. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: atari@teleport.com
Message-ID: <5cjr41$2pk$2@nadine.teleport.com>
Source record: 129095

>dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>
>>How would I delete more than a single line with PICO!?!
>>(PINE's editor)
>
>Change the editor to vi.

Or use the Pico "block" command (control-shift-6).

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# 1908. Re: "Current Notes" ST mag

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: "Mark W. Herber" <MARKH@CTS.COM>
Message-ID: <01bc081a$f2c1f2a0$LocalHost@datel451.cts.com>
Source record: 129096

Yes, Current Notes is still publishing. I got my latest issue a few weeks ago. I is Issue No. 5, Volume No. 16.

mark

Duane O'Donnell <DuaneOD@atlantis-bbs.com> wrote in article <5btqeb$a4n@news.wco.com>...
> 
> Is "Current Notes" still being published? I haven't seen a new
> issue in several months, and their web site is down.
> 
> 
> Duane
> 
> 
> 

# 1909. Re: Atari 1040ST mouse

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: "Mark W. Herber" <MARKH@CTS.COM>
Message-ID: <01bc081b$ee17af00$LocalHost@datel451.cts.com>
Source record: 129097

Why bother trying to hook up a PC mouse? You can probably get a new Atari mouse from Toad Computers or Best Electronics for $30 or so. With prices like that it really doesn't pay to Frankenstein a PC mouse to your Atari. Afterall, getting the parts is only one expense. The other is the time you spend getting it to work.

mark

Gino Facini <gfacini@gov.nb.ca> wrote in article
<5c2s9a$86s@agate.nbnet.nb.ca>...
> My Atari Mouse is getting old and is not working properly.
> Does anyone know if it is possible to hook up a microsoft
> compatible mouse to the atari. If so, how?
.....

## 1910. 1040 ST system for sale(Canada)

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: Sean Henry <shenry@orc.ca>
Message-ID: <01bc0ccb$40b48cc0$15f42fce@jupiter.orc.ca>
Source record: 129098

DRASTICALLY REDUCED!

Complete system includes the following:
HARDWARE- -TOS operating system - formats disks compatible with IBM

- SM 125 monitor
- ICD hard drive with two SyQuest 44 megabyte disk cartridges
- Computereyes - video digitizer
- Roland PR1111A printer

SOFTWARE

- Flash II (Telecommunications)
- Band in a Box - the complete series (with styles and fake books)
- Jazz Guitarist
- Pianist
- Easy Draw (desk-top publishing)
- Notator - sequencing package ($500.00 plus value)
- Art Programs

WILL ACCEPT $200.00 FOR THE WORKS!

Email
shenry@orc.ca

# 1911. Re: Atari used in skiing resort! (Switz

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ed6ba6fe3ae0@sn.no>
Source record: 129099

On Mon 27-01-97 20:17, emigre (emigre@prolog.ptd) wrote:

>
>>In article <32d6e9f03fd9f2@sn.no>, hallvart@sn.no (Hallvard Tangeraas) writes:
>>>On Fri 10-01-97 13:29, S94 (lais@cs.man.ac.uk) wrote:

[long quotes deleted]

>>Anyone else spotted STs/TTs in strange places?
[....]

>Matter of fact, yes. I saw some kind of survey going on on TV, I think it
>was QVC or something and there was a room full of people sitting on
>computers. I think they were taste testing alcohol or something and anyway
>They were checking radio buttons and I glanced at it closely and I immediately
>noticed the familiar screens. THey apparently had a room FULL of 1040s and
>they were using high rez monitors. But I mean there was a TON of them.
>heee hee. That woudl be cool.

Interesting. What's "QVC"?
By the way, it's not very popular on the Internet to quote *everything*
from a posting. You normally just quote a little part of it to let the
reader "catch up" on what the subject is all about.
Just a little helpful hint till next time ;-)
Keep on ST'ing!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1912. Re: WHAT IS AN IDIOT!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan28.005102.1@cobra.uni.edu>
Source record: 129100
Cross-posted to: comp.sys.mac.advocacy,comp.sys.atari.st,comp.sys.atari.advocacy

In article <5cj5g1$jgm@ornews.intel.com>, sinclap2954@cobra.uni.edu writes:
> In article <1997Jan26.191012.1@cobra.uni.edu>,
> sinclap2954@cobra.uni.edu (PETER SINCLAIR-DAY) wrote:
>> "Rush Limbaugh is for people who aren't mature enough for Barney..."
>

Nice try Rich...

I am sure that you violated the internet code of conduct for impersonating ones
internet address..

Maybe I should talk to your friend that you use to cry on his shoulders when
you can't have control of the usenet. You act like some of the ITS folks..

GREETINGS..
|-----------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-----------------------------------------------------------------------------|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

## 1913. ST-Guide hypertext to ascii

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27702_please@no.spam.mail.here>
Source record: 129101

*Hi Alyre*, on 27 Jan 97 you wrote: ...respect, brethren

c>
c> Is there a program that ST-Guide hypertext into ascii or RTF.

Use HCP.TTP which ought to come with the package.

Call HCP.TTP and in the command line, type:

-v -oOUTPUT.TXT STGUIDE.HYP

and you'll convert STGUIDE.HYP into a straight ASCII file called OUTPUT.TXT

If you want to retain all the commands and options in the output file,
replace -v with -r .

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 1914. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27701_please@no.spam.mail.here>
Source record: 129102

*Hi Tony*, on 26 Jan 97 you wrote: ...respect, brethren

> FROM: !ynoT (!ynoT)
>
> frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>>> There was a very popular one in its day called Michtron BBS, by a
>>> company of the same name. It's pretty complete, including a small
>>> scripting language.
>> MichTron is also way out of date - it only supports 2400 and below
> That's 9600 Frank...still too slow IMHO but? :)

9600 with no compression though IIRC.

That STF BBS was fun... not! (In fact, !ynot)!

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 1915. looking for atari st distributors

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: denny <ldarmstrong@kih.net>
Message-ID: <01bc0d3f$9b3e8dc0$8b7169ce@d-m>
Source record: 129103

can anyone get me any ditributors addresses and phone numbers for Atari ST?
Anything I can get would be greatly appreciated. Also I would like any info
on
pd sites

## 1916. nemesis board

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: seelds@hg.uleth.ca
Message-ID: <5ck3np$36o5@mars.online.uleth.ca>
Source record: 129104

is there a web site on the nemesis board

and i hear the nemesis baord is 640*480 true colour
is that 16 bit or 24 bit....
basicaly is it just a resolution doubler or do i get 16 million colours

thanks

dave

# 1917. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: CopeKnight@worldnet.att.net
Message-ID: <5ck6oo$4e0@mtinsc05.worldnet.att.net>
Source record: 129105
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5ciuod$boe@dos.canit.se>, optimus@canit.se (Iggy Drougge) wrote:
>CopeKnight (CopeKnight@worldnet.att.net) wrote:
>: And the Mac was a follow-up to the Lisa. As I recall, the ST shipped before
>: the Amiga, making it the first color 68000-based machine. The 1040ST was
> also
>: the first 1MB computer to retail for under $1,000.
>
>Many 68000 machines were available with colour before the ST and Amy.
>Examples include the Sinclair QL and ABC 1600.

Forgive me--make that the first widely publicized/marketed (temporarily,
anyway) 68K machine with color in the U.S.

(By that statement I refer to attention being paid by, say, COMPUTE!, BYTE,
and Family Computing.)

Carl

**** Carl Lund **** CopeKnight@worldnet.att.net ****
Shine forth thou Star of Poets, and with rage or influence, chide or cheer
the drooping stage, which since thy flight from hence hath mourned like night,
and despairs day, but for thy volume's light. --Ben Johnson
In loving memory of Santa Barbara (1984-1993) & Roger Zelazny (1937-1995).

## 1918. betas for new telnet?

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5ck7r3$98u@alexander.INS.CWRU.Edu>
Source record: 129106

At the moment, it is not quite done, but should be shortly.
This version will be a plain vanilla version running under TOS,
NOT with a GEM window. Thus, it will NOT run with a Falcon, or with a graphics
card, but should run on most from a TT on down. (I am running with a TT 4+4
so I am looking for "lower" versions and smaller memories.) It is an
ALMOST full VT100, i.e. it obeys most of the standard and a few of
the non-standard Esc sequences. It does NOT have a blinking text mode,
nor does it have the IBM graphics set. But it does have scrolling,
and partial screen scrolling, too. And reverse, bold, underline, and italics.
It can do 30 lines on a TT, and 25 on a monochrome ST (I think?).
I don't know about a color ST. (Maybe 29 and 24)
I only need betas who will understand what's wrong if it doesn't
work right. I would also like to hear (academically) from those just
interested, to get an idea of the number of people who give a damn,
and would use it if it exists.
My E-mail receiver is down at the moment, so if you reply and
get no answer, try, try again.
Thanx.
P.S. Be patient, this is my first real project.
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

# 1919. Need Fix for RDD320 on Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27693_please@no.spam.mail.here>
Source record: 129107

```
p>
p> The Falcon version locks up on my Bird. I hear there was a fix for
p> this. If someone knows a fix, then e-mail or reply please. Thanks

You need the RDD3INST.PRG installation utility to get the choice between the
68000 version and the 030 (TT and Falcon) version. The program was supplied
to me with only this file and gives options for both versions and to install
as the default viewer for certain document types (compatible with NEWDESK.INF

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 1920. Re: Magic 5 Gemdesk Icons

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27697_please@no.spam.mail.here>
Source record: 129108

*Hi Neil*, on 25 Jan 97 you wrote: ...respect, brethren

n>
n> P.S. There are more UK Atari Shows on the last weekend of April, same
n> places as the last ones... more details in AC #3 apparently...

What, you mean these ones?

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1997 UK Atari Shows Atari Computing Press Release
---------------------------------------------------------------------------
Mike Goodman, the organiser of the successful Atari Shows last September, has
confirmed two Spring Atari Shows will be taking place in April at the same
venues as last time:

- Saturday 26th April: National Motorcycle Museum, Birmingham - probably in
the Compton Suite.

- Sunday 27th April: Osterley Four Pillars Hotel, London.

- May? Possible Glasgow show although details still have to be confirmed.

Both shows will be open from 10am to 5pm, and most of the exhibitors from the
last shows plan to attend. Mike confidently expects some new exhibitors, of
which more news to follow.

Atari Computing have a stand at both shows, so make a note in your diary to
show support for the Atari scene and tell us face to face what you'd like to
see in the magazine. Even better bring along some articles or software we can
use in the magazine!

Full details will be included in Atari Computing issue 4 but if you'd like to
exhibit or require more details contact:

Tel: +44 (0)1782 335650
Fax: +44 (0)1782 316132
Goodmans, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent, ST3 1SW
(enclose SAE for reply).
---------------------------------------------------------------------------
Please spread this Press Release far and wide:

* BBS SysOps please post this to your local areas...
* If you have Atari Web pages please post this there...
* User Groups, publicise the shows at your meetings and organise car
shares...

Joe Connor
Editor Atari Computing & InterActive
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# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 1921. Re: Get the Atari ST/TT/Falcon "Ultimate Virus Killer" TOTALLY FR

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27698_please@no.spam.mail.here>
Source record: 129109

*Hi Shaun*, on 25 Jan 97 you wrote: ...respect, brethren

s>
>> 4) This offer does *not* count for people who are already registered
>> users through me direct or through Oregon Research. It *does* count for
>> people who have registered at Douglas Communications.
s>
s> Great offer, and I'll definitely take advantage of it despite having a
s> subscription with Douglas Communications. They still owe me four
s> updates and I haven't received anything since UVK v6.6. Whenever I
s> phone I'm told the latest version is about to be despatched, and yet
s> nothing shows up.

I've already switched from Douglas Communications to getting it directly from
Richard from v6.9. My copy came over to me as soon as it was available - no
worries.

v6.9 works with Magic 5 just fine and v7 recognises Magic on the System
Status screen now AIUI.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 1922. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27699_please@no.spam.mail.here>
Source record: 129110

*Hi Liam*, on 24 Jan 97 you wrote to *Hallvard*: ...respect, brethren

>>> Atari that will unMIME it if I d/l it from my internet provider?
h>> Yes, Esscode will do it, but what a pain..... :-(
LC> Very true :)
LC>
h>> I've managed to do it a couple of times, but I can't really remember
h>> how I did it.
h>> I *think* this was the way I did it:
h>> -loaded the MIME decoded file into a text editor and removed
h>> everything above and below the MIME'd file itself.
LC> I Mime encoded a text file with Esscode then compared it to the one
LC> I wanted to decode removing all the differences. You have to leave
LC> some of the Mime specific information in otherwise it won't decode,
LC> presumably because it doesn't know what it's dealing with.

Now why have I never thought of that... Good idea, Liam!

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 1923. WMF 2 GEM and/or CVG needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27695_please@no.spam.mail.here>
Source record: 129111

*Hi Ramiro*, on 25 Jan 97 you wrote: ...respect, brethren

r>
r> I have an idea to any programmer out there.
r> I desperately need an utility to convert *color* WMF files from PC's
r> (aargh) to GEM/3 and/or CVG 1.1 (both in color, of course).
r> Once converted, the file should be intact (i.e, no difference at all
r> with the original WMF).
r>
r> This program could be shareware. I'd register it as soon as it was
r> developed. Anyone interested?
r>
r> Of course, if such an application already exists, please tell me, also
r> if this option is included into any other program not only dedicated to
r> this task.

Contact Paul Glover at stclub@cix.compulink.co.uk and ask about XChange - it certainly converts from WMF to CVG, but I don't know whether it retains the colour element.

Recently I saw that it was available for 9.95ukp + carriage.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 1924. Music DTP error or GDOS error??

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27694_please@no.spam.mail.here>
Source record: 129112

*Hi Richard*, on 25 Jan 97 you wrote: ...respect, brethren

d>
d> Anyone here who knows anything about a program called Take Control
d> Music DTP ?? It was developed at a University somewhere in the early
d> 90ies (released in 92 ver 2.2d). It's the best music dtp style program
d> for the atari I've seen, but the gdos printer routines doesn't work
d> that well...

The quick answer to your question from me is 'no', but I do rememberthat it
was marketed in the UK by Titan Designs. Perhaps you could contact David
Encil at 100345.2350@compuserve.com and see if he knows anything about it or
a contact address for you.

HTH

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 1925. Re: Will Epson Stylus 200/500 work with NVD

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: godbey@wizard.net
Message-ID: <5cjmna$ec8@news2.cais.com>
Source record: 129113

My stylus 500 works very well with the NVDI 4 driver.

John

>Hi
>
> I'm going to buy Epson Stylus 500 pinter and i'd like to know if it will
>work with NVDI 4 Stylus driver. If you have any tips please email me:
>
> Rozmusm@wizard.ae.krakow.pl
>
>regards
>
>Maciek
>.

## 1926. Kivi QWK 2.00

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27690_please@no.spam.mail.here>
Source record: 129114

*Hi Arto*, on 25 Jan 97 you wrote: ...respect, brethren

a>
a> I have uploaded the new version to ftp.funet.fi a couple of hours ago.
a> I hope it's available from there in few days.

I'll try and grab it shortly - thanks.

Just one question though:

a> + If you press control down and click a menu item, Kivi will try to
a> display help about that menu item by calling ST-guide.

Why not use the Help-key?

a> + Many bugs corrected, many bugs added ;)
a> + I'm sure I forgot something.

B^{)

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 1927. FS: STE system...price reduced!

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: koutsos@students.uiuc.edu
Message-ID: <5ckaa6$d0d@vixen.cso.uiuc.edu>
Source record: 129115

```
P R I C E R E D U C E D !!!
-------------------------------------------

Atari 1040 STE with 4 megs of Ram

ICD 275meg HD with SCSI adaptor

$240 (shipped)

koutsos@students.uiuc.edu
```

# 1928. Re: OCRjr for Migraph Scanner

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27696_please@no.spam.mail.here>
Source record: 129116

*Hi Mike*, on 25 Jan 97 you wrote: ...respect, brethren

mh>
>> Tom... why not get OCR14b off the 'net? Works actually better than
>> Migraph's software!
mh>
mh> Keith, do you have the FTP site that has this version, seen 1.3 posted
mh> in most of the FTP sites I've checked.

The OCR docs state that it can be found at the following ftp addresses:

ftp.uni-kl.de (/pub/atari/misc) or
ftp.isbiel.ch (atari/diverses))

US and Canadian support is through:

Jeff Wisniewski
P.O. Box 1243
Newtown, PA 18940-0871
jeffrey.wisniewski@microserve.com

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

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Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 1929. Re: LZH decompression problems. Help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27692_please@no.spam.mail.here>
Source record: 129117

*Hi Daniel*, on 25 Jan 97 you wrote: ...respect, brethren

d>
d> Hallvard Tangeraas (hallvart@sn.no) wrote:
d> : You should get the latest LZH decompressor for the ST, which is Lharc
d> : 3.10. It's got an excellent GEM interface and is very user-friendly.
d>
d> Actually the latest version of LHarc is 3.12.

This is only the TTP version, isn't it? Suits me, because I use the TTP
version with my comms setup more often than the GEM version...

I've got v3.11 here but can't locate v3.12 - any ideas on a location, anyone?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 1930. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27700_please@no.spam.mail.here>
Source record: 129118

*Hi Jos*, on 26 Jan 97 you wrote: ...respect, brethren

j>
j> on Wed 22-01-97 14:30 Rich Tietjens wrote:
>>> If you prefer to operate from a GEM program, get Holger Weets'
>>> PackShell and install it as a tool.
>> Good plan. Where can it be found?
j> I think it's best to contact Joe Connor about that, because I got my
j> version from a German site and the docs are in German only.

I can confirm that Joe's version of PacShell v2.63 is in english - but no ftp
site that I'm aware of yet.

Perhaps Danny can make it next on the list at his shareware support site as
I'm not aware of any other English version of it?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 1931. Re: Falcon IDE partition curruption

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27691_please@no.spam.mail.here>
Source record: 129119

*Hi Daniel*, on 25 Jan 97 you wrote: ...respect, brethren

d>
d> Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:
d> : I would contact Oregon research, the US distributor - I'm not certain
d> : who (if anyone) distributes it anyplace else.
d> :
d> : Oregon Research
d> : 16200 SW Pacific Hwy Ste 162
d> : Tigard, OR 97224
d> :
d> : (503) 620-4919
d> : (503) 624-2940 Fax
d>
d> Does anyone know if Oregon Research has an E-Mail address?

The last I knew, it was:

Oregon Research orres@teleport.com

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 1932. Re: ST-Guide hypertext to ascii

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27703_please@no.spam.mail.here>
Source record: 129120

*Hi Eric*, on 27 Jan 97 you wrote: ...respect, brethren

MM>
>> Is there a program that ST-Guide hypertext into ascii or RTF.
MM>
MM> You can just load the HYP files in any text editor and take out the
MM> weird codes.

Eh? HYP files are lh5 compressed - they won't be very informative. Did you
mean to talk about the original STG files?

MM> So far, no conversion program.

HCP compiles and uncompiles - see previous message.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 1933. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-01-28 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1997Jan28.012604.1@cobra.uni.edu>
Source record: 129121
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

In article <5cfbp9$nk1@ash.ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> writes:
> And this one as well.
>
What?

> Mike

GREETINGS..
|-----------------------------------------------------------------------------|
| Peter Sinclair-Day POWERMAC OF COURSE.... |
| University of Northern Iowa |
I I
I Do you believe in Macintosh? Learn how to help the cause by subscribing I
I to the "EvangeList" listserver! Send email to:<evangelist@macway.com> or I
I go to: <http://www.solutions.apple.com/ListAdmin/>. I
|-----------------------------------------------------------------------------|
"Rush Limbaugh is for people who aren't mature enough for Barney..."

....David E. Romm - Shockwave

# 1934. Re: betas for new telnet?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <854563042_OASIS_@flinny.demon.co.uk>
Source record: 128872

In article <5ck7r3$98u@alexander.INS.CWRU.Edu>
bdc2@po.CWRU.Edu (Boris D. Cahan) said:-

>At the moment, it is not quite done, but should be shortly.
>This version will be a plain vanilla version running under TOS,
>NOT with a GEM window. Thus, it will NOT run with a Falcon, or with a graphics
>card, but should run on most from a TT on down. (I am running with a TT 4+4
>so I am looking for "lower" versions and smaller memories.) It is an
>ALMOST full VT100, i.e. it obeys most of the standard and a few of
>the non-standard Esc sequences. It does NOT have a blinking text mode,
>nor does it have the IBM graphics set. But it does have scrolling,
>and partial screen scrolling, too. And reverse, bold, underline, and italics.
>It can do 30 lines on a TT, and 25 on a monochrome ST (I think?).
>I don't know about a color ST. (Maybe 29 and 24)
> I only need betas who will understand what's wrong if it doesn't
>work right. I would also like to hear (academically) from those just
>interested, to get an idea of the number of people who give a damn,
>and would use it if it exists.
> My E-mail receiver is down at the moment, so if you reply and
>get no answer, try, try again.
> Thanx.
>P.S. Be patient, this is my first real project.

If you want to send me beta's Ill send them down the stik telnet beta
list for people to have a look at...?
Is this none Falcon compatable thing going to be temporary or will it
be in the final version also?

thanks,

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

# 1935. Re: looking for atari st distributors

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5co8cs$l1p@scanner.worldgate.com>
Source record: 128873

Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:

>Computer Direct
>http://valis.worldgate.edmonton.ab.ca/compdirect/
>c.krowchuk1@genie.geis.com, compdirect@worldgate.com
>Our phone number is 403-496-2488, Our fax number is 403-496-2489
>Our order line is 800-547-9203

A small correction on our URL. the one Ken posted does not work.

http://compdirect.com

All the best,
Chris @ Computer Direct

# 1936. Re: Joust

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Mr.Maddog@Microserve.com
Message-ID: <9701291933.AA25557@Microserve.com>
Source record: 128874

Clive F. Booth <clive@lapd.demon.co.uk> wrote:

> As one of the PD companies that Atari threatened to unleash their
> legal department on, I can assure you that Joust is most definitely
> NOT PD ... but there is a similar game in the PD called 'Wing Lord'.

Then I was mistaken in believing it to be...all I knew was it was on
a CD-ROM with loads of shareware stuff, I had no idea it was NOT an
real PD release. Question is what should I do with it 'now'?

> My memory may be failing but I believe they threatened libraries about
> Neochome Master too. We certainly felt a strong compunction to
> withdraw it from our lists.

Again, I never even known that it was illegal according to Atari. It
was from a PD library that is now defunct and they don't carry any
cracked programs. I guess the PD scene was much more noticible in
the UK.

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@microserve.com

All spammers subjected to $500 charge for solicition, manual or
automatic.

# 1937. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5co8u8$l1p@scanner.worldgate.com>
Source record: 128875

skr@dcs.ed.ac.uk (Steven Rodgers) wrote:
>Does anyone have any info on the Baracuda Falcon 040 board?
>
>--
>
>:=----+Steve.

Doesn't exist, probably never did exist. Vapourware.

Afterburner 040 does exist though.

All the best,
Chris @ Computer Direct

# 1938. WTB: ICD Link for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: REMOVE-TO-REPLYJames@grunt.demon.co.uk
Message-ID: <32f3a740.375101@news.demon.co.uk>
Source record: 128876
Cross-posted to: demon.adverts,uk.forsale,uk.adverts.computer,comp.sys.atari.st

I want a ICD Link SCSI adapter for an Atari ST

# 1939. FS:UK Atari 520 STFM

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: REMOVE-TO-REPLYJames@grunt.demon.co.uk
Message-ID: <32fba831.616554@news.demon.co.uk>
Source record: 128877
Cross-posted to: demon.adverts,uk.forsale,uk.adverts.computer,comp.sys.atari.st

520 STFM in good working order. ?50

UK sale only. I am based in Watford nr London

## 1940. WebSpace HTML browser FAQ & recognized tags

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: oxo@imaginet.fr
Message-ID: <5coak7$ctd@belzebul.imaginet.fr>
Source record: 128878

You can now take a look at the FAQ about WebSpace, HTML browser for Atari. There is also a list of all the HTML tags and the ones recognized by WebSpace.

http://www.oxo.ch/altern/home.htm

regards

Pascal Barlier

# 1941. WTB: Bubble Bobble & Rainbow Islands

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: tominatr@is.dal.ca
Message-ID: <5co7rt$gin@News.Dal.Ca>
Source record: 128879
Cross-posted to: comp.sys.cbm,comp.sys.atari.st

If anybody has either or both of these 2 games with box and manual in excellent condition, please e-mail me with your price.

If they're still shrinkwrapped, that would be a real bonus.

Thanks,

- Tom N.

--
==========

"Power is nothing without the ability to control it."

"A Porsche is not built to be something for everyone; it is built to be everything for someone."

- From the 1996 Porsche 911 brochure

==========

# 1942. need help Printer HP LJ 5L

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Vadim Gouida <gouida@glas.apc.org>
Message-ID: <APC&63'0'5b6bee41'1cc@glas.apc.org>
Source record: 128880

Hi, all

Recently I bought HP LaserJet 5L printer. How can I print on it
Russian letters. So far I can do it only in Calamus but I like to
do it in other program also as LDW, SB, Word plus etc. I believe I have
to find special utility to load russian characters in printer. I was
supplied such programm for IBM. If anybody has suck kind of programm for
Atari I will apreciate your help.

By the way I have Atari 1040 ST.

Many thanks

Vadim

## 1943. Re: looking for atari st distributors

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5coaov$l06@ornews.intel.com>
Source record: 128881

In article <32EFA1C3.411D@cfcsc.dnd.ca>,
Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:
>
>ABC Solutions

Aha! One I didn't have previously!

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----------ftp://ftp.teleport.com/users/atari----------

# 1944. Re: Joust

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cob2k$l06@ornews.intel.com>
Source record: 128882

In article <9701291933.AA25557@Microserve.com>,
Mr.Maddog@Microserve.com wrote:
>
>Clive F. Booth <clive@lapd.demon.co.uk> wrote:
>
>> ...I can assure you that Joust is most definitely
>> NOT PD ...
>
>Then I was mistaken in believing it to be...all I knew was it was on
>a CD-ROM with loads of shareware stuff, I had no idea it was NOT an
>real PD release. Question is what should I do with it 'now'?

I guess you'll have to delete it from your CD. <G> Got a black Magic
Marker<tm> ?

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## 1945. Looking for ST Sites

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: SUTTON GARY E <gesutton@olympic.ctc.edu>
Message-ID: <32EFB051.3BDE@olympic.ctc.edu>
Source record: 128883

Hihi! I'm new to the Atari ST world, having just recently picked up a nice 1040ST at a thrift store ($10.00 for the console and mouse, $4.50 for the monitor. :) )

Anyway, I now need to find software for her to make her useful, term programs, programming packages, games, etc. Can anyone perhaps direct me to some prime ftp sites that carry lots of ST stuff? I know it's probably in the FAQ, but I haven't seen that yet.

Any help would be greatly appreciated.

Otter

## 1946. Demo codeing on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: FARGUES Laurent <jace.stk@runnet.com>
Message-ID: <32EFA988.110F@runnet.com>
Source record: 128884

Hi everybody! I'm a old coder back to the ST! Did anypeople here make demos? I'm looking for new friends to code some programs, demos, and anything else on the St. Thanx fro all! Bye

## 1947. ANN: Glasnost mailing list

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Nicklas Larsson <kilsmo@lysator.liu.se>
Message-ID: <Pine.GSO.3.95Lrindlow.970129213443.7244B-100000@tiny.lysator.liu.se>
Source record: 128885
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.programmer,rec.games.programmer

Hello everyone,

Have you ever heard of Glasnost? It is a game programming language that I
am currently developing. It is freeware. For more info, visit

http://www.lysator.liu.se/~kilsmo/glasnost.html

There is now a Glasnost Mailing List:

Address: game_lang@lysator.liu.se

To subscribe, send an e-mail to game_lang-request@lysator.liu.se, with
subscribe as subject.

To unsubscribe, send an e-mail to game_lang-request@lysator.liu.se, with
unsubscribe as subject.

Subscription is not automatic, so it may take a little while until you are
on the list (maximum 24 hours). You will get an e-mail that confirms that
you are on the list.

Any questions, mail to kilsmo@lysator.liu.se

Nicklas Larsson

# 1948. FS:UK 4 x 256k SIMMS

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: REMOVE-TO-REPLYJames@grunt.demon.co.uk
Message-ID: <32f5d54e.294989@news.demon.co.uk>
Source record: 128886
Cross-posted to: demon.adverts,uk.forsale,uk.adverts.computer,comp.sys.atari.st

80ns suitable for uprating an Atari STE for example to 1Mb.... ?5.50
inc P&P to anywhere in UK

# 1949. Re: Adding SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5co9o1$l06@ornews.intel.com>
Source record: 128887

In article <32EEFCF7.C41@bruker.de>, Uwe Seimet <us@bruker.de> wrote:
>
>Rich Tietjens wrote:
>
>>the TT itself is SCSI ID 7).
>
>But only when running a driver that supports initiator identification.
>The TT itself has no SCSI ID of its own, the hard disk driver can supply
>that ID.

Your knowledge is certainly deeper than mine; all I know is that IDCHECK.PRG
shows the TT030 as a device.

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# 1950. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5coa3c$l06@ornews.intel.com>
Source record: 128888

In article <5cn11f$cuj@charm.magnus.acs.ohio-state.edu>,
faehnle.3@osu.edu (Matthew C. Faehnle) wrote:
>
>My point here is not that Atari is better, it's obvious that the hardware
>is somewhat inferior to the newer machines.

OTOH the latest TOS clones are at least equal to , and arguably superior to,
the newest consumer machines from PC clone makes and Apple. As always (on
ANY platform), the latest hardware sells for premium prices.

>But it still fulfills all of my requirements and I can't see what motivates
>people like yourself to give me a hard time. The only reason I can suggest
>is that people pick on you all day long so now, hiding safely behind your
>little monitor, you pick on me. Cut it out! Go home loser!

Actually, it's a form of penis envy - the guy is desperately afraid that he
might NOT have picked the "biggest one" and, since misery loves company, he
has an emotional need to convince YOU to come over and suffer in the same
way he does.

Fortunately, most Atari users are smarter than that.

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# 1951. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5coa8n$l06@ornews.intel.com>
Source record: 128889
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

In article <32f00925.8466149@news.cyberstore.ca>,
shellac@stucco.com (Shellac) wrote:
>BILL GATES could have managed Atari better...
>
>... quit wasting time and bandwidth and being hopeless romantic's
>towards people who didn't really give a shit about you or me, or
>anyone..except how to make a buck a run like a petty mugger off the
>street...

Funny you should mention Bill Gates and then talk about "take the money and
run" management.

Do you know how much it costs to report a bug (yes, I said "report") to
MicroSoft? Minimum, $35 - YOU have to pay THEM to tell them they have a bug
in their OS.

"Now go away, or I shall taunt you a second time."

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----------ftp://ftp.teleport.com/users/atari----------

# 1952. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cokep$2q0@ornews.intel.com>
Source record: 128890

In article <854492824_OASIS_@pwomar.demon.co.uk>,
Paul@pwomar.demon.co.uk (Paul Womar) wrote:
>
>The way NOS does this seems quite a god way to do it. It is an ascii
>file, to use it you jst give the header line and the pattern you don't
>want enclosed in wildcards, any line begining with ! is kept even if
>other rules say it should be killed. A snip from my killfile:
>
<SNIPPET SNIPPED>
>
>It seems a good way to do it, it appears to offer complete
>felexibility as you don't need to specify the header line, it's just
>treated like normal text.

Actually, you ARE specifying the header lines there - that's what "Subject:"
and so on are. But I agree that the method used by NOS is good. When I was
using NOS as my itnerface, I was able to reduce online time substantially by
building a good killfile to eliminate known spammers from the newsgroups
that I downloaded. At one point, as much as 85 percent of certain groups
was spam!

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# 1953. Re: Looking for ST Sites

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cokk8$2q0@ornews.intel.com>
Source record: 128891

In article <32EFB051.3BDE@olympic.ctc.edu>,
SUTTON GARY E <gesutton@olympic.ctc.edu> wrote:
>
>Hihi! I'm new to the Atari ST world, having just recently picked up a
>nice 1040ST at a thrift store ($10.00 for the console and mouse, $4.50
>for the monitor. :) )
>
>Anyway, I now need to find software for her to make her useful, term
>programs, programming packages, games, etc. Can anyone perhaps direct
>me to some prime ftp sites that carry lots of ST stuff? I know it's
>probably in the FAQ, but I haven't seen that yet.

Point a browser (including Lynx, we're text-friendly) to
http://www.teleport.com/~atari for a directory of Needful Things for
Atarians.

A word of warning: right now, there's 50k of text there. I'm working on a
smaller version that will break up categories into seperate pages, to speed
loading of the part(s) you want, but it may be a day or two before that
version goes online.

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--------------------ftp://ftp.teleport.com/users/atari--------------------

# 1954. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970129234310118863@tachyon.demon.co.uk>
Source record: 128892

William Fisher <blackat@direct.ca> wrote:

> Frank is 100% right. TOS is copyright by Atari Corp (or JTS now).
>
> see a problem using copies of TOS to make the emulators work. Yes, it
> probably is illegal, but then so is copying that video from the rental
> store, or that favorite tape or CD!

My point exactly - all I did was answer the original question about who owned the intellectual copyright. I know fine well truckloads of people use TOS images for all sorts of things, that wasn't my point ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 1955. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970129234306118631@tachyon.demon.co.uk>
Source record: 128893

<dpj@delphi.com> wrote:

> I wish that I knew! <g> I haven't given up on it because I've learned
> not to expect much "semi-active" developers. It's been a sign of the
> times for too long now. If it shows, it shows. I asked because I had
> heard from STeve Kipker that he was to become the support site for v. 3.
> I thought someone here might have heard something. Apparently, not. <g>

I got sick of waiting for one reason - lack of communication. Ad.Lib was supposedly the UK RATSoft support site, and Steve Hughey *still* didn't answer any emails from myself or Andy for almost a year. As I said elsewhere, we thought long and hard about a switch to Octopus - Koos is fast at responding to queries - but decided to give up the ghost after all.

ATB, Frank.
--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 1956. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970129234309118806@tachyon.demon.co.uk>
Source record: 128894

Gerd Walter <gerdw@wa.caeci.ol.ni.schule.de> wrote:

> Does anyone know, if STIK is still alive?

Very much so. STiK 2 is in discussion now.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 1957. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Tom <the.northerner@awinc.com>
Message-ID: <32EFF5CD.1448@awinc.com>
Source record: 128895
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

```
> All the comments Shellac made seemed to reflect a total disinterest
> in Atari computers now - why are you here? Isn't this a newsgroup
> *for* "hopeless romantics"?
>
> - Joel

Very well put Joel.
```

## 1958. Re: cartridge drive?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Jesús Cea Avión <jcea@argo.es>
Message-ID: <32EF31A0.7671@argo.es>
Source record: 128896

```
Daniel Klugh wrote:
>
> I used the "Install drive" menu item of TOS but for the drive letter I
> used a CAPITAL C.Rather than giving me a "drive not responding" type
> error,I could open the window for the "C" drive (not for a "c" drive though),
> and the top of the window refered to it as "Cartridge" instead of "Floppy".
>
> What's the deal?
>
> --
> The Doctor

--
Jesus Cea Avion _/_/ _/_/_/ _/_/_/
jcea@argo.es _/_/ _/_/ _/_/ _/_/ _/_/
_/_/ _/_/ _/_/_/_/_/
PGP Key Available at KeyServ _/_/ _/_/ _/_/ _/_/ _/_/
"Things are not so easy" _/_/ _/_/ _/_/ _/_/ _/_/ _/_/
"My name is Dump, Core Dump" _/_/_/ _/_/_/ _/_/ _/_/
"El amor es poner tu felicidad en la felicidad de otro" - Leibnitz
```

# 1959. Re: HD Driver 6.1 demo, et al

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <xPCXeD-.greg_evans@delphi.com>
Source record: 128897

Each SCSI device has a unique id, correctly identified by IDCHECK.PRG (an ICD program) as in my original post. I used to think the problem was my partitions, but someone tried my Version 4.51, after I'd given it up, on a new Quantum Fireball 1.2 gb drive, where, I belive, it was the only hard drive on his system and it still wouldn't recognize it. I belive his probolem was the new Fireballs are SCSI-3, but the one I have is plain ol' SCSI-2 and works great with ICD Pro. I've had it 1 1/2 years and have had absolutely no conflicts with it and any other device on my SCSI chain, and I have lots -- another hard drive, tape drive, Syquest, CD Rom drive and flatbed scanner.

Greg

## 1960. PHENIX: A 120MHZ Falcon compatible?!?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970129191348.22832A-100000@acs2.byu.edu>
Source record: 128898

Check ftp://ftp.cnam.fr/pub/Atari/CENTEK/phenix. Who's got more
info about this machine?

( ( ( ( ( ( -F. ) ) ) ) ) )
UTAH * USA * 1997

# 1961. Re: QED 3.97, a text editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5coal6$l06@ornews.intel.com>
Source record: 128899

In article <01bc0de8$028cffe0$80dfe49d@m_clemmetsen_pc.ac.uk>,
"Michael Clemmetsen" <michael.clemmetsen@sunderland.ac.uk.spam-me-not>
wrote:
>
>I've been using QED since it was only available in German and I have to say
>that it is the best text editor I have used on the Atari. It's definitely
>worth trying out. Guido your translation is perfect - just get Christian to
>fix that word-wrap bug (you know the one where you start a new file and
>save it as a file type that has wrapping turned on and QED crashes).

Translation is great. How do I add new file types, though? All I can use
are *.TEX and * - there's nothing else, and I can't find an "Add" or "New"
button.

----------http://www.teleport.com/~atari----------
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email for subscription details and further information
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----------ftp://ftp.teleport.com/users/atari----------

## 1962. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5coadn$l06@ornews.intel.com>
Source record: 128900
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

In article <32EEF99A.42B5@awinc.com>, Tom <the.northerner@awinc.com> wrote:
>As for the nightmare of windoze programming, perhaps you need a few more
>courses :-). The nightmares don't seem to have stemmed the tide of great
>Win 95 software, like gemulator 96 for instance.

Some of us don't think that anything coming from MicroSoft employees
qualifies, either officially or as a moonlighter, as "great." <G> Unless,
of course, you refer to the size of the package.

Followups set - probably to the wrong place, but I'm not sure you MEANT thsi
as flamebait.

----------------------http://www.teleport.com/~atari-----------------------
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NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

## 1963. Looking for a used TT or Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Mike McGowan <jmmcgowan@worldnet.att.net>
Message-ID: <32F01468.6392@worldnet.att.net>
Source record: 128901

I have been reading the atari newsgroups with great interest, and notice lots of folks moved up a few years ago to the TT or falcon. I am interested in buying one for myself (probably a TT, but I'll look at a Falcon.)

If you've one with a hard drive and decent ram for under $500, let me know.

Mike McGowan

# 1964. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970129234308118719@tachyon.demon.co.uk>
Source record: 128902

Shellac <shellac@stucco.com> wrote:

> So in the meantime let's GET OVER IT. And use the machines of today
> and quit wasting time and bandwidth and being hopeless romantic's
> towards people who didn't really give a shit about you or me, or
> anyone..except how to make a buck a run like a petty mugger off the
> street...

Who's wasting bandwidth? The newsgroup is here to talk about Atari and their machines, which is what most people in here do! Your posting was the waste of bandwidth - if you don't use or like Atari computers, then feel free to slide off to another newsgroup.

And as for Atari not giving a shit about users - you think Bill Gates produced Win95 just because he loves you all so much? I'm sure he sits there in Seattle worrying about each an every one of you.

ATB, Frank.
--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 1965. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970129234305118546@tachyon.demon.co.uk>
Source record: 128903

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

> Dunno about that, but Octopus BBS is very heavily supported. And you don't
> have to add "modules" (at additional cost, I imagine) to get fido
> compatability, Internet compatability, multiple CD-ROM support, multi-line
> chat...

Couldn't agree more - I like Octopus a lot. We were seriously
considering switching to Octopus from RATsoft a while back thanks to
lack of apparent support for RAT, and only the huuuge amount of work
involved in switching systems at such a late stage in the game stopped
me ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 1966. Re: MintNet & CAB help

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970130005739.24968A-100000@usr08.primenet.com>
Source record: 128904

hmm I don't know your mint setup, but the timeout sending config
request is normal. Don't worry about that, however, the exited by
signal 15 is not too good.
Here PPP is VERY VERY stable, I run it something like 6 hours days
without disconnecting. :)
Bye,. BTW KEMD is available. :)

On 29 Jan 1997, Joel Enbom wrote:

>Hi there. Me again.
>
>First of all, thanks for all your help so far.
>
>So, here's the deal: I've got 10 days of free PPP to try and get Mintnet
>to work with CAB. I think I'm pretty close and, probably, missing
>something pretty obvious.
>
>I, following the advice given previously, created a new folder, "TMP," on
>my MintNet partitition (quasi-partition). I still get the "Path not
>Found; error #-34," though, when trying to access a URL with CAB.
>
>Now, I believe that I am getting a PPP connection. Here's my recent
>MESSAGES:
>
> Failed to create pid file /var/run/ppp0.pid: file not found
><29>Jan 23 14:09:50 pppd[7]: Connect: ppp0 <--> /dev/modem1
>Jan 23 14:09:52 homer pppd[7]: local IP address 100.0.0.1
><29>Jan 23 14:09:52 pppd[7]: remote IP address 204.96.82.86
>Jan 23 14:10:26 homer pppd[7]:CCP: timeout sending Config-Requests
>Jan 23 14:16:38 homer syslogd:
>exiting on signal 15
>
>I am intrigued by the "CCP: timeout sending Config-Requests." This, on
>the surface does not seem to be a "good" message. Is this a clue to where
>my problem lays?
>
>Only 9.85 days left! Help!
>
> Joel.
>
>
>

---
Email:Kellis@primenet.com

Web http://www.primenet.com/~kellis/

---

# 1967. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HA4UDAVOUp@tos.ak.planet.gen.nz>
Source record: 128905

In <5ckeet$9u5@login.freenet.columbus.oh.us> Daniel Klugh wrote :

>Hallvard Tangeraas (hallvart@sn.no) wrote:
>: On Sun 26-01-97 18:46, Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
>
>: >The Connect I used used a GEM window and only had 14 lines!!!
[...]
>Well if you're going to use a monochrome monitor,you're going to get more
>lines.

If the text doesn't fit onscreen, it sounds like you need to use a smaller typeface.

>: >Of course GEM is so slow that you can actually see the flicker which
>: >occurs when the bit-planes are out of sync.

People seem to get confused about GEM being slow. GEM does not blit the window contents. The window does not blit slowly because of GEM. I use CoNnect and I don't have this problem. Maybe you have a slow computer, or a slow VDI? I find CoNnect to be quite fast even on an 8MHz ST.

>: It's not any slower than any other GEM program regarding the display.
>
>That's sort of the point.It's a GEM programme and inherently slow.

No. The GEM from an old TOS is rather slow. If you keep using a 1985 version of GEM, it will be a bit slow. But this doesn't have much to do with the scrolling.

>I keep seeing "NVDI" mentioned.What the hell is it?!?
>(can't people usde English anymore;what's with the codewords!)

NVDI stands for New VDI (VDI stands for Virtual Device Interface). NVDI replaces the VDI of the ST with a much faster version. It will make all your software appear to run incredibly fast compared to the normal VDI. It't not just a small difference, but a _huge_ difference. NVDI also supplies a SpeedoGDOS compatible outline font manager supporting Speedo, Truetype and (at extra cost) Postscript fonts.

>I have something called TurboColor that seems to speed up the GEM
>filemanager and ST BASIC.I wasn't using it at the time,but the 14-line
>limit makes the point moot.

There is no 14 line limit. If the typeface is too big to fit onscreen, use a smaller typeface. Or maybe you have big status bars or something turned on.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 1968. Re: cartridge drive?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Jesús Cea Avión <jcea@argo.es>
Message-ID: <32EF3340.2CB0@argo.es>
Source record: 128906

Daniel Klugh wrote:

> I used the "Install drive" menu item of TOS but for the drive letter I
> used a CAPITAL C.Rather than giving me a "drive not responding" type
> error,I could open the window for the "C" drive (not for a "c" drive though),
> and the top of the window refered to it as "Cartridge" instead of "Floppy".
>
> What's the deal?

Since the first Atari you can connect to them a cartridge, you know.
There are *THREE* cartrigde types:

Autoboot: They are executed at the TOS init code (reset), just after
hardware has been setup but before any software bootup, like boot
sectors load, AES init, and so on.

File Systems: The unit "C" (capital letter) you said. You can have 128Kb
of files here.

Custom: They are not recognized by the system, but used in custom
applications: digitalizing devides, DAT recording, antihack locks, and
so on.

--
Jesus Cea Avion _/_/ _/_/_/ _/_/_/
jcea@argo.es _/_/ _/_/ _/_/ _/_/ _/_/
_/_/ _/_/ _/_/_/_/_/
PGP Key Available at KeyServ _/_/ _/_/ _/_/ _/_/ _/_/
"Things are not so easy" _/_/ _/_/ _/_/ _/_/ _/_/ _/_/
"My name is Dump, Core Dump" _/_/_/ _/_/_/ _/_/ _/_/
"El amor es poner tu felicidad en la felicidad de otro" - Leibnitz

# 1969. Re: Mega STe priced to move

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cp2iv$dgf@ash.ridgecrest.ca.us>
Source record: 128907

Rich Tietjens wrote:
>
> In article <32EE29FE.446B9B3D@fir.fbc.com>,
> Curt Vendel <cvendel@fir.fbc.com> wrote:Status: N
> >
> >I'm moving and want to sell my Mega STe and move up to a TT030, so I'm
> >selling the following:
> >
> >1 Atari MEGA STe/4
> >
> >$125 plus $20 shipping.
> >
> >Take it now, take it quick otherwise I'll donate it to a school and
> >write it off.
>
> Oh, man, this is a terrific bargain! If I had any excuse for buying it...

I just sent an email! Hope I was first:)

Mike

>
> SOMEBODY buy this, quick!

# 1970. Re: TT030 images/pictures needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cp40e$dgf@ash.ridgecrest.ca.us>
Source record: 128908
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Frank Charlton wrote:
>
> -----BEGIN PGP SIGNED MESSAGE-----
>
> Hi all,
>
> I'm working on a possible article at the moment about the TT, and I have
> no pics of the damned machine :)
>
> Does anyone have any images in any of the usual formats (GIF, JPEG etc.)
> of any part of the TT - interior motherboard shots, exterior shots,
> whatever? I'm after anything I can get - if anyone has any existing web
> resources or ftp links to TT info, it would be appreciated too.
>
> If you can help, please either upload via ftp to
> ftp.demon.co.uk/pub/atari/incoming/ along with a little note, or email
> the images to me at frank@tachyon.co.uk, please.
>
> Thanks in advance for any help ;-)
>
> ATB, Frank.

Hi Frank,

I have a copy of Issue 44 of ST World dated Oct 1989. On the
cover is a generated image of the TT's unvailing. Within the
article are a couple of nice pics from a Dusseldorf show.

While digging I also found a pic of PGA 030 Falcon in
Atari Advantage, Oct 1992 and a cover shot of Atari
Explorer with the Portfolio in the "Terminator 2" theam.

I'll have to scan them tomorrow. Look for them Friday at
ftp.ridgecrest.ca.us/pub/users/m/mgrove in the pics dir.

Mike

# 1971. Re: QED 3.97, a text editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5coj6p$8c8@due.unit.no>
Source record: 128909

Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:

: Translation is great. How do I add new file types, though? All I can use
: are *.TEX and * - there's nothing else, and I can't find an "Add" or "New"
: button.

This puzzles me every time I have to do this, I keep forgetting it; just
double-click on the file-type and a dialog pops up.

Jo Even Skarstein

# 1972. Re: Java

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: kucik@mrakoplas.phil.muni.cz
Message-ID: <5cnsbi$88m@rhino.cis.vutbr.cz>
Source record: 128910
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st.programming

Steven Rodgers (skr@dcs.ed.ac.uk) wrote:
: Does anyone know if there exists a way to run Java applets on a TOS machine?
: AFIK there exists nothing for TOS, how about under linux?

There was an article about Java and Atari in the ATOS-magazine. They used Pure Pascal and library called ObjectGEM, IIRC.

Fufin

# 1973. Re: ST to PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: kucik@mrakoplas.phil.muni.cz
Message-ID: <5cnsv1$88m@rhino.cis.vutbr.cz>
Source record: 128911

Theodore Georgopoulos (stud0772@di.uoa.gr) wrote:
: I want to access my PC's hard and CD-ROM drives from my Mega 4.I 've
: heard of
: Ghostlink,but it uses the serial interface,so it should be rather
: slow...
: Any hints?

Try PARCP, it uses parallel interface. And you should find it somewhere on the
ftp.cnam.fr.

Fufin

## 1974. ICD Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@pacbell.net>
Message-ID: <32F00310.32DE@pacbell.net>
Source record: 128912

Hello, I have a person that wants to sell a Link 2 ICD unit.... The only thing is on the outside of the unit it says (Link) - NOT LINK 2!... If this is a Link2 should not it say Link2? Anyone jnow the difference?

Please Email...Before I buy this unit...

Thanx Rick - RClaunch@Pacbell.Net
--
/|\ ========================================== /|\
fuji LIVES! The PC-Widowmaker BBS fuji LIVES!
Atari TT030 based - 3gigs Hard Drive - 7 CD ROMS
======= Riverside, Ca.USA (909)637-1274 v.34 =======

# 1975. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <5coe71$rc0@irk.zetnet.co.uk>
Source record: 128913

>Hello!
>
>Does anyone know, if STIK is still alive?

Alive and kicking, I'm using it to send this. Support grows every
day. At least from where I'm standing :-)
>
>I heard nothing about it for a long time.

Looking in the wrong places, though I would have thought in Germany it
would be talked about?

>
>Will we get CSLIP or PPP any time?

Probably :-)

Regards,
James ��������

|\ _____ * *
|/ock |roll  An tari user
|\ | <------->
In Scotland!!

james.pirie@zetnet.co.uk

Telephone, (voice) 01571-855327
,, (Mobile) 0378 779120

# 1976. Re: How to set PageStream screen colors

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <5coe6r$rc0@irk.zetnet.co.uk>
Source record: 128914

>How do you set colors in Pagestream? I've been using 2.2SE
>for a while, now that I finally convinced it to remember font
>paths. My testing shows that you can only set colors for the
>current session.

Yup, thats what I found also, I think it says somewhere in the manual
that the ST version in any case will only remember the colour
settings for the current session, and that seems to be true at least
for the on screen colours, and aint it annoying when you drop out of
Pagesteam to find your windows are blacked out? Well mine are until I
go into window settings and change them manually. It's still a good
program though, I like it better than Timeworks and I've never had the
hardware to use any of the biggies.

Regards,
James ��������

|\ _____ * *
|/ock |roll  An tari user
|\ | <------->
In Scotland!!

james.pirie@zetnet.co.uk

Telephone, (voice) 01571-855327
,, (Mobile) 0378 779120

# 1977. Re: Ant Mail doesn't change to editor's

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <5coe6v$rc0@irk.zetnet.co.uk>
Source record: 128915

```
>From: mbecroft@tos.ak.planet.gen.nz (Mario Becroft)
>Organization: Tariland Computer Club, Auckland, New Zealand
>Subject: Re: Ant Mail doesn't change to editor's path
>Date: Wed, 29 Jan 97 10:51:08 NZST
>Newsgroups: comp.sys.atari.st
>References: <5cgumq$nrq@fep4.clear.net.nz> <5cj6em$jgm@ornews.intel.com>
>Message-ID: <HA4KAFWCUp@tos.ak.planet.gen.nz>
>X-Mailer: UPoint 'light' (24. Jul. '94)
>MIME-Version: 1.0
>Content-Type: text/plain; charset=ISO-8859-1
>Content-Transfer-Encoding: 8bit
>Content-Length: 956
>Lines: 25
>
>In <5cj6em$jgm@ornews.intel.com> Rich Tietjens wrote :

>>>I have recently been trying to set up Ant Mail, and while it works
>>>fine other respects, it does not seem to change to the path of the
>>>editor at the right time, meaning that the editor is unable to find
>>>its resource file.
>>>
>>>Is there any way to avoid this problem? Any help would be appreciated.
>>
>>Mario, just put a copy of the editor and the RSC in the Antmail folder.
>>Clumsy but workable. I suspect you are using TOS <1.04 - I didn't have any
>>such problems with TOS 2.06 nor 3.06.

Which version of Antmail are we talking about? Earlier versions than
7.9 had terrible trouble with the external editor and in fact I could
not use it at all for a while, V7.9 seems fine, even under MagiC 4
Just a thought?? :-)

Regards,
James ��������

|\ _____ * *
|/ock |roll  An tari user
|\ | <------->
In Scotland!!

james.pirie@zetnet.co.uk

Telephone, (voice) 01571-855327
,, (Mobile) 0378 779120
```

# 1978. Re: MagiC 5

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: john@whalley.demon.co.uk.NOSPAM
Message-ID: <854581376_OASIS_@whalley.demon.co.uk>
Source record: 128916

In article <27620_please@no.spam.mail.here>
please@no.spam.mail.here (please@no.spam.mail.here) said:-

>In a previous message Ade@finitive.demon.co.uk wrote >
> > If after booting with MagiC you wish to use the computer without it,
> > you'd need to turn machine off, as reset of course leaves MagiC in
> > memory.
> >
>
>Or there is a small program available in the umich archives (I think)
>boot.ttp with the parameter -c does a cold boot and clear magic from your
>system...archive name is boot.zip
>
>saves wear and tear and is a kinder option to your system.

Er... why not just click on the Cold Boot button after a shutdown?

Works for me!

TTFN
John
(email address altered to avoid spam: use the one below for real
email)

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

# 1979. Re: Looking for ST Sites

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <854534870_OASIS_@bassment.demon.nl>
Source record: 128917

In article <32EFB051.3BDE@olympic.ctc.edu>
SUTTON GARY E <gesutton@olympic.ctc.edu> said:-

>Anyway, I now need to find software for her to make her useful, term
>programs, programming packages, games, etc. Can anyone perhaps direct
>me to some prime ftp sites that carry lots of ST stuff? I know it's
>probably in the FAQ, but I haven't seen that yet.

Try ftp.cnam.fr (or http://sunsite.cnam.fr). Watch your phonebill though! :)

--

Few women admit their age. Few men act theirs.

```
=============================================================================
= Maurits van de Kamp (maurits@bassment.demon.nl) =
=---------------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=---------------------------------------------------------------------------=
= Black Currant (Live rock, soul & dance) : bc@bassment.demon.nl =
= Purple Trance (Mellow & Trance house) : pt@bassment.demon.nl =
= Bassment Studio Productions : productions@bassment.demon.nl =
=============================================================================
```

# 1980. Re: Differences: STacy & Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <854533154_OASIS_@bassment.demon.nl>
Source record: 128918

>If you just looking for an easy way to move your files, I'd recommend
>getting a Syquest EZ-135 drive. I got one and it's great.
>Drive cost is anywhere from $80-130 depending upon the source.
>Extra cartridges run about $19.95 -22 each for 135 megs.

That might not be a good idea, as the EZ-135 has been discontinued and it
will become hard to find discs. Better get a ZIP or JAZ drive.

--

Few women admit their age. Few men act theirs.


```
================================================================================
= Maurits van de Kamp (maurits@bassment.demon.nl) =
=--------------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=--------------------------------------------------------------------------=
= Black Currant (Live rock, soul & dance) : bc@bassment.demon.nl =
= Purple Trance (Mellow & Trance house) : pt@bassment.demon.nl =
= Bassment Studio Productions : productions@bassment.demon.nl =
================================================================================
```

# 1981. Re: Programming ideas

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <854533430_OASIS_@bassment.demon.nl>
Source record: 128919

In article <854331188@acpu.com>
tom.derrick@acpu.com (Tom Derrick) said:-

>It seems to me that the software in question was proprietary; that
>is, it was written for just one line of PLCs. That being the case,
>one would have to start with just one line (I would hope a popular
>one) of PLCs, and would then branch out into other brands. Lot of
>work, not much reward.

Correct, the ladder-diagram is for the Omron series of PLCs. At our school
we also had April PLC's which we programmed in GrafCet, and I believe that
the Grafcet software was able to program more kinds of PLCs.

--

Few women admit their age. Few men act theirs.


```
=============================================================================
= Maurits van de Kamp (maurits@bassment.demon.nl) =
=---------------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
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= Purple Trance (Mellow & Trance house) : pt@bassment.demon.nl =
= Bassment Studio Productions : productions@bassment.demon.nl =
=============================================================================
```

# 1982. Re: MIME/BASE 64 encoding decoding problem solved!

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32eeecc629e60c2@sn.no>
Source record: 128922

On Wed 29-01-97 05:05, Hallvard Tangeraas (hallvart@sn.no) wrote:

>Hmmm.... perhaps I'll upload all these programs to my site and include a
>small "how to" text file with it as well..

And I did just that! Haven't enclosed any "how to" yet though- but the
previous posting should help.
Anyway, here's where you find the programs needed:

ftp://ftp.sn.no/user/hallvart/atari/

mpack15.zip (36 Kbytes)
pacsh301.zip (115 Kbytes)

and in case you want to UUencode/decode with the shell as well;

uuende24.zip (31 Kbytes)

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 1983. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Tom <the.northerner@awinc.com>
Message-ID: <32EEF99A.42B5@awinc.com>
Source record: 128923
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

William Fisher wrote:
> I thought the post was quite interesting since I did not know that Atari Corp had 'officially' left us.

Hello, where have you been? Atari Corp has officially left us, abandoned the platform, etc. etc.

As for the nightmare of windoze programming, perhaps you need a few more courses :-). The nightmares don't seem to have stemmed the tide of great Win 95 software, like gemulator 96 for instance.

As for everything else you said, I pretty much agree. Being a user of both platforms, I use Win 95 for the great apps available, superior sound, speed and graphics.

But I don't love it the way I loved my falcon and my megaste. Those were great home computers.

OTOH, I also agree with Shellac that the management and marketing of Atari has been a source of frustration for users for years.

# 1984. FS: Atari software

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: koutsos@students.uiuc.edu
Message-ID: <5cmujq$j11@vixen.cso.uiuc.edu>
Source record: 128924

```
For Sale:
-----------
Prospero Pascal
FTL Modula-2 for the ST by HiSoft
Silhouette (Raster, Vector Graphics and Auto-Tracing Program)
Calligrapher

send me your offers.

any reasonable offer taken ASAP

koutsos@students.uiuc.edu
```

# 1985. Re: Adding SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32EEFCF7.C41@bruker.de>
Source record: 128925

Rich Tietjens wrote:

>the TT itself is SCSI ID 7).

But only when running a driver that supports initiator identification.
The TT itself has no SCSI ID of its own, the hard disk driver can supply
that ID.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 1986. Re: Adding SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32EEFDA6.6A72@bruker.de>
Source record: 128926

Mike Harvey wrote:

> Seems the TT takes about any SCSI signal, except for the
> Quantum 1 gif Fireball that Quantrum sent me for my failed under
> warrety LPS-540 meg drive. Miss that drive, it was FAST!!.

The Quantum Fireball drives require a driver that supports initiator idenfication, e. g. HuSHI, CBHD, HDDRIVER (demo version on acp5.chemie.uni-kl.de/pub/atari/.) Which the appropriate driver the drives work like any other drive type except that TOS can't boot from them. But Fireball drives are fine as non-boot drives, e. g. as external drives.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 1987. Re: Ant Mail doesn't change to editor's path

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HA4KAFWCUp@tos.ak.planet.gen.nz>
Source record: 128927

In <5cj6em$jgm@ornews.intel.com> Rich Tietjens wrote :

>In article <5cgumq$nrq@fep4.clear.net.nz>,
> a.forster@clear.net.nz (Alan Forster) wrote:
>>
>>I have recently been trying to set up Ant Mail, and while it works
>>fine other respects, it does not seem to change to the path of the
>>editor at the right time, meaning that the editor is unable to find
>>its resource file.
>>
>>Is there any way to avoid this problem? Any help would be appreciated.
>
>Mario, just put a copy of the editor and the RSC in the Antmail folder.
>Clumsy but workable. I suspect you are using TOS <1.04 - I didn't have any
>such problems with TOS 2.06 nor 3.06.

This problem occured on a Falcon030 with TOS 4.04.

Anwyay, thanks for the help.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 1988. Re: HD Driver 6.1 demo, et al

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32EEFE2E.1D81@bruker.de>
Source record: 128928

Nicholas Flintham wrote:

> Most modern Quantum drive's need scsi arbitration turned on I think
> you'll find this is your problem.. :)

And if it is turned on the TT or Falcon must not get an ID that is
already present. Each SCSI ID has to be unique. If the computer has the
same ID a peripheral device has, strange things happen.
--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 1989. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: faehnle.3@osu.edu
Message-ID: <5cn11f$cuj@charm.magnus.acs.ohio-state.edu>
Source record: 128929

>On Tue, 14 Jan 1997 23:29:54 -0700, InfoMan <infoman@poboxes.com>
>wrote:
>
>>Did you hear anyone say "Goodbye"?
>>==================================
>>by Donald A. Thomas, Jr. (10/4/96)
>>
>>It's odd to imagine an institution, which was as big and as powerful as
>>Atari
>>once was, [Snip big over-melodramatic Sap Letter]
>
>Get a grip guys... I was once an Atari User and all I had to look
>forward to was a lack of software, non-existant tech support, buggy
>operating systems (TOS Ring a bell?) and always wanting to do what the
>Mac and IBM (Not to mention AMIGA) could do..never really achieving
>it. ..... <Snip Pain in the ass letter from a loser>

People like yourself always think they know everything about everything. But
in reality, it's nothing about everything, or everything about nothing (take
your pick). Why don't you stop ruining my time and spend your time in your
little IBM/Mac worshipers newsgroup?

You're right about lack of tech support, but then with Mac and IBM developers
you have to pay-by-the-minute, calling 900 numbers. By the time you are
finished
spending the big bucks, talking to some know-nothing on the phone, I will have
figured out my problem on my own, for free!

Issue #2: there may not be as much software as is available on the Mac and
IBM, but there is software available for the Atari to accomplsh most any task
that can be accomplished on the MAC/IBM. And the software that is available
for
the Atari platform is of extremely high quality. Some software on the newer
Atari clones can even accomplish a variety of tasks better and faster than a
Mac/IBM (see Current Notes, volume 16, issue 5, p.10)

The buggy TOS operating system doesn't seem to be much of a problem for me.
My Atari TT030 rarely crashes and is actually very reliable. I have a friend
with a pentium 200mhz. Windows is always misplacing and losing files, or
sometimes deleting them altogether - without his knowing. I know many others
who suffer from many of the same problems. What a mess!!
--Oh, I forgot - you'll need a special program to uninstall your programs for
you on an IBM because windows nests folders beyond where any user has the
patience to attempt to reach them -- and sometimes even this doesn't work.

Wanting to do what Macs and IBMs can do w/out achieving it? Maybe you, but I have no problems doing the same tasks - and having used all sorts of computers, many of them are much simpler on my Atari.

I currently use 800x600 true-color on my Atari to display what I think is a much better looking and easier to use environment (GEM) than windows. I regularly do full color desktop publishing, cd-rom applications, a full range of internet functions, and take care of all of my business needs.

And the best part of the whole thing is that with the internet being non-computer specific, my Atari still has room to grow. Check out Atari-Interactive. This is a great source for software and in my opinion, the "try-it-before-you-buy-it" method is one of the best ways to buy software. There are more of these unique options becoming available for the Atari platform everyday. I have found more support now that in the past serveral years.

My point here is not that Atari is better, it's obvious that the hardware is somewhat inferior to the newer machines. But it still fulfills all of my requirements and I can't see what motivates people like yourself to give me a hard time. The only reason I can suggest is that people pick on you all day long so now, hiding safely behind your little monitor, you pick on me. Cut it out! Go home loser!

Matt

## 1990. NOVA Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: epkrgdh@epk.ericsson.se
Message-ID: <5cmvj5$ccs@newstoo.ericsson.se>
Source record: 128930

Has anyone tried this ?
Does it work with CAF ?

regards

Ronny

# 1991. Re: CAB/STIK ERROR#600

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <5cn2qn$pqp$1@mhafc.production.compuserve.com>
Source record: 128931
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

I now have a new problem.When trying to connect to some websites
CAB will just exit on its own and I think two bombs show on the screen

# 1992. Re: Alas alack, windoze95 beckons

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-2901970840590001@47.85.0.99>
Source record: 128932

In article <854483755.1023812.0@mbha.demon.co.uk>, dave@mbha.demon.co.uk wrote:

> Bummer.
>
> I may be on the verge of getting a PC. Yeccch!
>
> Soooooo. What is a TT worth? 20Mb TT-ram, 4Mb ST-ram. 512Mb HDD, Crazy
dots 2
> card (great for 1024x768x256 or 800x600x32k), software coming out of my ears.
>
> Or should I just keep it?
>

KEEP IT!

I got a pentium last year; it's not as much fun as an Atari.

Luckily, I still have my ST's.

You can have both.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

# 1993. Re: Alas alack, windoze95 beckons

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32EF13B0.2781E494@doc.ic.ac.uk>
Source record: 128933

dave wrote:
>
> Bummer.
>
> I may be on the verge of getting a PC. Yeccch!
>
> Soooooo. What is a TT worth? 20Mb TT-ram, 4Mb ST-ram. 512Mb HDD, Crazy dots 2
> card (great for 1024x768x256 or 800x600x32k), software coming out of my ears.
>
> Or should I just keep it?
>
> Thoughts anyone?

Personally, I'd keep it. Have a PC as well; the ST has some really
good software for doing certain things (e.g. LZHShell, Gemview,
etc...), and is really easy to write programs on.

If you're a programmer, then you should definitely keep it, since
you can use it as a debugging machine (even if for nothing else);
attach it to your PC's serial port, then send debugging messages
there rather than have them plaster your PC's screen as you're
trying to debug your program.

I'm afraid that I'm on the same grassy verge, and this is what
I intend to do with my ST.

_____________________________________________________________
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

# 1994. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-2901970900360001@47.85.0.99>
Source record: 128934

In article <19970129020838157698@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

*** Stuff deleted about TOS **

> None of this has anything to do with my reply - which was that TOS is
> (c) Atari. It is. Period. People copy it, create images, run emulators
> and lots of things - but it's still copyrighted.

This brings up the following question:-

AIUI, TOS may be '(c) Atari', but the GEM portion is '(c) Digital Research'.

GEM may become PD if the present '(c) ' holder (Caldera) releases it.

There will most likely be conditions about not re-releasing modified versions,
but the possibility exists that people may be allowed to do whatever they like
with GEM, as long as it's for their own use.

What happens to Atari's '(c) ' then? Does their original copyright become
invalid ? Don't forget, the original product consisted of GEM & TOS, &
that Atari computers need GEM to work. So, if Atari (or their agents)
continue to seek payment for TOS ROMS, they may infringe the new GEM
distribution agreements.

I'm not advocating TOS piracy, just asking relevant questions.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

# 1995. Re: Midi network interface

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32EF14B1.446B9B3D@doc.ic.ac.uk>
Source record: 128935

Gambit wrote:
>
> I understand that their is software for the atari ST that allows you to network st machine
> through midi, and was wondering A) is this accurate, b)what software is needed, c)how long of a
> midi cable can you run without needing a repeater(if one exists)? d) can all neccesary files to
> acces the network be loaded on a single drive
>
> the application is a 520st, in the kids room one connected to the tv in living room and
> the "server" in the computer room, 520stfm 1 meg ram, and a 160meg scsi drive
> im wanting to run games off the hardrive. to the other machines...

Hmmm... there is software available, but most of it isn't very good;
the other thing is that they'd be better off running off floppy disks,
since MIDI in most cases is configured for 38,400 bps. (Much slower
than a floppy). The ST's MIDI interface can be configured to run
at 500,000 bps, which would be quite good, except that when running
at that rate, the CPU gets flooded with data and the machine hangs.
(Also, this reduces the cable run).

If I were you, I'd either stick with floppies, or try to get hold
of some old ethernet gear.

--------------------------------------------------------------
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

# 1996. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32EF1789.794BDF32@doc.ic.ac.uk>
Source record: 128936
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

```
Shellac wrote:
>
> On Tue, 14 Jan 1997 23:29:54 -0700, InfoMan <infoman@poboxes.com>
> wrote:
>
> >Did you hear anyone say "Goodbye"?
> >==================================
> >by Donald A. Thomas, Jr. (10/4/96)
> >
> >It's odd to imagine an institution, which was as big and as powerful as
> >Atari
> >once was, [Snip big over-melodramatic Sap Letter]
>
> Get a grip guys... I was once an Atari User and all I had to look
> forward to was a lack of software, non-existant tech support, buggy
> operating systems (TOS Ring a bell?) and always wanting to do what the
> Mac and IBM (Not to mention AMIGA) could do..never really achieving
> it. The real Evil was the Tramiels who couldn't get off their fat
> white asses and market the machines they produced properly, or for
> that matter at least care about their customers... I think when I had
> to send away money for a floppy cable from Britain is when I woke up
> and grabbed a clue... A big blue clue... So Windoze (and still isn't)
> as bug free as they said it is. Well, you're dead wrong if you think
> that TOS was some big model of perfection...Far from it.

No... but it's nicer than Windoze any day of the week. What you don't
seem to understand is that all the extra functionality that you see in
Windows is written into each an every application. For example, OLE.
This is not some complex OS feature, but a standard communications
interface implemented in many major programs.

Also, Windows is a *PIG* to program, mostly due to the fact that,
unlike TOS (which seems to be unique in this respect), there's no
systematic function naming (e.g. in GEMDOS, all file functions start
with an "F", and all memory functions with an "M"). Under Windows,
it's pot luck whether you even find the damn function you were looking
for.

> In my opinion, the Jaguar was a hastily produced, crappy fragile
> machine that was once again marketed half-assed with games that looked
> like 2nd generation Genesis and SNES titles... Pretty sad for a
> so-called 64-bit machine.. And here's a correction... The Jaguar was
> one 32-bit and 2 16-bit Symettric multi-processors. There is nothing
> 64-bit about the jaguar at all. Except if you add the processors's
```

> together, which is one big cop-out.

You're right, the Jaguar was hastily produced, and some of the games were rather... well, SNES-like... However, it *was* a 64-bit machine. The Jaguar has one MC68000 (16/32-bit), four 64-bit RISC processors, three of which are more or less completely dedicated to graphics, but could probably be used for processing as well, and one 32-bit RISC DSP chip to handle the sound subsystem.

The 68000, contrary to popular belief (proliferated by the rather anti-Atari console press) is only actually used to process I/O, such as the joypad, and for "housekeeping tasks" - I assume this includes little things such as clocks.

> The only hope for Atari is that they don't lose even more money, or
> for humanity's sake, the Tramiel's going into business again... I'd
> certainly hate to see market share for another company jump from
> thriving to downright pathetic. Monkey's could have managed Atari
> better. BILL GATES could have managed Atari better...

No - this is unfair. Bill Gates could probably have managed Atari better, but Atari was failing anyway; the major problem that they had was that the press were largely against them, resulting in the entirely juvenile behaviour of a large portion of their potential market (the "Oh - it's an Atari - well, it must be cr*p then" syndrome). Monkies, however, could not have managed it better. The Tramiels have actually done quite a good job; although you probably don't realise it, the Atari 2600 games system was the most popular console ever.

---
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

# 1997. FS/T: Atari ST software [01/29/97]

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <5cn4pf$9sq@dfw-ixnews5.ix.netcom.com>
Source record: 128937

If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it). Also, please be sure to read the entire message carefully before you ask me any questions. This will save us both some time. Thanks! -- MJN

*****

All VGA FS/T lists are updated weekly and are available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 01/23/97
---
I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3 for the first game and $1.25 for each additional game, unless otherwise listed. If you order enough items I can weigh the order as a package, which might reduce the shipping costs.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. Please include your full postal mailing address in your reply, along with a list of the item(s) that you are interested in. This information is for internal VGA use ONLY, and will NOT be sold! Also, you will only be added to the VGA mailing list at your request!

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

SOFTWARE:

ATARI ST COMPUTER:
---
New diskette(s) [still shrinkwrapped!]:
$ 8.00 Arkanoid (Taito)
$ 8.00 Art & Film Director (Epyx) -- $4 shipping, counts as 1st item
$ 7.00 Battleship (Epyx)
$ 5.00 Bobo (Infogrames / Terrific Software)
$ 7.00 California Games (Epyx)
$ 7.00 Championship Wrestling (Epyx)
$ 5.00 Crash Garrett (Metal Hurlant)
$ 7.00 Death Sword (Epyx)
$ 6.00 Devon Aire (Epyx)
$ 6.00 Dive Bomber (U.S. Gold / Epyx)
$ 5.00 Dragon Scape (Free Spirit)
$ 6.00 Final Assault (Epyx)
$ 7.00 GFL Football (Gamestar)
$ 6.00 Golden Path (Firebird)
$ 6.00 Goldrunner II (MicroDeal)
$ 7.00 Impossible Mission 2 (Epyx)
$ 7.00 Karateka (Br0derbund)
$ 6.00 Knight Orc (Rainbird)
$ 7.00 L.E.D. Storm (Capcom)
$ 6.00 Lands of Havoc (Antic Software)
$ 7.00 Last Duel (Capcom)
$ 7.00 Man Hunter: New York (Sierra)
$ 5.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 7.00 Metro Cross (U.S. Gold / Epyx)
$ 7.00 Paint Pro (Abacus Software)
$ 6.00 Prime TIme (First Row)
$ 7.00 Quadralien (Spinnaker)
$ 7.00 Renegade (Taito)
$ 7.00 Space Quest: Chapter I (Sierra)
$ 6.00 Star Quake (Terrific Software)

$ 6.00 Star Ray (Logotron)
$ 8.00 Star Wars (Br0derbund)
$ 6.00 Stunt Track Racer (Microplay)
$ 6.00 SwiftaR (Accustar)
$ 7.00 Techno Cop (U.S. Gold / Epyx)
$ 7.00 The Advanced OCP Art Studio (Rainbird)
$ 7.00 The Games (Epyx)
$ 6.00 The Pawn (Rainbird)
$ 6.00 The Sentry (Firebird)
$ 8.00 Tower Toppler (U.S. Gold / Epyx)
$ 8.00 Warship (Strategic Simulations, Inc.)
$ 7.00 Winter Games (Epyx)
$ 7.00 World Games (Epyx)
$ 7.00 World Karate Championship (Epyx)
$ 6.00 Zero Gravity (MicroDeal)
$ 6.00 Zynaps (Hewson)

*****

To reserve any item(s) listed here, please contact me (please read
the SALES CONDITIONS section first). Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

# 1998. Re: What is 'Blitter'?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32EF18F5.15FB7483@doc.ic.ac.uk>
Source record: 128938

Hallvard Tangeraas wrote:
>
> On Sat 25-01-97 03:16, ploob (buzzdc@netcom.com) wrote:
>
> >This option appears in a pull-down menu on my default desktop. I didn't
> >get a manual with the unit and I was simply curious. Turning the option
> >on seems to have no effect. Thanks for any clues.
>
> I don't know the technicalities, but it BlITter stands for "Block Image
> Transfer" as far as I know.
> It's used to speed up the display. Try to switch it off and see how much
> slower screen updates become (i.e when reading the contents of a folder
> etc.).

Nope. BLiTTER stands for "bit block transfer processor"; the BLiT
part comes from the B of bit, the L of block and the T of transfer.
Since BLT would be unpronouncable, an "i" was added. Something that
BLiTs must, then, be a BLiTTER :-).

--
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

# 1999. Re: Lascan and ET4000 Upgrade!

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: acounis@lpnp16.in2p3.fr
Message-ID: <5cn6i6$gaq@ccpnws.in2p3.fr>
Source record: 128939

Mark Duckworth (wolf39@juno.com) wrote:

: Can someone help me on the lascan program. Someone told me it is for a
: Falcon only but I am not really clear on what it does. I think it is
: for the auto-switch overscan but I don't even know what that is.

: I also downloaded an ET4000 upgrade thing. I know you can buy the Panther
: which uses the ET4000 card or you can actually build an ET4000 adapter
: for the mega ST's DIY port. (I assume the port beside the processor).
: Anyway I am pretty capable of making upgrades etc. so I need someone to
: convert it to english from german and to explain to me just how it works.
: Thanks alot everyone.

: Please do not send email as I can' read it right now :)

Hello Mark,
I have build the MEGA4000 graphic adapter (from Torsten LANG) and it works
very well in me MegaST.
If you have any questions, ask them (it would be better to do it via Email)

--
+------------------------------------------------------------------+
| ACOUNIS St�phane Laboratoire de Physique Nucl�aire et des |
| Hautes Energies - Universit� PARIS 6 |
| T�l: 01-44-27-43-62 Fax: 01-44-27-46-38 |
+------------------------------------------------------------------+

# 2000. Re: LZH decompression problems. Help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32EF1996.59E2B600@doc.ic.ac.uk>
Source record: 128940

Tom Carman wrote:
>
> On 24 Jan 1997 01:16:28 +0100, hallvart@sn.no (Hallvard Tangeraas)
> wrote:
>
> >On Mon 20-01-97 21:37, Daniel Hedberg (dhedberg@aristotle.algonet.se) wrote:
> >
> >>Actually the latest version of LHarc is 3.12.
> >
> >I downloaded it, thinking it was an update to Lharc 3.10 that I've been
> >using, but it's not the same thing!
> >This one is just a couple of .TTP files, not the same GEM program as
> >Lharc 3.10.
> >
> >
> >Hallvard
> >
>
> Hallvard,
> LHARC 3.12 is the actual program, as opposed to the shell. Use it to
> replace the LHARC.TTP in your earlier version. It will work fine with
> the old shell.

Hang on a mo... there's no point using the shell with the v3.12 .TTP,
since the shell doesn't actually use an external .TTP program anyway;
if you get the source from somewhere, you'll see that as of about
v3.00, there are loads of hooks for people to write user interfaces.

--------------------------------------------------------------
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

## 2001. GEMulator FAQ in the making

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.012997.111703.11@wxs4-8.worldaccess.nl>
Source record: 128941

Hi there, and sorry for the cross-posting...

GEMulator is an Atari ST emulator for PCs. The creation of a newsgroup is in the making, although limited to a planning stage at the moment. I am currently setting up a FAQ file, and I would like to request everyone who has fixed any of the problems he ran into to write them down (including their solutions) and mail me at my private email address. It looks like the first version of the FAQ will primarily be questions (so you're welcome to ask questions that you don't know the answers to, too), but I'm sure we'll get there in the end.
If you want to be put on the GEMulator FAQ mailing list, please email me with a subject of "sub GEMulator FAQ list".

If you want to have a look at some of the problems *I* am having with the GEMulator...

1) "ST Zip" won't work. It cannot write (deflate) anything; it gets write errors on the hard disk. Can this be fixed?

2) Can "FastCopy Pro" be made to work? I tried to copy a disk (this had readable directories and folders) and, although FCopy appeared to work fine (albeit slow when writing) the target disk had 0 bytes used, and no folders either.

3) "Revenge Doc Displayer" refuses to be installed properly. How come?

4) "Freedom" seems not to work; the file selector seems unable to let you save a document that already exists, although it does update the time stamp.

5) "Xboot" sees folders double and can't find its own "c:\XBOOT\" path. Suggestions?

6) "Ledpanel" doesn't work.

7) I tried installing Geneva and Neodesk 4 on the GEMulator. Neo4 seems to work just fine. Installing Geneva goes fairly OK, but it can't use Neo4 at the same time. I think the problem is the following: To autoboot Neo4 from Geneva (as a shell), Geneva has to read the specs from GEM.CNF. And the GEM.CNF is always 0 bytes after installing it on GEMulator...

8) The GfA Basic compiler "MENU.PRG" screws up compiling. I fixed this problem...a solution will be in the FAQ.

9) A failsafe way to check the write-protect status (on any Atari, any TOS version) won't work on GEMulator. How can one check this now?

That's it...I hope there'll be lots of response.
--
/------------------------------------------------------------\

| Richard Karsmakers cronos@worldaccess.nl |
\-------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/-------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\-------------------------------------------------------------/

# 2002. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2901970321400001@metricom46.ucsc.edu>
Source record: 128942
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

In article <32EF1789.794BDF32@doc.ic.ac.uk>, "Alastair J. Houghton"
<ajh8@doc.ic.ac.uk> wrote:

>Shellac wrote:

>> In my opinion, the Jaguar was a hastily produced, crappy fragile
>> machine that was once again marketed half-assed with games that looked
>> like 2nd generation Genesis and SNES titles... Pretty sad for a
>> so-called 64-bit machine.. And here's a correction... The Jaguar was
>> one 32-bit and 2 16-bit Symettric multi-processors. There is nothing
>> 64-bit about the jaguar at all. Except if you add the processors's
>> together, which is one big cop-out.
>
>You're right, the Jaguar was hastily produced, and some of the games
>were rather... well, SNES-like... However, it *was* a 64-bit machine.
>The Jaguar has one MC68000 (16/32-bit), four 64-bit RISC processors,
>three of which are more or less completely dedicated to graphics, but
>could probably be used for processing as well, and one 32-bit RISC
>DSP chip to handle the sound subsystem.

You both got it wrong.

The Jag has a MC68000 and two identical 32-bit RISC processors (one of
which was intended to handle sound processing). It also has a couple
coprocessors to accelerate things like blitting, sprites, etc. The 64-bit
element in the whole affair was the memory bus connecting the various
processing elements and the 2MB DRAM memory together.

Does it really matter that none of the processors in the machine cannot
handle 64-bit instructions? No. The only reason the N64 to has a 64-bit
CPU is that SGI designed the thing, and they're partial to the 64-bit MIPS
architecture. Not surprising, given that SGI owns MIPS.

There were clear benefits for game consoles to move from 8 to 16 to 32 bit
CPUs. These jumps allowed larger address spaces and quicker computation
(because 16 and 32 bit calculations are very useful). But 32-bit address
spaces are overkill for games in the immediate future, and 32-bit numbers
have a large enough range that you don't really need more except in very
rare cases.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

## 2003. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970129020837157642@tachyon.demon.co.uk>
Source record: 128943

please@no.spam.mail.here <please@no.spam.mail.here> wrote:

> That STF BBS was fun... not! (In fact, !ynot)!

That didn't stop it getting more callers than most BBSs though...

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2004. Re: WMF 2 GEM and/or CVG needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970129020839157808@tachyon.demon.co.uk>
Source record: 128944

please@no.spam.mail.here <please@no.spam.mail.here> wrote:

> Contact Paul Glover at stclub@cix.compulink.co.uk and ask about XChange - it
> certainly converts from WMF to CVG, but I don't know whether it retains the
> colour element.

The last version I saw didn't, which was a shame as I had a truckload of
colour WMF files which would have been nice to play with in Oline 3 :(

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2005. New ST Game

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Andy Robertson <andrew.robertson@scomagg.co.uk>
Message-ID: <32EF50C7.5A6F@scomagg.co.uk>
Source record: 128945

Hi,

I'm starting work on a new ST/Falcon game called Universal Command. It's a space strategy game along the lines of Supermecy with elements of Civilization and I need ideas for it.

If you have ever played Supremecy then I'll ask you, "What would make it better". I have already a fair number of ideas for the game but any help would be welcomed. :)

I have a rough spec for the game if anyone is interested in having a look and commenting on it.

Also, I'm thinking about making it STE/Falcon only, but I may keep it compatible with all ST's.

I really need as many ideas and suggestions as possible. Of course, everyone will be credited in the game etc.. :))

Best Regards.

Andy Robertson

## 2006. Re: QED 3.97, a text editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk.spam-me-not>
Message-ID: <01bc0de8$028cffe0$80dfe49d@m_clemmetsen_pc.ac.uk>
Source record: 128946

I've been using QED since it was only available in German and I have to say that it is the best text editor I have used on the Atari. It's definitely worth trying out. Guido your translation is perfect - just get Christian to fix that word-wrap bug (you know the one where you start a new file and save it as a file type that has wrapping turned on and QED crashes).

Michael

Guido Flohr <gufl0000@stud.uni-sb.de> wrote in article
<5cboms$j13@hades.rz.uni-sb.de>...
: There is a poorly translated (I can say that, because I've done it)
english version available now:
:
: - Bulletin board systems
: Maus Hamburg (+49 40 53 89 70 13, "Gruppenprogrammteil" QED)
: D-BOX (+49 40 72 91 00 42)
: - Internet
: http://www.tu-harburg.de/~smcf1605/qed/main.html
: click on "Download", the page is in german, sorry :-( or
: ftp://ftp.rz.tu-harburg.de/ATARI/qed/

## 2007. Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: skr@dcs.ed.ac.uk
Message-ID: <E4rvGC.7E9.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 128947

Does anyone have any info on the Baracuda Falcon 040 board?

--

:=----+Steve.

# 2008. Re: WHAT IS A SINCLAP?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5cnlkj$cme@lyra.csx.cam.ac.uk>
Source record: 128948

Robert Wills <cj439@FreeNet.Carleton.CA> wrote:

[anti-sinclap message]

Seconded (hey, can we have a vote on this :-)

Adrian

==========
adrian.bridgett@poboxes.com http://www.netforward.com/poboxes/?Adrian.Bridgett
----------
Windows95 - the world's first NON-operating system.

# 2009. Re: Atari used in skiing resort! (Switz

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Mark Banfield <marvin@asiaonline.net>
Message-ID: <32EF5ABA.6C89@asiaonline.net>
Source record: 128949

Back to the Hong Kong business card machines- I live in Hong Kong and have seen them still in use in the MTR train stations. They have an enquiry phone number on them so I might give them a call.

Also about 18 months ago I found a shop in Wan Chai selling new boxed STFM's for HK$100 each, which is about the same as eight UK pounds! I bought three and was told they had about 50 in stock. I should have got more but I had nowhere to put them! I don't know who bought the rest but there all got now. I also was given a broken TT which I have now managed to fix and use with STIK and CAB on the Net.

The only thing I can't find here is software, so if anyone has anything they want to sell (like Calumus,CAD software, etc.) then please Email me.

Mark Banfield

marvin@asiaonline.net

## 2010. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5cnsic$46i@ratatosk.uio.no>
Source record: 128950

```
>I can confirm that Joe's version of PacShell v2.63 is in english - but no ftp
>site that I'm aware of yet.
>
>Perhaps Danny can make it next on the list at his shareware support site as
>I'm not aware of any other English version of it?

PacShell 3.01 at ftp.cs.tu-berlin.de/Pub/Atari/Archiver/pacsh301.lzh

RSC in English and German, docs in German.

- Petter -
```

## 2011. Re: LZH decompression problems. Help pl

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5cnsid$46i@ratatosk.uio.no>
Source record: 128951

>I've got v3.11 here but can't locate v3.12 - any ideas on a location, anyone?

ftp.cnam.fr/Pub/Atari/Archivers/lharc312.tos

- Petter -

## 2012. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <32EF7755.41C67EA6@reading.ac.uk>
Source record: 128952
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

William Fisher wrote:
>
> > Get a grip guys... I was once an Atari User and all I had to look
> > {lots of drivel deleted}
> > So in the meantime let's GET OVER IT. And use the machines of today
> > and quit wasting time and bandwidth and being hopeless romantic's
> > towards people who didn't really give a shit about you or me, or
> > anyone..except how to make a buck a run like a petty mugger off the
> > street...
> >
> > Reply's EXTREMELY welcome...
> >
> > Shellac...
>
> I thought the post was quite interesting since I did not know that Atari
> Corp had
> 'officially' left us. But the important thing is that there are still
> people who
> enjoy using the machines and if it's good enough for them then why should
> they go out
> and spend 1000's of $$$ on an IBM or Mac?

And, hey, what the Hell, this happens to be an Atari newsgroup, so
how this happens to be wasting bandwidth I'm really not sure.
All the comments Shellac made seemed to reflect a total disinterest
in Atari computers now - why are you here? Isn't this a newsgroup
*for* "hopeless romantics"?

- Joel

## 2013. UDO Release 6 available

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Dirk Hagedorn <e80097@pbhrzs0.uni-paderborn.de>
Message-ID: <32EF64A7.2666@pbhrzs0.uni-paderborn.de>
Source record: 128953

Hi folks,

UDO Release 6 is available now. You can download it from here:
- http://members.aol.com/UDOENG/index.htm (official site)
- http://pbhrzs0.uni-paderborn.de/~e80097 (mirror site)
- http://www.oche.de/~msy/udo/mirror.htm (mirror site)

Information about UDO can be found on my homepage, that is
http://members.aol.com/DirkHage/www/eng/udo.htm

UDO is a shareware that converts its own text format into
- ASCII
- ST-Guide
- RTF
- HTML
- Pure C Help
- Windows Help
- Linuxdoc-SGML
- Texinfo
- Manpages
- NROFF
- Turbo Vision Help
- and some more

English support is done by Denesh Bhabuta (the CyberSTrider).

If you have questions converning UDO please write to DirkHage@aol.com

Ciao, Dirk
---
Internet: e80097@pbhrzs0.uni-paderborn.de, DirkHage@aol.com
MausNet: Dirk Hagedorn @ MK2 (dh@mk2.maus.sauerland.de)
Snailnet: Asmecke 1, D-59846 Sundern, Germany
WWW: http://members.aol.com/DirkHage/www/index.htm

# 2014. Re: Differences: STacy & Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Rob.Schafrick@taf.to.org
Message-ID: <4ca_9701290900@to.org>
Source record: 128954

Well, the STacy had problems with the battery pack, which was
supposedly corrected in the newer versions. I wouldn't recommend
using the STacy for fast-paced stuff, since the screen redraws of
the LCD are not the best. They're ok, but its easy to lose sight
of the mouse...hence the program Bubble, which lets you find it again.
Of course, this problem is gone when using a reg Atari monitor.

Be sure to get a STacy with 4 megs and a large hd.

From the sounds of it, it looks like you are after portability...
the STacy is comparatively bulky compared to its PC laptop cousins.

As for the Portfolio, I don't know if the got their software together
for tranfer to and from an ST/TT/Falcon...

If you're just after portable WP, a modern alternative capable of
transferring to and from an ST would probably be in order.

Just my opinion though...
--
| Via: 1:250/98 - The Net 250 Gateway in Toronto, CANADA
|
| Standard disclaimer: The views of this user are strictly his own.

## 2015. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5cnur5$iak@infa.central.susx.ac.uk>
Source record: 128955
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Shellac (shellac@stucco.com) wrote: <some stuff>
: Get a grip guys... <etc etc etc>

I'm not agreeing or diagreeing with any of the arguments going on here,
but could it move to somewhere more appropriate, like comp.sys.atari.advocacy?

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

## 2016. Re: looking for atari st distributors

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32EFA1C3.411D@cfcsc.dnd.ca>
Source record: 128956

Rich Tietjens wrote:
> In article <32EE28FC.2781E494@fir.fbc.com>,
> Curt Vendel <cvendel@fir.fbc.com> wrote:
> >Atari ST Dealers:
> >B&C Computervisions
> >BEST Electronics
> >Toad Computers
> >Dayton Discount
> >Video 61 & Atari Sales
> >Computer Software Services (New Age Electronics, go through menu system)
> >Those are the only active Atari dealers I can think of off of the top of
> >my head, spread the word and keep these guys alive so they can keep us
> >alive!!!!!
> You left off Oregon Research,
orres@teleport.com
16200 SW Pacific Hwy. Ste 162, Tigard, OR 97224
Orders/Info:(503) 620-4919, Tech Support:(503) 968-9250, FAX:(503) 624-2940

Computer Direct
http://valis.worldgate.edmonton.ab.ca/compdirect/
c.krowchuk1@genie.geis.com, compdirect@worldgate.com
Our phone number is 403-496-2488, Our fax number is 403-496-2489
Our order line is 800-547-9203

It's All Relative
greg@genie.geis.com
2233 Keeven Lane, Florissant, MO 63031
Phone: +1-314-831-9482

Bravo Sierra Computers,
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Catalogs are FREE & updated monthly. Reply in E-Mail to bensmith@teleport.com

A&D Software,
http://www.chatlink.com/~stinformer/
Rod MacDonald, Publisher,
(503)476-0071, Fax (503)479-1825
909 NW Starlite Place, Grants Pass, OR 97526
Order(800)800-2563
GEnie: ST-INFORMER, CompuServe: 75300,2514

Systems for Tomorrow,
kkordes1@delphi.com, sft@sound.net, Kent@Systems for Tommorrow
11006 East Winner Road, Independence, MO 64055

Phone: +1-816-833-4738, Fax: +1-816-252-3611

>and probably others in
> North America. That doesn't even consider vendors outside the USA.ALSO:
chro_MAGIC Software
516 North Jackson, Joplin, MO 64801-2755
Phone: +1-417-623-7393, Fax: +1-417-624-0700
j.collins22@genie.geis.com

HOMA systems
http://www2.magmacom.com/~nima/
Homa Systems House, P.O.Box52127, Ottawa, ON K1N 5S0, Canada
Tel: (613)722-0901 Fax: (613)722-9061, aa414@freenet.carleton.ca

ABC Solutions
Howard Carson, 3 Groves Lane, Ajax ONtario, Canada, L1S 3C7
Email: lrhc@interlog.com
Ph: +1-905-427-7599
Fax: +1-905-427-9703
Proton Research TAF ABC Sol'ns CNMag<

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 2017. WTB: SCSI ADAPTER FOR ST

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: sanskrit@techunix.technion.ac.il
Message-ID: <E4s1KC.DJ8@discus.technion.ac.il>
Source record: 128957

I would like to attach a ZIP or JAZ drive to a MEGA ST,
what SCSI HOST ADAPTERS are recommended or for sale ?

## 2018. Re: How much the afterburned cost?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Rob.Schafrick@taf.to.org
Message-ID: <4c9_9701290900@to.org>
Source record: 128958

I heard that the Afterburner was ok...perhaps the conflict is
not Afterburner related?
--
| Via: 1:250/98 - The Net 250 Gateway in Toronto, CANADA
|
| Standard disclaimer: The views of this user are strictly his own.

# 2019. Re: New ST Game

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: !ynoT
Message-ID: <32f16712.2520533@news.airtime.co.uk>
Source record: 128959

On Wed, 29 Jan 1997 13:29:43 +0000, Andy Robertson
<andrew.robertson@scomagg.co.uk> wrote:

>Hi,
>
>I'm starting work on a new ST/Falcon game called Universal Command. It's
>a space strategy game along the lines of Supermecy with elements of

Good!, Its about time you stopped threatening it and starting making
it.......hehehe I get to be a tester now don't I Andrew ;-)

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 2020. Re: State of the World of Atari?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: comdungeon@aol.com
Message-ID: <19970129174901.MAA15909@ladder01.news.aol.com>
Source record: 128960

Thanks to Greg and Frank for your replies to my post.

I haven't had a chance to do ANY Atari computing in the last 5 months or so and have lost all touch with everyone and everything Atari. Got some time on my hands and looking at where the Atari world is at the present and trying to do some catching up.

Thanks again!!

Al

# 2021. Help With Oasis v1.35!

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: thechyld@eastky.com
Message-ID: <854543398_OASIS_@eastky.com>
Source record: 128961

Okay, we've been through this before but please, humor me! I've just changed ISP's and I've got everything set up except for one problem. Newsgroups. Its posting okay, but receiving is a whole 'nother ball game. I stopped Oasis at 179,000 new messages... <ugh> I put * after my newsgroup names/and changed the date to 970129 000000 in nntp.dat, etc, but it made -no- difference! Any ideas? Please respond by E-Mail, as I've not ever gotten to the point where it downloads messages...Thanks in advance for any help! :)

--

```
_/_/_/
```

# 2022. Re: OCRjr for Migraph Scanner

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32EFA86C.3F69@cfcsc.dnd.ca>
Source record: 128962

Rich Tietjens wrote:
> In article <27696_please@no.spam.mail.here>,
> please@no.spam.mail.here (please@no.spam.mail.here) wrote:
> > Jeff Wisniewski
> > P.O. Box 1243
> > Newtown, PA 18940-0871
> > jeffrey.wisniewski@microserve.com
> Damien Jones says his email address is dragons-egg@genie.com but I haven't
> got a reply yet; maybe tomorrow.

from http://www.redsun.net/jaguar/aeo/AEO_0404.TXT
Jeff Wisniewski
P.O. Box 1243 Newtown, PA 18940-0871
GEnie: J.WISNIEWSK2
Internet: j.wisniewsk2@genie.gen.com

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 2023. Re: Alas alack, windoze95 beckons

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32EFAB4D.332B@cfcsc.dnd.ca>
Source record: 128963

dave wrote:
> Bummer.
> I may be on the verge of getting a PC. Yeccch!
> Soooooooo. What is a TT worth? 20Mb TT-ram, 4Mb ST-ram. 512Mb HDD, Crazy dots 2
> card (great for 1024x768x256 or 800x600x32k), software coming out of my ears.
> Or should I just keep it?
> Thoughts anyone?
> --
> dave

unless you _absolutely_ need the $ from selling it. Keep it.
I started out on PC's in 1980, and have _progressed_ to my Falcon :^)
You'll need the relaxation.

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 2024. Re: Ad.Lib BBS is closing (LONG MESSAGE)

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <854523472_OASIS_@flinny.demon.co.uk>
Source record: 128964

In article <19970128133528160727@tachyon.demon.co.uk>
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) said:-

>I doubt Andy will, unless I drag him along like I did last year. I very
>probably will be though, as I had so much fun at the Birmingham show
>last September ;)

Ill check what the cost of the train is sometime <G>

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

# 2025. Re: MIME/BASE 64 encoding decoding problem solved!

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5co2a4$l06@ornews.intel.com>
Source record: 128965

In article <32eecc50108b360@sn.no>,
hallvart@sn.no (Hallvard Tangeraas) wrote:
>>For both programs the following environment variables must be set:
>>TMP, for your temporary directory, LOGNAME, and HOSTNAME.
>
>Perhaps this applies mainly for multi-part files?
>I only have the "tmp" variable set on my machine (using "environ.prg" in my
>auto folder), but I've never heard of the other two.
>Can you or anyone else explain how they should be set?

LOGNAME should be the full path to a log file, e.g.:

LOGNAME=E:\LOGS\PCKSHELL.LOG

HOSTNAME is the name of your computer.

HOSTNAME=WEASEL

Nothing special to it. I'd recommend limiting your hostname to 8 characters
for the sake of the 8.3 file system.

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# 2026. Re: Atari IFF Files Conversion

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5co2nn$l06@ornews.intel.com>
Source record: 128966

In article <5cmmoh$k1u@sjx-ixn5.ix.netcom.com>,
rsrice1@ix.netcom.com (Rob S. Rice) wrote:
>
>>(1) Can Deluxe Paint save them as GIF or some other common format?
>
>Oh, yes. Amiga IFF being one that supposedly the DOS/W95 will
>recognize.

OK, that's half the battle.

>>(2) If the answer is "yes" have you tried to run Deluxe Paint under the
>>TOS2WIN demo?
>>
>Couldn't--it crashed, the whole demo, that is.

Did you have it configured for 2 megs RAM, color, and maximum resolution?

>If I could just get some detailed information on that file format, I have
>programmer friends who'd write me a batch convertor. I just don't have any
>information on the compression algorithm and can't seem to find any.

Troy Cheek may have that info - see if you can find a Fidonet BBS in your
area and look for him in the Atari_ST echo - he's the moderator.

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# 2027. Re: Midi network interface

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5co1k3$l06@ornews.intel.com>
Source record: 128967

In article <32EE98C9.45FE@hp.com>, Gambit <m_collins@hp.com> wrote:
>
>I understand that their is software for the atari ST that allows you to
>network st machine through midi,

Several different ones, actually.

>and was wondering A) is this accurate, b)what software is needed,

a) yes, and b) depends on your needs. I use MIDIcom (aka MIDInet), but
LittleNEt does roughly the same thing. A&D software also has a
commercial MIDI-networkable package which can be upgraded to a cartidge LAN
adapter.

>c)how long of a midi cable can you run without needing a repeater(if one
>exists)?

I would expect at least 50 feet, and I seem to recall reports of more than
150 feet.

>d) can all neccesary files to acces the network be loaded on a single drive

MIDIcom will run from a single-sided floppy with enough room left for some
other stuff.

>im wanting to run games off the hardrive. to the other machines...

That may be unrewarding; the MIDI ports are limited to about 31k bps, just a
little less than twice the serial port speed. MIDInetworking is good for
data sharing, but pretty poor for real-time interaction with large files.
On the other hand, it's free (except for the cost of the cables).

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# 2028. Re: MintNet & CAB help

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5cnt6b$t4l@ccshst05.cs.uoguelph.ca>
Source record: 128968

Joel Enbom (caesar@nwlink.com) wrote:
[...]
: I, following the advice given previously, created a new folder, "TMP," on
: my MintNet partitition (quasi-partition). I still get the "Path not
: Found; error #-34," though, when trying to access a URL with CAB.

In additional to an actual temp folder, you need an environment variable pointing to it. The easiest way to do this is bye inserting the following lines in your MINt.CNF

```
ln D:\PATHTOTMPFOLDER /tmp
setenv TMP /tmp
```

where D:\PATHTOFOLDER is the complete path to your temp folder. The first line createas a symbolic link in the U: drive, and the second line sets an appropriate environment variable.

: Now, I believe that I am getting a PPP connection. Here's my recent
: MESSAGES:

To check that you are, take a look in the /proc directory. If there's a "file" in there called pppd, there probably is a connection.

```
: Failed to create pid file /var/run/ppp0.pid: file not found
: <29>Jan 23 14:09:50 pppd[7]: Connect: ppp0 <--> /dev/modem1
: Jan 23 14:09:52 homer pppd[7]: local IP address 100.0.0.1
: <29>Jan 23 14:09:52 pppd[7]: remote IP address 204.96.82.86
: Jan 23 14:10:26 homer pppd[7]:CCP: timeout sending Config-Requests
: Jan 23 14:16:38 homer syslogd:
: exiting on signal 15
```

: I am intrigued by the "CCP: timeout sending Config-Requests." This, on
: the surface does not seem to be a "good" message. Is this a clue to where
: my problem lays?

Your local IP address sounds suspect. It sounds like your pppd is set up for static IP rather than dynamic. If you're using dynamic IP, you should get an IP address looking much like your provider's. Check your pppd options; nice things will not happen if you don't have a valid IP address. The request message may be a result of having a wrong address.

THeo

# 2029. wanted: HD and modem for Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: matthias@ame.arizona.edu
Message-ID: <5cnv86$mme@news.ccit.arizona.edu>
Source record: 128969

I am looking to revive an old Mega ST2.
Looking for:
- Hard Drive (any size, has to work on 220V in Germany)
- Modem
- POP client software

Please reply by email to:
matthias@ares.ame.arizona.edu

Matthias

# 2030. Re: Alas alack, windoze95 beckons

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5co195$l06@ornews.intel.com>
Source record: 128970

In article <854483755.1023812.0@mbha.demon.co.uk>,
dave <dave@mbha.demon.co.uk> wrote:

>I may be on the verge of getting a PC. Yeccch!

Hey, you never know when you may get the urge to punish yourself, and the PC running MicroSlop Bloatware is the pefect solution. <G>

>Soooooo. What is a TT worth? 20Mb TT-ram, 4Mb ST-ram. 512Mb HDD, Crazy
>dots 2 card (great for 1024x768x256 or 800x600x32k), software coming out of
>my ears.
>
>Or should I just keep it?

Much as I would love to pick this up for a song (for this system, I'd even do a whole song and dance number!), I think you ought to keep it until you're absolutely certain the PC will do everything you need. And then, when you find it won't, you won't be kicking yourself for giving up the TT...

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## 2031. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <854563572_OASIS_@flinny.demon.co.uk>
Source record: 128971

In article <HA3DBEVIUP@wa.caeci.ol.ni.schule.de>
gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter) said:-

>Does anyone know, if STIK is still alive?

Yep :)

>I heard nothing about it for a long time.

Thats because lots has been happening... :>

>Will we get CSLIP or PPP any time?

Yep :)

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

## 2032. Apologies

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <5cm563$l6i@irk.zetnet.co.uk>
Source record: 129006

```
with reference to the rather obscure posting with the title of Sex!
this was a test message I wrote while practising with newsie and when
I logged on for the first time the program of course sent queued mail,
I am embarrassed and apologise for the indescretion please do not spam
me :-(
I'll get it right one day :-))
bye for now
BTW the content of the message in no way reflects the authors opinions
;-)
james/
```

Regards,
James ��������

|\ _____ * *
|/ock |roll  An tari user
|\ | <------->


james.pirie@zetnet.co.uk

Telephone, (voice) 01571-855327
,, (Mobile) 0378 779120

# 2033. WTB or WTT for Master Tracks Pro

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: jcalkins@CetLink.Net
Message-ID: <32ee9e52.0@news.cetlink.net>
Source record: 129007

Need Master Tracks Pro v 1.11 or later for my Atari ST.
My MTP disk has gone bad and I do not have a backup.

Can you help?

Jim

>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Jim Calkins Internet: jcalkins@cetlink.net
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

# 2034. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970129020838157698@tachyon.demon.co.uk>
Source record: 129008

Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:

> : Of course it is. Whether Atari themselves exist or not, copyright is
> : still valid for something like 50 years unless Atari were to place TOS
> : in the public domain.
>
> Which,of course,is utter rubish!

Oh, is it? So you're telling me that the dialog which shows up from the 'Desk' menu doesn't claim that TOS is (c) Atari Corp.?

> TOS is what makes the ST GO.If you restrict distribution you force
> programmers to programme for TOS 1.0! Rather than that,they'll probably
> just make it so it won't work with old STs or they'll violate the OS
> like everybody does on the PC.

So by your argument, MSDOS isn't copyrighted to Microsoft, since it's what makes the PC 'go'? What the hell makes you think programmers would program for TOS 1.0? TOS upgrades were always freely available from Atari dealers, in chip form. That's not 'restricting distribution', is it?

> Look at the Atari,DOS usually came on a game disk (depends on the
> game),and always with a new disk drive. And while the OS was in ROM,it
> was a cartridge that could easily be swapped out.

What the hell has that to do with the issue of copyright? Absolutely nothing.

> I assume that TOS is re-locatable,so I assume you can load other TOSes
> even on a machine with TOS built-in.(but it's kinda huge) Isn't there a

Ah... the keyword - assume. Do you have any experience of the ST series, or are you basing your 'this of course is utter rubbish' comments on experience of the 8-bit machines?

None of this has anything to do with my reply - which was that TOS is (c) Atari. It is. Period. People copy it, create images, run emulators and lots of things - but it's still copyrighted.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2035. Re: CAB/STIK ERROR#600

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <5cmck2$bnu$1@mhafn.production.compuserve.com>
Source record: 129009
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

I solved my own problem.I tried using my servers secondary Domain Name Server
and I no longer am getting the ERROR #600.So far So good
MICHAEL ROBILLARD <76060.1125@CompuServe.COM> writes:
> I keep getting Error #600 when trying to connect to a website using STIK/
> CAB. Can anyone tell me what I might be doing wrong and how I might fix
> it.
> THANKS

# 2036. Re: Do I have the latest Devpac?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <11d7cd$10f29.31b@HERMES>
Source record: 129010

Brian Hutchinson (hutch@ena-east.ericsson.se) wrote:
> I recently purchased Devpac 3 for the Falcon 030.
> I think the version is 3.10 (I don't have it in front
> of me at the moment).

Just pull down the Desk menu and look at the credits. If it says 3.10 it is the newest.

Also, if the copyright date is 1993, and the newest files are from around November of that year, then you have the newest.

There was also a small addendum for 3.1 included with the manual for 3.0.

--

Quote For The Month:

"I wanna buy you some sunglasses - the kind you can see through"

# 2037. Re: Alas alack, windoze95 beckons

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5cm9f2$7qn@news2.nkn.net>
Source record: 129011

dave wrote:
>Bummer.
>
>I may be on the verge of getting a PC. Yeccch!
>
>Soooooooo. What is a TT worth? 20Mb TT-ram, 4Mb ST-ram. 512Mb HDD, Crazy dots 2
>card (great for 1024x768x256 or 800x600x32k), software coming out of my ears.
>
>Or should I just keep it?
>
>Thoughts anyone?

So, why do you want to get a new PC? If you sit down and list out why you
want a new machine, that'll help sort things out a lot better than us
bozos in usenet ever could....

Writing from his trusty Atari,

Mike White (michael@fastlane.net)

# 2038. new DMA sample player

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5cmgdi$5r20hs_002@news.ti.com>
Source record: 129012

Probe House DMA Player can be found at my web page

http://www.geocities.com/SiliconValley/6880/phsw.html

This DMA sample player auto detects the following:

1/ AU - Next/Sun Audio files ( 8bits u-law, 8/16bits linear).
2/ AVR - Audio Visual Research ( 8/16bits linear).
3/ WAV - Microsoft Wave ( 8bits u-law, 8bits a-law, 8/16bits linear).
4/ SND - Sound file (8/16bits linear).
5/ AIF - SGI/Apple IIF uncompressed (8/16bits).

Any unknown will be played as RAW format - 8 bits, unsigned at 12KHz.

Other features:
1/ Multitask aware.
2/ Drag sample onto icon to play.
3/ Don't display any output to screen.

Have fun!

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 2039. Re: MintNet & CAB help

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: caesar@nwlink.com
Message-ID: <5cmfhm$48a$1@texas.nwlink.com>
Source record: 129013

Hi there. Me again.

First of all, thanks for all your help so far.

So, here's the deal: I've got 10 days of free PPP to try and get Mintnet to work with CAB. I think I'm pretty close and, probably, missing something pretty obvious.

I, following the advice given previously, created a new folder, "TMP," on my MintNet partitition (quasi-partition). I still get the "Path not Found; error #-34," though, when trying to access a URL with CAB.

Now, I believe that I am getting a PPP connection. Here's my recent MESSAGES:

```
Failed to create pid file /var/run/ppp0.pid: file not found
<29>Jan 23 14:09:50 pppd[7]: Connect: ppp0 <--> /dev/modem1
Jan 23 14:09:52 homer pppd[7]: local IP address 100.0.0.1
<29>Jan 23 14:09:52 pppd[7]: remote IP address 204.96.82.86
Jan 23 14:10:26 homer pppd[7]:CCP: timeout sending Config-Requests
Jan 23 14:16:38 homer syslogd:
exiting on signal 15
```

I am intrigued by the "CCP: timeout sending Config-Requests." This, on the surface does not seem to be a "good" message. Is this a clue to where my problem lays?

Only 9.85 days left! Help!

Joel.

# 2040. MIME/BASE 64 encoding decoding problem solved!

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32eecc50108b360@sn.no>
Source record: 129014

Thanks to Jos Den Bekker I've been able to get a working MIME/BASE 64
encoder/decoder working on my STe!

This is how I did it:

-got hold of "Packshell 3.01" (user friendly shell for .TTP programs)
-got hold of "Mpack 15" (MIME/unMIME .ttp programs)

Starting up "Packshell" I selected the drive/partition where the
"munpack.ttp" (MIME-unpacker) and "mpack.ttp" (MIME-packer) programs were
located, then simply dragged them over to Packshell's desktop where they
even got their own "first aid kit" icons! ;-)

For some reason the filenames of the icons in "Packshell" are truncated to
5 characters (perhaps it's a limitation before the program is registered?),
anyway you now have two additional icons on the Packshell desktop, one
named "mpack", the other one named "munpa".

Double click the "mpack" icon and you'll be presented with a command line.
Enter the following: -o c:\tmp\mime $f
(or use the path where your "temporary" directory is if it's different from
C:\tmp. The MIME-encoded files will be given the name "mime")
There's also a button which is marked "ARGV", but I have no idea what it's
for- it seemed to work equally well with both settings....
Press return.

Now double click the "munpa" icon and enter the following in the
command-line area: $f

That's it!!
Now save the setup ofcourse, and you're ready to go.

To use it just select the folder/file you want to encode/decode and drag it
over to the "munpa" icon for decoding a MIME message, or to the "mpack"
icon if you want to make a MIME encoded message.

Now, Packshell also works with a whole lot of .TTP programs, and I
installed UUencode/decode in it as well.
Using Jos' "uud.ttp" (UUdecode) and "uud.ttp" (UUencode) files I repeated
the above procedure, but entered the following command line
parameters: $f
I used the same parameter for both files, and it worked, but for some
reason it didn't rename a file if the same one was decoded twice (like MIME
above did).... perhaps I should use some other parameters as well?

Regarding the MIME programs Jos said the following in a previous posting:

>For both programs the following environment variables must be set:
>TMP, for your temporary directory, LOGNAME, and HOSTNAME.

Perhaps this applies mainly for multi-part files?
I only have the "tmp" variable set on my machine (using "environ.prg" in my auto folder), but I've never heard of the other two.
Can you or anyone else explain how they should be set?
My "environ.dat" file looks like this:

```
TMP=C:\tmp
TMPDIR=C:\tmp
CLIPBRD=C:\clipbrd
SHELL=D:\utility\unix\gemini\gemini.app
```

Well, that's it- I hope someone can benefit from this "how to" posting which is based on what Jos den Bekker told me (thanks Jos!).
Any comments are welcome ofcourse.

Hmmm.... perhaps I'll upload all these programs to my site and include a small "how to" text file with it as well..

PS. Does anyone know if there are any English docs around for "Packshell"? The .HYP (ST-guide) file that came with it was in German although the program itself was in English.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2041. Re: Atari IFF Files Conversion

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: rsrice1@ix.netcom.com
Message-ID: <5cmmoh$k1u@sjx-ixn5.ix.netcom.com>
Source record: 129015

In article <5cjiul$snr@ornews.intel.com>, Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) wrote:
>In article <5cj4vv$i6n@dfw-ixnews8.ix.netcom.com>,
> rsrice1@ix.netcom.com (Rob S. Rice) wrote:

>>...Deluxe Paint ST, better than which I have not
>>yet found on any platform. Damn it, anyway, though, I had to go to a PC.
>>
>>Naaooow... HUNDREDS of files in that DELUXE PAINT ST compressed ATARI,
>>notnotnotnot AMIGA IFF format. Those are compressed with 'Byte Run'
>>compression...
>
>>And NOTHING, NOTHING but Deluxe Paint ST, the cranky Deluxe Paint
>>viewer, and a program called GLEE by one David R. Mace could ever view
>>them. And the mouse disappears when I try to run THEM with
>>Gemulator/MagiC! Even GEMVIEW thinks that they're AMIGA IFF and cannot,
>>cannot, read them. The same is true for LESMICH and even the PBM
>>utilities.
>
>OK, let's approach this from a different angle.
>
>(1) Can Deluxe Paint save them as GIF or some other common format?

Oh, yes. Amiga IFF being one that supposedly the DOS/W95 will
recognize.

>
>(2) If the answer is "yes" have you tried to run Deluxe Paint under the
>TOS2WIN demo?
>
Couldn't--it crashed, the whole demo, that is. If I could just get some detailed information on that file format, I have
programmer friends who'd write me a batch convertor. I just don't have any information on the compression algorithm and can't seem to find any.

But, thanks for trying.

Rob S. Rice
rsrice1@ix.netcom.com

## 2042. Macintosh--><--ST?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970129053100.AAA18052@ladder01.news.aol.com>
Source record: 129016

Hello,

I was wondering, I was reading something someone wrote about wanting to hook up an Iomega Jaz/Zip drive to his ST. Now, I was wondering if that would be possible and if it is, will it work with my PowerMac (the ST that is).

Please E-mail me if you know.

Thanks,

E-mail: AntBBaker@AOL.com

## 2043. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0daa$314777e0$1bf7aecc@blackat>
Source record: 129017
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

> Get a grip guys... I was once an Atari User and all I had to look
> {lots of drivel deleted}
> So in the meantime let's GET OVER IT. And use the machines of today
> and quit wasting time and bandwidth and being hopeless romantic's
> towards people who didn't really give a shit about you or me, or
> anyone..except how to make a buck a run like a petty mugger off the
> street...
>
> Reply's EXTREMELY welcome...
>
> Shellac...

I suppose you could go play in comp.sys.ibm or comp.sys.mac for a while
couldn't you?

And before you tell me to go get a *real* machine I happen to own a
P-120mHz and I do
use Win95. I was also a programmer on both the AtariST and the Atari-8bit
and let me
tell you what a *NIGHTMARE* it is programming for Win95. GEM was baby-talk
compared to
the stupid API calls Win95 has and all the patches you need and the stupid
format of the
calls (half the system calls are derived from Pascal, the original language
Windows was
programmed in).

I thought the post was quite interesting since I did not know that Atari
Corp had
'officially' left us. But the important thing is that there are still
people who
enjoy using the machines and if it's good enough for them then why should
they go out
and spend 1000's of $$$ on an IBM or Mac?

Like I said before: if you've gotten tired of Atari's then please take
yourself off to
another one of the 10,000+ newsgroups!

Will Fisher

# 2044. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0dab$4c778040$1bf7aecc@blackat>
Source record: 129018

> None of this has anything to do with my reply - which was that TOS is
> (c) Atari. It is. Period. People copy it, create images, run emulators
> and lots of things - but it's still copyrighted.
>
> ATB, Frank.

Frank is 100% right. TOS is copyright by Atari Corp (or JTS now).

However, I happen to have images of TOS v1.0, v1.4, v1.6, v1.62 and v2.06 (and am looking for v3.06) which I use in emulators. I got most of these images off various users on the Internet but I could just have easily gotten them off the Translator disk I have buried somewhere in a box of ST stuff somewhere.

My point is that since Atari Corp no longer really exists anymore and I don't see JTS really saying much about Atari at all (heck, they are probably wondering what to do with 'Atari' as you read this), I don't see a problem using copies of TOS to make the emulators work. Yes, it probably is illegal, but then so is copying that video from the rental store, or that favorite tape or CD!

Anyways, that's my $0.02... replys welcome.

Will Fisher

# 2045. Re: Apologies

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0dab$9e249ea0$1bf7aecc@blackat>
Source record: 129019

> with reference to the rather obscure posting with the title of Sex!
> this was a test message I wrote while practising with newsie and when
> I logged on for the first time the program of course sent queued mail,
> I am embarrassed and apologise for the indescretion please do not spam
> me :-(
> I'll get it right one day :-))
> bye for now
> BTW the content of the message in no way reflects the authors opinions
> ;-)
> james/

No post from you labelled 'Sex!' arrived at my news-server. This is the
only message from you that arrived at BC, Canada! =)

What is newsie?

Will

# 2046. Re: Atari clock/2000 AD

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27792_please@no.spam.mail.here>
Source record: 129020

FROM: SSweet@mettav.demon.co.uk
SUBJ: Atari clock/2000 AD

p>> I must remember to get that s/w off of you next time we meet so's i can
p>> look into it for you.

DC> Email adresses still wrong by the looks of it...

What, whose??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I think, therefore I might, or something like that.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2047. Re: ST-Guide hypertext to ascii

Newsgroup: comp.sys.atari.st
Date: 1997-01-29 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27788_please@no.spam.mail.here>
Source record: 129021

This message from Mr.Maddog@mail.ptd.net to All came in on a wing and a prayer...

>> From Alyre Chiasson <[1]chiassa@umoncton.ca>
>>
>> Is there a program that ST-Guide hypertext into ascii or RTF.
MM>
MM> You can just load the HYP files in any text editor and take out the
MM> weird codes. So far, no conversion program.
The full archive of ST-Guide has a TTP that will take the HYP file and convert it back to ASCI, the method you describe won't work as the HYP is compressed.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 2048. MacIntosh on Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Paul <paulvh@worldonline.nl>
Message-ID: <01bc0507$384b4c20$3a9e099a@default>
Source record: 128772

Hello,

Does anybody know of a program that let's me write Mac 800k disks on an Atari ST, and I don't mean the Spectre Emulator, I alson know of the GOTO_MAC.TOS prog that formats 800k disks on an Atari, but it doesn't read them.

Please mail to my adres:

Thankx,

Paul ;-)

paulvh@worldonline.nl

## 2049. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27904_please@no.spam.mail.here>
Source record: 128773

*Hi Daniel*, on 29 Jan 97 you wrote: ...respect, brethren

d>
d> Frank Charlton (frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk) wrote:
d> : <!ynoT> wrote:
: >> Is it illegal to copy and pass to someone a Tos Image? if so then who
: >> would be the injured party? ie: who owns the Copyright ?
d> : Of course it is. Whether Atari themselves exist or not, copyright is
d> : still valid for something like 50 years unless Atari were to place
d> : TOS in the public domain.
d>
d> Which,of course,is utter rubish!

Eh?

d> TOS is what makes the ST GO.If you restrict distribution you force
d> programmers to programme for TOS 1.0!

Eh?

d> Rather than that,they'll probably just make it so it won't work with
d> old STs or they'll violate the OS like everybody does on the PC.

Eh?

d> Look at the Atari,DOS usually came on a game disk (depends on the
d> game), and always with a new disk drive. And while the OS was in ROM,it
d> was a cartridge that could easily be swapped out.

Eh?

d> The newer XL didn't have the cartridge ROM OS,but it had RAM under the
d> ROM which meant that you could load OSes from disk.Even better!!!

Oh, I see!

d> I assume that TOS is re-locatable,so I assume you can load other TOSes
d> even on a machine with TOS built-in.(but it's kinda huge)
d> Isn't there a OS that's like TOS but with no multi-tasking or anything
d> else to get in the way?
d> Of course games probably wouldn't work with it.The same problem occured
d> with the atari but Atari corp. simply distributed a disk with the old
d> OS on it.(don't know how much it was,though)
d> And "translator" OSes are available from PD/shareware sources,as well.

You are a little bit out of date, unfortunately. You are talking about the
Atari Classic 8-bit machines, with their disk-loadable DOS 3, DOS 2.5 and the
replacements of SpartaDOS etc. This is not for the Atari ST, which is a

16-bit, Motorola 68000-based machine, with TOS in ROM for 991f its life

If we were talking about the 8-bit, the majority of what you said might be true, but these same restrictions didn't apply. As it stands, your comments aren't relevant to the 16-bit and 32-bit machines we're discussing.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 2050. TOS 2.06 and AHDI 5.0

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: charel spedener <charelsp@pt.lu>
Message-ID: <32F0F665.C51@pt.lu>
Source record: 128774

Hi FOLKS,

I need for an IDE-Atatri ST interface ( ST Nr 9 1993 page 172) 2 things:

a) a copy of the TOS version 2.06 ( 2x 27020 )
b) a copy of AHDI 5.0

Who can help?

Thanks

Charles Spedener L-9682 Selscheid

# 2051. Re: MIME/BASE 64 encoding decoding problem solved!

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <32f0fae2170b5a3@xs4all.nl>
Source record: 128775

on Wed 29-01-97 14:43 Rich Tietjens wrote:

>LOGNAME should be the full path to a log file, e.g.:
>
>LOGNAME=E:\LOGS\PCKSHELL.LOG

Wrong! Logname should be the logname as in your email address.

>HOSTNAME is the name of your computer.
>
>HOSTNAME=WEASEL

Wrong again! It should be the name of your host, your internet
provider.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

# 2052. Re: Atari Card for Intel based pc's

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cqmg2$aqs@ornews.intel.com>
Source record: 128776

In article <32F03489.167EB0E7@mtu.edu>,
"Christopher M. Heiden" <cmheiden@mtu.edu> wrote:
>
>Does anyone know if you can get a Atari ST card that would run on an
>Intel x86 based PC ?

You don't need any extra hardware. Go to the aixit home page (there's a link at my page, see below) and get the TOS2WIN demo - after you've tried it, you'll want to buy it. In the registered version, each application can have up to 14 megs of RAM, 256 colors in whatever resolution your video card supports, and full support of the AUTO folder and desk accessories (configurable for EACH application). And you can multitask TOS Apps (registered version) as well. It actually makes a Pentium useful. <G>

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 2053. Re: MIME/BASE 64 encoding decoding problem solved!

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cqmo1$aqs@ornews.intel.com>
Source record: 128777

In article <32f0d2a6ee610@sn.no>, hallvart@sn.no (Hallvard Tangeraas) wrote:
>
>>HOSTNAME is the name of your computer.
>>
>>HOSTNAME=WEASEL
>
>OK. I've never come across any of these variables before- when are they
>ever used? Is it something special just for use with Packshell?

Normally that sort of thing is used with MiNT and Geneva and so forth - I've
no idea why PackShell wants them.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 2054. Re: MIME/BASE 64 encoding decoding problem solved!

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <32f0fade17098e1@xs4all.nl>
Source record: 128778

on Wed 29-01-97 05:05 Hallvard Tangeraas wrote:

>Regarding the MIME programs Jos said the following in a previous posting:
>
>>For both programs the following environment variables must be set:
>>TMP, for your temporary directory, LOGNAME, and HOSTNAME.
>
>Perhaps this applies mainly for multi-part files?
>I only have the "tmp" variable set on my machine (using "environ.prg" in my
>auto folder), but I've never heard of the other two.

mpack uses them.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

# 2055. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970130211144308855@tachyon.demon.co.uk>
Source record: 128779

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

> Actually, it's a form of penis envy - the guy is desperately afraid that he

Hahahahahaha! :) I love that :)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2056. Canon Pentium 133, 16 MB, Complete System

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: selina@shop.com
Message-ID: <5cr489$5f@mtinsc04.worldnet.att.net>
Source record: 128780

We have the following Pentium Computer for sale.

Manufactuer: Canon

Specification:

Pentium 133 CPU
1.6 Gig Hard Drive
1.44 Floppy Drive
8X CD-Rom
28.8 Bps Modem
16MB of EDO Ram 72 Pin
Mid Tower with open 3 open 5.25 bays and 1 3.5 open bay
Case also has RF Connector
Intel Chipset Motherboard
16 bit Sound Card
1 MB PCI VGA Exp. to 2 MB
256k Pipeline Cache
PS/2 Keyboad and PS/2 Mouse
Windows 95

All computers are brand new from Manufactuer.

Price: $ 1,099 USD

Optional:

2 X 4 CD Recorder (Internal)
w/SCSI Card, EZ CD Pro Software
Price: 399.95 USD

Expand to 2MB of VGA Graphics
Price: $ 49 USD

Monitors Avilable Upon Request

If you have any questions feel free to call,
Please leave a message and your call will be returned promptly.

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

# 2057. Re: Atari Card for Intel based pc's

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Tom <the.northerner@awinc.com>
Message-ID: <32F10905.2F6@awinc.com>
Source record: 128781

Christopher M. Heiden wrote:
>
> Does anyone know if you can get a Atari ST card that would run on an
> Intel x86 based PC ?
>
> Chris

try going to http://www.emulators.com and find Gemulator 3.60 Classic.
It's free. On my DX4100 it runs about five times the speed of an ST.
You'll need a diskbased tos on rom, or to buy the card offered by
gemulator. They also have a great win 95 version for $69 U.S.

# 2058. Re: MintNet & CAB help

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970130135713.12691A-100000@usr05.primenet.com>
Source record: 128782

KEMD is KGMD but english :)
KGMD is a full kit for mint.
Excellent and I still thanks the author, KNARF for this wonderfull
package..
I hope a lot of atari users will really disconver what mint can do.
and not base their impression about the floppy theu got with their
falcon. A full mint well installed is really powerfull.
bye.

On Thu, 30 Jan 1997, Joel Adam Enbom wrote:

>
>On Thu, 30 Jan 1997, Katherine L Ellis wrote:
>
>> hmm I don't know your mint setup, but the timeout sending config
>> request is normal. Don't worry about that, however, the exited by
>> signal 15 is not too good.
>> Here PPP is VERY VERY stable, I run it something like 6 hours days
>> without disconnecting. :)
>> Bye,. BTW KEMD is available. :)
>
>
> Thanks for the reply.
>
> I think the exited by signal 15 message is a result of me
>resetting the computer (my disconnect script doesn't want to cooperate
>sometimes).
>
> I can't really tell how stable my PPP connection is because, of
>course, I can't really do anything with it to test it yet.
>
> What's KEMD?
>
> Oh well, only 8 days left to figure this out!
>
>
>
>
>
>
> Joel
>
>
>> >I, following the advice given previously, created a new folder, "TMP," on
>> >my MintNet partitition (quasi-partition). I still get the "Path not
>> >Found; error #-34," though, when trying to access a URL with CAB.

>> >
>> >Now, I believe that I am getting a PPP connection. Here's my recent
>> >MESSAGES:
>> >
>> > Failed to create pid file /var/run/ppp0.pid: file not found
>> ><29>Jan 23 14:09:50 pppd[7]: Connect: ppp0 <--> /dev/modem1
>> >Jan 23 14:09:52 homer pppd[7]: local IP address 100.0.0.1
>> ><29>Jan 23 14:09:52 pppd[7]: remote IP address 204.96.82.86
>> >Jan 23 14:10:26 homer pppd[7]:CCP: timeout sending Config-Requests
>> >Jan 23 14:16:38 homer syslogd:
>> >exiting on signal 15
>> >
>> >I am intrigued by the "CCP: timeout sending Config-Requests." This, on
>> >the surface does not seem to be a "good" message. Is this a clue to where
>> >my problem lays?
>> >
>> >Only 9.85 days left! Help!
>> >
>> > Joel.
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

## 2059. Programming ideas

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27873_please@no.spam.mail.here>
Source record: 128783

Hi Tom!

| td>> (PLCs). These are programmable logic black boxes (usually with
| td>> 68000s, btw!) used for motor control and the like. During this
td> class
| td>> I found that someone had done DOS software to program these
| td>> controllers, via a RS232 port. It didn't look too complex; maybe
td> |I assume that all you have to do is send the binary file out of the
td> serial
td> |port to the programmer from a terminal program??
td> Umm... I don't think I was complete enough in my explanation. The
td> DOS software includes a graphical representation, called a 'ladder
td> diagram', that has symbols for the various 'virtual components',
td> such as switches, timers, and the like. By building the 'ladder',
td> one writes the program for the Programmable Logic Controller, and
td> _then_ ships it to the PLC.

Ah! I see!

Very interesting actually, a nice approach.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2060. Re: Looking for ST Sites

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970130211145308922@tachyon.demon.co.uk>
Source record: 128784

SUTTON GARY E <gesutton@olympic.ctc.edu> wrote:

> Anyway, I now need to find software for her to make her useful, term
> programs, programming packages, games, etc. Can anyone perhaps direct
> me to some prime ftp sites that carry lots of ST stuff? I know it's
> probably in the FAQ, but I haven't seen that yet.

Try Hallvard Tangeraas' ftp pages:

http://home.sn.no/~hallvart/pages/atari_ftp.html

No doubt he'll be along in a minute to tell you, too ;)

ATB, Frank.
--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2061. Re: Bubble Bobble & Rainbow Islands

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970130211146309019@tachyon.demon.co.uk>
Source record: 128785

William Fisher <blackat@direct.ca> wrote:

> For the ST I assume? They came out with a PC version you know. With the
> original Bubble Bobble/Rainbow Islands and an *ENHANCED* version of
> Rainbow Islands.

Nah, the ST version is *much* more faithful to the arcade machine :)

ATB, Frank.

-- Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/ PGP key
available - mail pgpkey@tachyon.co.uk

## 2062. Ultima VI Problem...

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: alkio@hkkk.fi
Message-ID: <854661466.14192@dejanews.com>
Source record: 128786

I went to a strange PC shop today. Since they seemed to have
old C64 games lying around I thought I'd ask if they have any
Atari ST software. Well, they found two: Ultima VI and Deadline.
Since I had never played Ultima VI and I could get both games for
$10 or so I bought them. When I got home I eagerly started unwrapping
the Ultima. But my disappointment was great since in the box were
3 disks and 2 of them were the same disk! So there was Install Disk
(Disk1) and TWO COPIES of Data Disk1 (Disk2). It appears that the
Data Disk2 (Disk3) is missing! And I was so eager to get a new game
for my Falcon! (It should work on Falcon according to list I found
on the net....)
So, what I am asking for is a little favour. If somebody has Ultima VI
(The False Prophet) for Atari ST I would be very thankful if you
could send me a copy of the DataDisk2 (Disk3). I don't need the other
two disk since I already have them (and it would be piracy to get the
whole game). The easiest way to do this would be by email attachment
- you could zip the disk and send it to me to my address alkio@hkkk.fi
I hope somebody answers since somebody probably does have the game...
Greetings, Jouni Alkio, Helsinki, Finland

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 2063. Re: Adding SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5cqrvp$e7e@ccshst05.cs.uoguelph.ca>
Source record: 128787

Marshall Lake (mlake@melake.erols.com) wrote:

: I was finally able to get the system to recognize the scanner attached to
: the external SCSI port thanks to Rich Tietjens. I was using SCSI ID 6 for
: the scanner which the ICD Link II uses which I have attached to the ACSI
: port. Once I changed the SCSI ID on the scanner to 5 the system recognized
: it fine.

Hmmm...does this mean that one can't have identical device numbers on the
ASCI and SCSI buses? If not, why not? Aren't they completely separate
subsystems?

THeo

# 2064. Re: Alas alack, windoze95 beckons

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.970130144130.677405021B-100000@conrad.appstate.edu>
Source record: 128788

I would recommend keeping your TT, at least for about a year. TT's don't sell for much and it sounds like you've invested a lot in yours.

I like Windows95, it is a great OS with many cool features and it works well. But if you keep your TT, you can go back to the applications that you've used for years (Don't even think about GEMULATOR as a replacement for a real TT, or even ST for that matter - when I bought a PC I sold my Falcon and bought GEMULATOR - life hasn't been the same since).

On Tue, 28 Jan 1997, dave wrote:

> 
> Bummer.
> 
> I may be on the verge of getting a PC. Yeccch!
> 
> Soooooooo. What is a TT worth? 20Mb TT-ram, 4Mb ST-ram. 512Mb HDD, Crazy dots 2
> card (great for 1024x768x256 or 800x600x32k), software coming out of my ears.
> 
> Or should I just keep it?
> 
> Thoughts anyone?
> 
> --
> dave
> 
> 
> 

# 2065. Re: OCRjr for Migraph Scanner

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Anna Chiavetta <aechiavetta@clstac.is.csupomona.edu>
Message-ID: <Pine.PMDF.3.95.970130123120.543212651A-100000@clstac.is.csupomona.edu>
Source record: 128789

On Thu, 30 Jan 1997, please@no.spam.mail.here wrote:

> >> Jeff Wisniewski
> >> P.O. Box 1243
> >> Newtown, PA 18940-0871
> >> jeffrey.wisniewski@microserve.com
> a>
> a> Damien Jones says his email address is dragons-egg@genie.com but I
> a> haven't got a reply yet; maybe tomorrow.
>
> Ok. I just copied the info out of the accompanying text files that came with
> the most recent archive...

Jeffrey has not been active on Genie for quite a while and was not very
responsive to Email even when he was active.

Pat

# 2066. Re: 10,000 celerity cds

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cquig$g62@ornews.intel.com>
Source record: 128790

In article <3303ab68.13607921@news.airtime.co.uk>, !ynoT wrote:
>
>On Thu, 30 Jan 97 12:22:00 GMT, patrick@infi.net (PatrickO'Brien)
>wrote:
>
>>I know this isn't a picture base-but everyone needs some porn in their
life:
>
> Well I know I do ;-)...But I certainly would not agree that
>"everyone" does, and we will find out if your postmaster thinks so too

Ditto. And I believe his post has been cancelled.

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# 2067. Re: nemesis board

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cqufi$g62@ornews.intel.com>
Source record: 128791

In article <27903_please@no.spam.mail.here>,
please@no.spam.mail.here (please@no.spam.mail.here) wrote:
>
>Titan Designs/Black Scorpion Software Home Page is:
>
>http://www.ourworld.compuserve.com/homepages/TITANWEB/
>
># Regards, Harry Sideras - UK Association of Atari User Groups #

No such server, Sid. Removing "ourworld" lets me get to compuserv, but I
get a 404 error on any combination with either "homepages" or "TITANWEB" in.

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# 2068. Re: need help Printer HP LJ 5L

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32F12C3E.40BC@cfcsc.dnd.ca>
Source record: 128792

Vadim Gouida wrote:
> Hi, all
> Recently I bought HP LaserJet 5L printer. How can I print on it
> Russian letters. So far I can do it only in Calamus but I like to
> do it in other program also as LDW, SB, Word plus etc. I believe I have
> to find special utility to load russian characters in printer. I was
> supplied such programm for IBM. If anybody has suck kind of programm for
> Atari I will apreciate your help
> By the way I have Atari 1040 ST.
> Many thanks
> Vadim

You don't need a program to download fonts to a printer, you need SpeedoGDOS
or NVDI-GDOS, plus the appropriate TrueType, Adobe, or Speedo Cryllic font/s.
try some of these links:
http://www.compdirect.com/products/publishing/publish.html
http://wsspinfo.cern.ch/faq/fonts-faq/part14
http://homepages.allcon.com/~cookie/gdos/sections/2.html

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 2069. Re: MacIntosh on Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: dipching@ping.be
Message-ID: <854652922_OASIS_@ping.be>
Source record: 128793

In article <01bc0507$384b4c20$3a9e099a@default>
"Paul" <paulvh@worldonline.nl> said:-

>Hello,
>
>Does anybody know of a program that let's me write Mac 800k disks on an
>Atari ST, and I don't mean the Spectre Emulator, I alson know of the
>GOTO_MAC.TOS prog that formats 800k disks on an Atari, but it doesn't read
>them.
>
>Please mail to my adres:
>
>Thankx,
>
>Paul ;-)
>
>

Try "Macsee2" of DMC ... it reads and write both DD & HD mac
formatted. But it doesn't format them !

--


---
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---

# 2070. Re: QED 3.97, a text editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5cp33b$brt@hades.rz.uni-sb.de>
Source record: 128794

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:
> Translation is great. How do I add new file types, though? All I can use
> are *.TEX and * - there's nothing else, and I can't find an "Add" or "New"
> button.
Menu Options, Entry Local: Double-Click on the popup "for files".

BTW, why have I submitted a translation? ;-)
Just kidding. I know that you easily overread things in hypertexts. You
will find the above explanation however, if you follow the links

Menu functions->Options->Local

in the hypertext. Or easier: Press the CTRL-key while selecting a menu
item. Instead of performing the function qed will call the associated node
in the online help.

Ciao

Guido

--
==========
\\ Guido Flohr // Bleichstr. 32 \\
\\ http://stud.uni-sb.de/~gufl0000 // 66111 Saarbruecken/Germany \\
\\ mailto:gufl0000@stud.uni-sb.de // Tel.: +49 681 390 83 61 \\
==========

# 2071. Re: MIME/BASE 64 encoding decoding problem solved!

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5crdsn$p2f@ornews.intel.com>
Source record: 128795

In article <32f0fae2170b5a3@xs4all.nl>,
josdb@xs4all.nl (Jos den Bekker) wrote:
>on Wed 29-01-97 14:43 Rich Tietjens wrote:
>
>>LOGNAME should be the full path to a log file, e.g.:
>
>Wrong! Logname should be the logname as in your email address.

I'll plead ignorance on that one, but the English term is "login name"

>>HOSTNAME is the name of your computer.
>>
>>HOSTNAME=WEASEL
>
>Wrong again! It should be the name of your host, your internet
>provider.

This one, however, is contrary to all usage I've ever seen on any network -
the hostname in MIDInet, Novell NetWare, MicroSlop Network, and general
Internet usage is always the name of the /local/ host; the name of the
remote system is either the "remote hostname," "server name," or sometimes
the domain name (if it's a single-server domain).

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# 2072. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970130211143308787@tachyon.demon.co.uk>
Source record: 128796

<!ynoT> wrote:

> Well I asked what the above line meant, no answer? whats it mean

Sorry, didn't hear you - newsreader going deaf on me ;)

> Frank?........BTW I didnt write it ....No one is saying anything bad about
> AdLib are they ??? hope not grrrr

No, 'twas Mr. Celery making disparaging comments about the old STF BBS
:)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2073. FS - Canada - Many atari goodies

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Tom <the.northerner@awinc.com>
Message-ID: <32F112A3.6C3E@awinc.com>
Source record: 128797

I have the following for sale:

I have for sale (prices are in U.S. dollars) the following:

Atari Mega 2, mouse, no keyboard $100
1224 color monitor newer $55
Deka keyboard adaptor $20
Migraph Scanner with Touch-up $50
video key $20
monitor master $20
AT Speed (untested) $45

Software:

Outline Art 3.0 $25
Certificate Maker $10
Stalker 3.04 $10
Steno $10

B.E.S.T. Accounting $25
Atari Works $25
Lattice C (5.01) $25
UMS 2 Nations at War $7
Microprose Railroad Tycoon $7
Flight Sim $5
Harlekin 2 $10
Home Accountant $5
Fleet Street Publisher II $10
Geneva/Neodesk 4 $40
Band in a Box (Version 5 professional) $25
Outburst printer accellerator $7
Invision Elite (color version) $25
ICD The Link II $50
Mountain Reader II $10
Flight of the Intruder $10
Combat Pilot $5
Super Hang On $5
Discovery Cartridge $25
The Graphic Artist $5
Timeworks Swiftcalc/Dataman/wordwriter $12 for all
Straight Fax $25
Xboot $12
Extendos $10
Word Perfect (final version) $25
Gunship $10
Fonty $10

Quickforms CD and Disk $20
High Roller $5
Skyfox $5
Personal Pascal $5
Wargame Construction Set $10
Captive $10
Atari Compendium $25

Price is in U.S. dollars. shipping is additional.

Please e-mail if interested.

Tom

## 2074. Two Questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: see@address.below
Message-ID: <162_see@address.below>
Source record: 128798

1) SCSI Bus Arbitration:

Using an ST, Falcon and HDDriver 6.x is it possible to link the Hard drives between these machines? Or do I need 2 Falcons?

i.e Is this possible?

```
----- ----- ----- --------
| ST |_____| HD0 |____| HD1 |_____| Falcon |
| | | | | | | ID2 |
----- ----- ----- --------
```

I can't get this clear in my mind.

2) MS Word

Is there anything which can read MS Word docs on the ST/Falcon ... I have to swap files with a PC owning friend who cannot grasp saving the files in RTF format so I can use them with Papyrus and it's a real pain.

Hope someone can help with one or both questions!

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 2075. Re: ** Any Ada compilers? **

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <hlFW-kE.greg_evans@delphi.com>
Source record: 128799

George,

I never heard of any ADA compilers for Ataris. Certainly, no commercial ones were ever made and I don't know of any freeware either. You might check with Walnut Creek or someother CD maker. I know their Perl language CD has Atari binaries.

Greg

# 2076. Re: Adding SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Mike McGowan <jmmcgowan@worldnet.att.net>
Message-ID: <32F16E68.3BE2@worldnet.att.net>
Source record: 128800

Here's another SCSI question: I have a syquest 135 connected to a Mega2 via an ICD2. I also have an *old* supra 10MB floppy drive that has both a SCSI and DMA port. I can find the syquest drive or the supra, but I can't chain them together and get the ST to recognize both drives (on some combinations, it can't find either one!) I'd really like to dump some files off the supra onto the syquest, and using floppies is kind of a bitch. So, how do I fix this problem?

# 2077. Re: QED 3.97, a text editor

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5cp2eh$brt@hades.rz.uni-sb.de>
Source record: 128801

Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk.spam-me-not> wrote:
> I've been using QED since it was only available in German and I have to say
> that it is the best text editor I have used on the Atari. It's definitely
> worth trying out. Guido your translation is perfect - just get Christian to
Thanx!

> fix that word-wrap bug (you know the one where you start a new file and
> save it as a file type that has wrapping turned on and QED crashes).
I haven't experienced that bug yet. I will forward your posting to
Christian.

Ciao

Guido

# 2078. Re: ST BBS software?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: mccallum@earth.inwave.com
Message-ID: <mccallum-ya023180003001971644440001@news.alpha.net>
Source record: 128802

>If I can't get a hold of the MIO and SparaDos cartridge, I am thinking
>about setting up the Great Underground Empire BBS on my trusty Atari ST.
>Does anyone have any info about the best BBS program for the Atari ST and
>where I could get a hold of one?
>
>Thanks,
>
>James Anderson

James, I've just got the beginnings of a webpage up and going at
www.inwave.com/~mccallum/ for atari bbs info. I'd reccomend either
Octopus or Foresight software as it stands right now :)

- Andy

# 2079. Re: ICD Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: mccallum@earth.inwave.com
Message-ID: <mccallum-ya023180003001971647230001@news.alpha.net>
Source record: 128803

In article <32F00310.32DE@pacbell.net>, Richard Claunch
<RCLAUNCH@pacbell.net> wrote:

>Hello, I have a person that wants to sell a Link 2 ICD unit.... The only
>thing is on the outside of the unit it says (Link) - NOT LINK 2!... If
>this is a Link2 should not it say Link2? Anyone jnow the difference?

If it's a Link II it will have a little red LED that dots the L"i"nk.
I think that's the only difference externally, the LED tells you if the
link is getting power or not (from the drive it is attached to).

- Andy

# 2080. Re: MintNet & CAB help

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5cp217$brt@hades.rz.uni-sb.de>
Source record: 128804

> Where exactly do I set the environment variables? Within a particular
> file? Thanks for the tip!
The safest is in /usr/multitos/mint.cnf.

You must remember one thing:

Each process inherits its environment from its parent process. (If you run the ps command you see a list of all running processes with their own pid PID and the PID of the process that started that particular process, named PPID). Like this you can see what processes have started CAB: It should be MiNT itself (always PID 0), MiNT must have started some GEM driver and this GEM driver starts CAB and CAB starts cab.ovl. You must ensure that your envariables get set somewhere on the way.

Ciao

Guido

## 2081. WANTED: ICD Link 2 for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Chau Trinh <ctrinh@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.93.970130174225.90204A-100000@srv1.freenet.calgary.ab.ca>
Source record: 128805

I am looking for a used ICD Link 2 SCSI adapter for the Atari 1040STe.
Email me at trinhc@cadvision.com.

# 2082. Re: Music DTP error or GDOS error??

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: des102@york.ac.uk
Message-ID: <5crace$gag@netty.york.ac.uk>
Source record: 128806

Richard Krejstrup (di94rkr@student.hk-r.se) wrote:
: Anyone here who knows anything about a program called
: Take Control Music DTP ?? It was developed at a University
: somewhere in the yearly 90ies (released in 92 ver 2.2d).
: It's the best music dtp style program for the atari I've
: seen, but the gdos printer routines doesn't work that well...
: I have had to get a IMG.SYS and make an outprint to disk
: in a .img format and then print it. I've tried with lots
: of different laser printer drivers (I got an HP laserjerII)
: but it bombs out just when it supposed to sent the stuff
: to the printer (it loads the printer fonts allright).

You could try asking the developers (Take Control) who are in Birmingham, UK.
I don't know the phone number/address off-hand but could find out. They
were also fairly closely linked with Titan Design (producers of Apex and such)
again of Birmingham so you could try contacting them instead. Also I believe
they are up to version about 4 and have possibly changed the name.
Dave

## 2083. Re: ICD Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Tom <the.northerner@awinc.com>
Message-ID: <32F13781.308D@awinc.com>
Source record: 128807

Richard Claunch wrote:
>
> Hello, I have a person that wants to sell a Link 2 ICD unit.... The only
> thing is on the outside of the unit it says (Link) - NOT LINK 2!... If
> this is a Link2 should not it say Link2? Anyone jnow the difference?
>

The Link 2 definitely says: The Link 2 on it, at least my version. Don't
know what the difference is between the original and Link 2 though.

# 2084. Re: Atari Laser Printer $100

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cs3ge$rl3@ash.ridgecrest.ca.us>
Source record: 128808

Rich Tietjens wrote:
>
> In article <progster-3001970705570001@news.erols.com>,
> progster@erols.com (Progster) wrote:
> >
> >For Sale: Atari Laser Printer, perfect condition. Also includes extra
> >toner cartridge. Works with all Atari ST and Falcon computers. Works
> >great with the Atari sequencer and score printing programs! $100 plus
> >shipping.
> >Call 301-927-0912
>
> If that's one of the SLM-series printers, it does NOT work with the Falcon -
> the SLM laser printers use the ACSI DMA interface, and that port was left
> off the Falcon.
>
> Good price, though. Could I interest you in a swap for a 2-gig hard drive?
>

Perhaps he has a HeatSeeker, the only one:)

Mike

# 2085. Re: Monitors - NEC 5D

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cs71r$s4i@ash.ridgecrest.ca.us>
Source record: 128809

please@no.spam.mail.here wrote:
>
> Out of the ether, the following was mentioned by
> Jon@mchugh1.demon.co.uk...:
>
> J> Well according to Microsoft Windows 95 on my P.C. the Nec 5D can
> J> do resolutions up to 1280x1024 and vertical refresh rate of 33KHz
> J> -
> J> 60Khz and Horisontal refresh rate of 50Hz to 90Hz so I think the
> J> answer your looking for is 50 to 90 Hz, That will run fine on a
> J> Atari. --
> Thanks for that. I actually think its the horizontal refresh that is
> important as I would need 15.5Khz for the RGB modes on the Falcon which it
> would appear the 5D cannot do :-(
>
> Spencer
>
> spencer@mettav.demon.co.uk
>
> --
>
> Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)

You might check with an Amiga dealer (has to be some around:).
CD-Solutions makes a nice flat 15" multisync that will work fine
with the Falcon at 15.5Khz. Look for a Video Toaster User
mag for a dealer near you or if there are any Amiga mags
left brouse thru those. I have a Commodore 1084S that supports
the Falcon (with a special cable) and SVHS as well. It's
rather old technology, but Commodore did make some higher
spec models that will work as well.

Mike

# 2086. Any interest in old mags?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: TL Westgate <tl@westg8.com>
Message-ID: <32F146CF.FFD@westg8.com>
Source record: 128810

If I remember correctly, there should be a couple dozen old STart mags (and maybe a few Antics) in my closet at my mom's house. Anyone interested in these mags, circa 1987?

I saw a posting for some mags and remembered my old ones. Since they aren't doing me any good, I thought I see if someone else was interested. E-mail me if you are.

TL
--
International Internet Incorporated of America
http://www.westg8.com/i3/

# 2087. Re: Alas alack, windoze95 beckons

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5coueh$m0em_002@news.ti.com>
Source record: 128822

In article <sig-2901970840590001@47.85.0.99>, sig@end.article (Gerry O'Rourke)
wrote:

>
>I got a pentium last year; it's not as much fun as an Atari.
>
>Luckily, I still have my ST's.
>
>You can have both.

Fun on a pentium running Win95 ?? You can have a bit of fun if you get the
Arcade Classic games... with games from ATARI!!!

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 2088. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5coufo$m0em_004@news.ti.com>
Source record: 128823

And this is software coming from the #1 software company....

WinNT 4.0, which I am using, needs a patch. Of course the memo from MS says you may experience some data corruption without the patch. This was within weeks of the release.

And now, MS came out with another patch. Without this new patch, you may again experience data corruption.

Wonder if this time they really fix it!

So... WinNT, the flagship of MS, is not that great after all. With this type of patches, what they mean is "don't come after me if you lost all your data, we already provided you with patches, didn't you use them?".

And did you know that if you compare Win95 today with that of 1995 version, there are marked differences. They don't tell you, it's still Win95, no version#, just a tiny built#. Most ppl being non-develper will not know what a built# is.

Don't flame me... just my 2.5 cents worth.
Check out the stories for yourself at their web site.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 2089. Re: Looking for ST Sites

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5cove3$m0em_006@news.ti.com>
Source record: 128824

In article <32EFB051.3BDE@olympic.ctc.edu>,
SUTTON GARY E <gesutton@olympic.ctc.edu> wrote:
>>
>>Hihi! I'm new to the Atari ST world, having just recently picked up a
>>nice 1040ST at a thrift store ($10.00 for the console and mouse, $4.50
>>for the monitor. :) )
>>
>>Anyway, I now need to find software for her to make her useful, term
>>programs, programming packages, games, etc. Can anyone perhaps direct
>>me to some prime ftp sites that carry lots of ST stuff? I know it's
>>probably in the FAQ, but I haven't seen that yet.
>

You can try
http://www.geocities.com/SiliconValley/phsw.html

for some Atari software. There is a search there for Atari stuff as well.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 2090. FS:Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: lisam+@pitt.edu
Message-ID: <5cored$fm4@usenet.srv.cis.pitt.edu>
Source record: 128825

Hi.

I have an Atari 1040ST with a color monitor (Atari SC1224) that I would
like to sell. Make an offer....

Thanks,
Lisa

# 2091. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: charly@stud.uni-hannover.de
Message-ID: <5cp2m4$4ah@newsserver.rrzn.uni-hannover.de>
Source record: 128826

Nicholas Flintham (Nick@flinny.demon.co.uk) wrote:
: In article <HA3DBEVIUP@wa.caeci.ol.ni.schule.de>
: gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter) said:-

: >Does anyone know, if STIK is still alive?

: Yep :)

: >I heard nothing about it for a long time.

: Thats because lots has been happening... :>

: >Will we get CSLIP or PPP any time?

: Yep :)

: Nick.
: --

: < Nicholas Flintham >
: > Nick@Flinny.demon.co.uk <
: < N.P.Flintham@unn.ac.uk >
: > nflintham@cix.compulink.co.uk <
: < Http://www.flinny.demon.co.uk >
:
:
What has been happening? How long have we wait for a new release? :-)

Thorsten

# 2092. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: kmaj@uran.ip.krakow.pl
Message-ID: <32f014803fbd9b1@uran.ip.krakow.pl>
Source record: 128827

Ronald J. Hall (thechyld@pcc-uky.campus.mci.net) wrote:

> Well, I'd love to see an English version at a ftp site. I've only been able
> to find the German one... Thanks and let us know where you upload it! :)

I uploaded STarCall 2.1A(ENG) to the following ftp-sites:
1) ftp.teleport.com/users/atari
2) sunsite.cnam.fr/pub/Atari

It will be available to download from in some days I believe.

Krzysztof
--
Greetings from Okami Newsreader user.

# 2093. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0e6e$95599a00$11f7aecc@blackat>
Source record: 128828
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

> > I thought the post was quite interesting since I did not know that
> Atari Corp had 'officially' left us.

I meant 'official' in the business sense. Not in the customer support
areas, etc.
I did not know that Atari, Corp. had officially ceased to be.

> Hello, where have you been? Atari Corp has officially left us, abandoned
> the platform, etc. etc.

My last Atari STe died about a year ago.

> As for the nightmare of windoze programming, perhaps you need a few more
> courses :-). The nightmares don't seem to have stemmed the tide of great
> Win 95 software, like gemulator 96 for instance.

Tell me about it! =) I never said I was a genius Win95 programmer, far from
it
actually, but I am learning. GEM only took me appx a month or two to master
easily.
Win95 it taking considerably longer than that to even feel confortable
with. (sigh).

> As for everything else you said, I pretty much agree. Being a user of
> both platforms, I use Win 95 for the great apps available, superior
> sound, speed and graphics.
> But I don't love it the way I loved my falcon and my megaste. Those were
> great home computers.

I agree 100%! The Falcon030 was a wicked-awesome machine!

> OTOH, I also agree with Shellac that the management and marketing of
> Atari has been a source of frustration for users for years.

I did not disagree, i just felt his way of saying so was incorrect! =)

Will Fisher

# 2094. Re: Bubble Bobble & Rainbow Islands

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0e6f$d8b48840$11f7aecc@blackat>
Source record: 128829
Cross-posted to: comp.sys.cbm,comp.sys.atari.st

> If anybody has either or both of these 2 games with box and manual in
> excellent condition, please e-mail me with your price.
>
> If they're still shrinkwrapped, that would be a real bonus.
>
> Thanks,
>
> - Tom N.

For the ST I assume? They came out with a PC version you know. With the
original
Bubble Bobble/Rainbow Islands and an *ENHANCED* version of Rainbow Islands.

Anyways... I don't have the original ST version but thought you may want to
know
about the PC one.

Will Fisher

## 2095. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0e6f$a5568200$11f7aecc@blackat>
Source record: 128830

> > Frank is 100% right. TOS is copyright by Atari Corp (or JTS now).
> >
> > see a problem using copies of TOS to make the emulators work. Yes, it
> > probably is illegal, but then so is copying that video from the rental
> > store, or that favorite tape or CD!
>
> My point exactly - all I did was answer the original question about who
> owned the intellectual copyright. I know fine well truckloads of people
> use TOS images for all sorts of things, that wasn't my point ;)

Gotcha. Just added my $0.02 without fully reading the original thread I
guess!

Will

## 2096. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0e6f$207c3160$11f7aecc@blackat>
Source record: 128831
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> I'm not agreeing or diagreeing with any of the arguments going on here,
> but could it move to somewhere more appropriate, like
comp.sys.atari.advocacy?

I am sure there is room here between all the FS posts! =)

Will

# 2097. Atari Card for Intel based pc's

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: "Christopher M. Heiden" <cmheiden@mtu.edu>
Message-ID: <32F03489.167EB0E7@mtu.edu>
Source record: 128832

Does anyone know if you can get a Atari ST card that would run on an
Intel x86 based PC ?

Chris

# 2098. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0e6f$08430560$11f7aecc@blackat>
Source record: 128833
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

```
> > I thought the post was quite interesting since I did not know that
Atari
> > Corp had
> > 'officially' left us. But the important thing is that there are still
> > people who
> > enjoy using the machines and if it's good enough for them then why
should
> > they go out
> > and spend 1000's of $$$ on an IBM or Mac?
>
> And, hey, what the Hell, this happens to be an Atari newsgroup, so
> how this happens to be wasting bandwidth I'm really not sure.
> All the comments Shellac made seemed to reflect a total disinterest
> in Atari computers now - why are you here? Isn't this a newsgroup
> *for* "hopeless romantics"?
>
> - Joel

Talk about condensing my original post quite eloquently!! =)

Thanks!
Will Fisher
```

# 2099. Atari Card for Intel x86 based PC

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: "Christopher M. Heiden" <cmheiden@mtu.edu>
Message-ID: <32F034D4.2781E494@mtu.edu>
Source record: 128834

IS it available. A Atari ST card for Intel x86 based pc's using PCI bus
or ISA slots?

---

Chris Heiden <cmheiden@mtu.edu>
Computer Science Student
Michigan Technological University

---

# 2100. Re: WTB: SCSI ADAPTER FOR ST

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: mike.harvey@worldnet.att.net
Message-ID: <32f01de2.2336454@netnews.worldnet.att.net>
Source record: 128835

On Wed, 29 Jan 1997 15:55:23 GMT, sanskrit@techunix.technion.ac.il
(Pradeep Naga) wrote:

>I would like to attach a ZIP or JAZ drive to a MEGA ST,
>what SCSI HOST ADAPTERS are recommended or for sale ?
>

If in the USA, I'd say the ICD Link II, but I think perhaps you may
still have to modify the drive cable to use the ZIP drive on a Mega
ST, the ZIP does not supply power to pin 28 which is what provides
power to the Link host adaptor.

Anyone else out there confirm this or correct me please if I'm passing
out bum info..

# 2101. Re: HD Driver 6.1 demo, et al

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32F04E76.2193@bruker.de>
Source record: 128836

greg_evans@delphi.com wrote:

> it. I belive his probolem was the new Fireballs are SCSI-3, but the

No, this is nothing but a problem concerning initiator
identification/bus arbitration. With the appropriate driver the Fireball
will work.
BTW, as far as I know the final SCSI-3 specification is not out yet.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 2102. Re: PHENIX: A 120MHZ Falcon compatible?!?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: oxo@imaginet.fr
Message-ID: <5cpmlo$nvp@belzebul.imaginet.fr>
Source record: 128837

FPINTO <fpinto@cougarnet.byu.edu> wrote:

> Check ftp://ftp.cnam.fr/pub/Atari/CENTEK/phenix. Who's got more
>info about this machine?

In france, we know this person cant succeed any serious project. He's
just able to do reverse-engineering, its centurbo accelerator is just
the copy of the german high-speed for example.

bye

Pascal Barlier

## 2103. Mint/mintnet/ppp/unix env possible, check that easy doc for dummy

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970130030430.24968C-100000@usr08.primenet.com>
Source record: 128838

Yes, a full working environment easy to install and in ENglish.
Based on the excellent kit KGMD from Knarf..
Everything explained, step by step, Just follow he doc like you would
with a recipe.
Please have a look at my page for now. Ftp later..
And Mint is really great, nothing to compare with the old simple setup
that atari corp released...
It is fast, very reliable, multiusers, full internet support, etc etc
.
Up to 9 virtual consoles and 1 console.
Bye. :)

---

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

---

# 2104. Re: Differences: STacy & Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvlo9bilkk.fsf@emw.ericsson.se>
Source record: 128839

caesar@nwlink.com (Joel Enbom) writes:

> If I do find one used, what should I expect to pay for, let's say, a stock
> model? What about hard drives and modems? Are they available for the
> STacy?

I would try to get hold of a ST-Book if possible. Much nicer, smaller
and actually looks very nice. I'm not sure how easy they are to get hold
of though. I would even like to have one. The STacy is _much_ bigger than
the ST-Book.

I think both the STacy and ST-Book comes with hard drive and they should
have the usual ports to connect whatever you want.

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

## 2105. Keyboard problems

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Karl.Brokstad@gades.uib.no
Message-ID: <5cpu8j$u8$1@toralf.uib.no>
Source record: 128840

I need good advice !

The (9) and the (*) buttons in the numeric key pad do not longer work on my Atari TT keyboard.

I would like to open the keyboard to check and clean the contacts.

Can anyone give me some good advice how to do it. I had simmilar problems on my previous Atari ST, and taking the keyboard apart on the ST seem to be simpler than the TT keyboard.

Thanks

Karl

Karl.Brokstad@gades.uib.no

# 2106. Re: Music DTP error or GDOS error??

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Richard Krejstrup <di94rkr@student.hk-r.se>
Message-ID: <32F07FD9.6D17@student.hk-r.se>
Source record: 128841

Actually I _can_ print it to a IMG file and print it from
any .img printing program. But it's a not so nice solution
and it's my girlfriend using music dtp... (need I say more:)
I can't use laserjet.sys that came with the music dtp with
NVDI (3.10), it'll bomb out really bad. So I use the sys-
driver from speedogdos.
There's a postscript sys driver too but I can't make it
work either :(

P.S. I'll try to contact David Encil. Thanks Harry!

--
/Richard Krejstrup
di94rkr@student.hk-r.se
http://www.student.hk-r.se/~di94rkr

# 2107. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <32F084E0.3F24@reading.ac.uk>
Source record: 128842
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

Alastair J. Houghton wrote:
>
> Shellac wrote:

> > The only hope for Atari is that they don't lose even more money, or
> > for humanity's sake, the Tramiel's going into business again... I'd
> > certainly hate to see market share for another company jump from
> > thriving to downright pathetic. Monkey's could have managed Atari
> > better. BILL GATES could have managed Atari better...
>
> No - this is unfair. Bill Gates could probably have managed Atari
> better, but Atari was failing anyway; the major problem that they
> had was that the press were largely against them, resulting in the
> entirely juvenile behaviour of a large portion of their potential
> market (the "Oh - it's an Atari - well, it must be cr*p then"
> syndrome). Monkies, however, could not have managed it better. The
> Tramiels have actually done quite a good job; although you probably
> don't realise it, the Atari 2600 games system was the most popular
> console ever.

I'm not impressed by the Tramiels' handling of Atari. And the
success of the 2600 was there before the Tramiels' came along.
The persistence of the 2600 is more due to its uniqueness, it
being one of the very first game consoles, and not to the
Tramiels per se.
Also the success of the Atari 2600 in the begininng, when it
was just plain ol' Atari VCS was the very reason why the Atari
Home Computers suffered from the image of a "games machine".
It didn't help when Atari didn't know how to market their
new technology, either, or treat their employees well. They
lost good programmers that way.

- Joel

# 2108. Re: PHENIX: A 120MHZ Falcon compatible?!?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvk9oviean.fsf@emw.ericsson.se>
Source record: 128843

oxo@imaginet.fr (Zork) writes:

> 
> FPINTO <fpinto@cougarnet.byu.edu> wrote:
> 
> 
> > Check ftp://ftp.cnam.fr/pub/Atari/CENTEK/phenix. Who's got more
> >info about this machine?
> 
> 
> In france, we know this person cant succeed any serious project. He's
> just able to do reverse-engineering, its centurbo accelerator is just
> the copy of the german high-speed for example.

What about Oxo Concept's "Evolution"? Will it ever apear and at what
price? Can any frenchmen do anything serious? ;-)

Just joking. :-))

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2109. Re: GAME HELP PLEASE - 'Future Wars'

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvviv4fie30.fsf@emw.ericsson.se>
Source record: 128844

guy@swampdog.demon.co.uk (Guy Harrison) writes:

> 
> In article <E4Kr06.EsB@cix.compulink.co.uk>
> mwaterhouse@cix.compulink.co.uk ("Martin Waterhouse") said:-
> 
> >HELP - 'Future Wars - Time Travellers' (Delphine 1989)

> >I just know we have to get underground, and this weird patch of
> >rubble seems to be calling, but we can't do anything else!!!?!?!
> 
> Examine and generally mess about with all the rubble. According to the
> cheat you need a blowtorch and a box of fuses before finding and
> entering a manhole cover to get underground.

This has nothing to do with the problem, but does 'Future Wars -
Time Travellers' or the other game from the same team, work on
the Falcon, or even better on the Afterburner040? I remember that I
liked Future Wars very much.

Is it also HD installable?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 2110. Atari Laser Printer $100

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: progster@erols.com
Message-ID: <progster-3001970705570001@news.erols.com>
Source record: 128845

For Sale: Atari Laser Printer, perfect condition. Also includes extra toner cartridge. Works with all Atari ST and Falcon computers. Works great with the Atari sequencer and score printing programs! $100 plus shipping.
Call 301-927-0912

## 2111. 10,000 celerity cds

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: patrick@infi.net
Message-ID: <5cq3q3$37d@nw101.infi.net>
Source record: 128846
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps

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200+ pics of Sandra Bullock
150+ pics of Liv Tyler, young star
130+ pics of Niki Taylor
130+ pics of Kate Moss!!! For a list of ALL files on the CD
100+ pics of Madchen Amick
100+ pics of Racquel Darrian - *WOW*
80+ pics of hot model Jenny McCarthy! (Nudity!)
80+ pics of Paulina Poriskova, sexy supermodel!
70+ pics of Bridget Hall, supermodel!
50+ pics of TRACI LORDS, yes! ***6 Celeb CDs in One!***
50+ pics of Daisy Fuentes, hot spanish VJ
50+ pics of Salma Hayek, sexy latina actress! order now
50+ pics of Teri Hatcher 1-757-686-1271
* 4000+ pics of other NUDE stars
* 4000+ pics of PG-13 rated celebrity poses
* 10,000+ pictures total, thats TEN thousand!
* Graphics viewing software for Windows3.1/DOS/Win95
* CD is BBS ready, with descriptions of files! And its Mac readable!
* Many more features and pictures of stars!
* NO AMATURE MODELS! - ONLY Celebs!

(Orders call 757-686-1271)

Other information:
* Packed in white shipper: No signs of nudity (Wife protection plan!)
* There are over 10,000, that's TEN THOUSAND FILES, on ME#3 alone!
* All pictures are high quality at least 640x480!
* Directories are arranged in NUDE/NON NUDE format for easy use!
* Graphics viewing software for Windows/DOS/Win95
* CD Is ISO-9660 Macintosh compatible if you have a Mac JPG viewer

* It's truly BBS-ready with detailed descriptions of all files!
* ME#3 will save you -ALOT- of download/searching TIME & MONEY!
* Sysops! Has a files.bbs conversion program for different formats!
* Many more features.. Guaranteed or your money back!

This CD represents high quality work. Here is the pricing:
$$$ $36 each (plus $2 shipping, $5 shipping outside USA) $$$

(*) Call 757-686-1271 to order via credit card over the phone!

Qualifications: You must be OVER 18 & live somewhere on planet EARTH!
Please remember, Foreign orders add $5 for shipping instead of $2

ME#3 ..'~ Midnight Escape ~'..

## 2112. Re: nemesis board

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5cq2u2$aea@m1.cs.man.ac.uk>
Source record: 128847

In article <5ck3np$36o5@mars.online.uleth.ca>, seelds@hg.uleth.ca writes:
>is there a web site on the nemesis board

Check out the Black Scorpion section at:
http://ourworld.compuserve.com/homepages/TITANWEB/

>and i hear the nemesis baord is 640*480 true colour
>is that 16 bit or 24 bit....
>basicaly is it just a resolution doubler or do i get 16 million colours

Neither. It is an accellerator. The reason the Falcon cannot do high-rez
16-bit mode is because the bus is too slow, therefore an accellerator
not only makes your machine faster, but also allows it to reach higher
screen resolutions (with appropriate software).

If you want high-rez 24-bit mode, you want a (super?)NOVA, I believe...

Anthony
--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
---------------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
---------------------------------------------------------------------

# 2113. Re: Adding SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn5f0kmr.369.mlake@melake.erols.com>
Source record: 128848

>I have a TT and I've had ongoing problems adding SCSI devices to the SCSI
>port. I've tried attaching a CD-ROM drive and other hard drives and have
>never been able to get them recognized by the system. I've tried attaching
>these devices while both removing and leaving in place the terminators on
>the internal port board to no avail. In the past I've given up with each
>device I've tried to connect to the SCSI port and instead have attached
>them to the ACSI port successfully in each case. But now I need to attach
>a flatbed scanner to the SCSI port. And again, I haven't been successful.
>Can anyone tell me what I might need to do to get a device attached to the
>SCSI port?

I was finally able to get the system to recognize the scanner attached to
the external SCSI port thanks to Rich Tietjens. I was using SCSI ID 6 for
the scanner which the ICD Link II uses which I have attached to the ACSI
port. Once I changed the SCSI ID on the scanner to 5 the system recognized
it fine.

--
Marshall Lake - TEAM Software - mlake@melake.erols.com
http://melake.erols.com http://melake.erols.com/~team
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

# 2114. Re: Notator on a TT or Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Oliver Skelton <skelton@gatwick.geoquest.slb.com>
Message-ID: <32EFEC46.6303@gatwick.geoquest.slb.com>
Source record: 128849

Hi,

You definitely can't run Notator on a Falcon (I have Notator & Logic).
I think it may run on a standard TT - but I don't have one and it may
well not.
When I upgraded my MSTE with a PAK accelerator I was told it wouldn't
run unless I had a GAL switch to switch back to 8MHz (and I think the
old 68000 chip). My MSTE/PAK couldn't be got to work with the GAL switch
so I guess it won't work on my MSTE - I haven't tried it on that.

I initially had Notator Alpha - a very good upgrade offer came through
to upgrade to Logic at the same price as upgrading from Notator SL to
Logic... _and_ a full latest version of Notator SL came with the
upgrade.

However, the real music maker in my family is my younger brother in
Spain and he has stuck with Notator (on a STFM). I just play around, but
my impression is that Logic is now very powerful (though it is annoying
that the Mac/PC versions move ahead whilst the Atari one doesn't).

If you do go for Logic sometime there are some web sites you might be
able to browse which provide some helpful material on using the complex
environment page etc:
http://www.mcc.ac.uk/~emagic/emagic_page.html
http://www.swiftkick.com/
http://www1.medbank.or.jp/~rikos/KOLD/
(I ordered the $35 environment guide from the swiftkick site and it
arrived very rapidly and looks very impressive. The accompanying disk
with .lso environments was a mac format disk which I had to read at work
- perhaps I could have specified a PC format disk instead. The .lso
files were only partially compatible with the latest version of logic
for the Atari)

In my opinion, Notator SL is the only practical one of the Emagic
sequencers on the standard ST series (due to speed and screen acreage),
but if you have a TT or Falcon and expanded screen resolution then Logic
probably is the best. It also means you are better prepared for the day
you have to switch to a Mac or PC.

Hope this helps.

Regards,
Oliver oskelton@cix.compulink.co.uk

## 2115. Re: nemesis board

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvhgjzi92x.fsf@emw.ericsson.se>
Source record: 128850

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

> Neither. It is an accellerator. The reason the Falcon cannot do high-rez
> 16-bit mode is because the bus is too slow, therefore an accellerator
> not only makes your machine faster, but also allows it to reach higher
> screen resolutions (with appropriate software).
>
> If you want high-rez 24-bit mode, you want a (super?)NOVA, I believe...

With the SuperNova you can also get up to 32-bit colour. Not to bad. :-)
I think you can get 24-bit with a regular Nova as well, but I'm not
sure.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2116. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: !ynoT
Message-ID: <32f29bf5.9652374@news.airtime.co.uk>
Source record: 128851

On Wed, 29 Jan 1997 02:08:37 +0000,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>> That STF BBS was fun... not! (In fact, !ynot)!
>
>That didn't stop it getting more callers than most BBSs though...

Well I asked what the above line meant, no answer? whats it mean
Frank?........BTW I didnt write it ....No one is saying anything bad
about AdLib are they ??? hope not grrrr

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 2117. Re: Bubble Bobble & Rainbow Islands

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: !ynoT
Message-ID: <32f39c2b.9705755@news.airtime.co.uk>
Source record: 128852

On 30 Jan 1997 05:38:11 GMT, "William Fisher" <blackat@direct.ca>
wrote:

>> If anybody has either or both of these 2 games with box and manual in
>> excellent condition, please e-mail me with your price.

>For the ST I assume? They came out with a PC version you know. With the
>original
>Bubble Bobble/Rainbow Islands and an *ENHANCED* version of Rainbow Islands.

You forgot to mention that the PC versions are pathetic, the enhanced
rainbow island?, looks like an old spectrum version, not what you
would expect to see on a "powerfull" machine,

If you have to go on about PC games in an ATARI newsgroup then at
least tell it as it is?

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 2118. Re: 1st Wordplus SLM Printer Divers needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Christer Bergstr&#65533;m <cri@teracom.se>
Message-ID: <01bc0ebf$aedd1c80$83a9edc2@cri-9650>
Source record: 128853

```
Yes! I have one for the SLM804.
/Christer
E-mail: cri@teracom.se
```

Julian Gifford <julian@connexus.apana.org.au> skrev i inl&#65533;gg
<5cibmi$cgh$1@preeda.internex.net.au>...
> Are there any printer drivers to run an SLM 605 and SLM 804 from 1st Word
> Plus?
> Thanks, Julian.
>
> --
>
> /| |\ o _, /&#65533;&#65533; o |\ |\ _ |
> | | | | |/ | / | /|/| ( _ | |/ |/ / _|/&#65533;/&#65533;|
> \|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
> (| julian@connexus.apana.org.au |) |)
>

## 2119. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: read@my.sig
Message-ID: <32f0c61b.1848336@news.networx.net.au>
Source record: 128854
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

"William Fisher" <blackat@direct.ca> wrote:

>> > I thought the post was quite interesting since I did not know that
>Atari
>> > Corp had
>> > 'officially' left us. But the important thing is that there are still
>> > people who
>> > enjoy using the machines and if it's good enough for them then why
>should
>> > they go out
>> > and spend 1000's of $$$ on an IBM or Mac?
>>
>> And, hey, what the Hell, this happens to be an Atari newsgroup, so
>> how this happens to be wasting bandwidth I'm really not sure.
>> All the comments Shellac made seemed to reflect a total disinterest
>> in Atari computers now - why are you here? Isn't this a newsgroup
>> *for* "hopeless romantics"?
>>
>> - Joel
>
>Talk about condensing my original post quite eloquently!! =)
>
>Thanks!
>Will Fisher
>

Well, as for Shellac? I say go find a another newsgroup, preferably
one titled alt.binaries.socks , and download a nice sweaty one!!!

## 2120. Re: What is 'Blitter'?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f0d2a8ef181@sn.no>
Source record: 128855

On Wed 29-01-97 09:31, Alastair J. Houghton (ajh8@doc.ic.ac.uk) wrote:

>Hallvard Tangeraas wrote:
[....]
>> I don't know the technicalities, but it BlITter stands for "Block Image
>> Transfer" as far as I know.
[....]

>Nope. BLiTTER stands for "bit block transfer processor"; the BLiT
>part comes from the B of bit, the L of block and the T of transfer.
>Since BLT would be unpronouncable, an "i" was added. Something that
>BLiTs must, then, be a BLiTTER :-).

Oops! Thanks for correcting me.

Hallvard (with the blitter switched on, on his STe ;-)

--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2121. Re: Looking for ST Sites

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f0d2a8f09c2@sn.no>
Source record: 128856

On Wed 29-01-97 12:17, Sutton Gary E (gesutton@olympic.ctc.edu) wrote:

>Hihi! I'm new to the Atari ST world, having just recently picked up a
>nice 1040ST at a thrift store ($10.00 for the console and mouse, $4.50
>for the monitor. :) )

Can't complain about that!

>Anyway, I now need to find software for her to make her useful, term
>programs, programming packages, games, etc. Can anyone perhaps direct
>me to some prime ftp sites that carry lots of ST stuff? I know it's
>probably in the FAQ, but I haven't seen that yet.

First of all, the FAQs, which can be downloaded from:

ftp://ftp.sn.no/user/hallvart/atari/info/

47K faq1_st.txt Atari ST Frequently Asked Questions part 1
30K faq2_st.txt Atari ST Frequently Asked Questions part 2
28K faq3_st.txt Atari ST Frequently Asked Questions part 3
23K n_faq1.txt New Atari ST Frequently Asked Questions part 1
29K n_faq2.txt New Atari ST Frequently Asked Questions part 2
41K n_faq3.txt New Atari ST Frequently Asked Questions part 3

As you see there are two different FAQs (each of them in 3 parts).
They both contain more or less the same information though the "new"
(n_faq*.txt) FAQ contains more up to date information on Atari ST emulators
for Mac, PC etc. The old one is just that- old, though it contains
information on the more advanced UNIX like stuff on the ST as well.

I suggest you grab the "new" FAQ.

As for software... I've made up a small, but useful collection of all sorts
of utilities which really brings out the power of your machine and makes it
a lot more effective and fun to use. I'm sure you'll find things there
which you'll need.
To get them you can either go to the same site as above, but starting in the
main directory instead: ftp://ftp.sn.no/user/hallvart/atari/

Or.... you can download the same software from my web page which also
contains file-descriptions. I've made links to most of the software in my
site from that page, though not all. But it's nice to start with.

http://home.sn.no/~hallvart/pages/atari_sn.html

For other programs you should try out the various FTP sites around the
globe. I've made a list over FTP sites for the Atari ST series which I post
to this group (and the "tech" group) once a month, so it's as up to date as

possible. You can grab the latest one from my web page/FTP site (same directory as the FAQs), or wait one more day and you'll get it in this newsgroup.

You might also want to visit my main Atari ST page as I've got a big collection of links there, as well as the sub-page with software that I mentioned and a WWW version of the FTP site list, where you can enter the sites directly!
It's all at:

http://home.sn.no/~hallvart/pages/atari.html

Hope this helps.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2122. Re: MIME/BASE 64 encoding decoding problem solved!

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f0d2a6ee610@sn.no>
Source record: 128857

On Wed 29-01-97 14:43, Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:

>In article <32eecc50108b360@sn.no>,
> hallvart@sn.no (Hallvard Tangeraas) wrote:
>>>For both programs the following environment variables must be set:
>>>TMP, for your temporary directory, LOGNAME, and HOSTNAME.
>>
>>Perhaps this applies mainly for multi-part files?
>>I only have the "tmp" variable set on my machine (using "environ.prg" in my
>>auto folder), but I've never heard of the other two.
>>Can you or anyone else explain how they should be set?
>
>LOGNAME should be the full path to a log file, e.g.:
>
>LOGNAME=E:\LOGS\PCKSHELL.LOG

I see, but to add a name of a logfile as an environment variable? That's a
bit odd? Or perhaps I'm mistaken- does "logname" have anything to do with
Packshell's files, and not "environ.dat"/"environ.prg" at all?

>HOSTNAME is the name of your computer.
>
>HOSTNAME=WEASEL
>
>Nothing special to it. I'd recommend limiting your hostname to 8 characters
>for the sake of the 8.3 file system.

OK. I've never come across any of these variables before- when are they
ever used? Is it something special just for use with Packshell?

Hallvard

--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 2123. ST BBS software?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: James Anderson <James_V_Anderson@msn.com>
Message-ID: <01bc0ebf$107867c0$a6d22399@JamesVAnderson>
Source record: 128858

I ran a BBS on an Atari 800xl about 10 years ago and am think of setting it up again. I am looking for the ICD MIO and the ICD SpartaDOS pickyback cartridge. If anyone has any info about where I can pick these up, please e-mail me at James.Anderson@Juno.com

If I can't get a hold of the MIO and SparaDos cartridge, I am thinking about setting up the Great Underground Empire BBS on my trusty Atari ST. Does anyone have any info about the best BBS program for the Atari ST and where I could get a hold of one?

Thanks,

James Anderson

James.Anderson@Juno.com

# 2124. Re: 10,000 celerity cds

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: !ynoT
Message-ID: <3303ab68.13607921@news.airtime.co.uk>
Source record: 128859

On Thu, 30 Jan 97 12:22:00 GMT, patrick@infi.net (PatrickO'Brien)
wrote:

>I know this isn't a picture base-but everyone needs some porn in their life:

Well I know I do ;-)...But I certainly would not agree that
"everyone" does, and we will find out if your postmaster thinks so too
?

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 2125. Re: PHENIX: A 120MHZ Falcon compatible?!?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: dipching@ping.be
Message-ID: <854641888_OASIS_@ping.be>
Source record: 128860

>What about Oxo Concept's "Evolution"? Will it ever apear and at what
>price? Can any frenchmen do anything serious? ;-)
>
>Just joking. :-))

On this server, we can joke, but if you just went on the
fr.comp.sys.atari your blood should become frozen ...

They are always fighting about such subjects ... it is in fact
incredible. There are two parties:
> one which believes in the futures projects like Phenix (I have talked
to Rodolphe Czuba, the master of the project and believe me it's a serious
matter ... wait and see ... soon there will be a web site with
description of all the CENTEK products ... I will put an article on
the server when this happens)
The "CenTurbo 2" is a real jet for a Falcon ... the only problem until
now (soon to be solved) is the use of TT ram adjunction ... but available
video modes are stunning ... a friend of mine who owns a F030 is going
to buy it ...
> the second one is going to not believe anything ... each time a
project is put on the table (even if the project is already begun)
they destroy it as fast as it appears on the server ... obviously
negative.

Really I prefer to read the comp.sys.atari.st !

--


---
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---

# 2126. PTC1426 Monitor...(sale)

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: thechyld@eastky.com
Message-ID: <854627338_OASIS_@eastky.com>
Source record: 128861

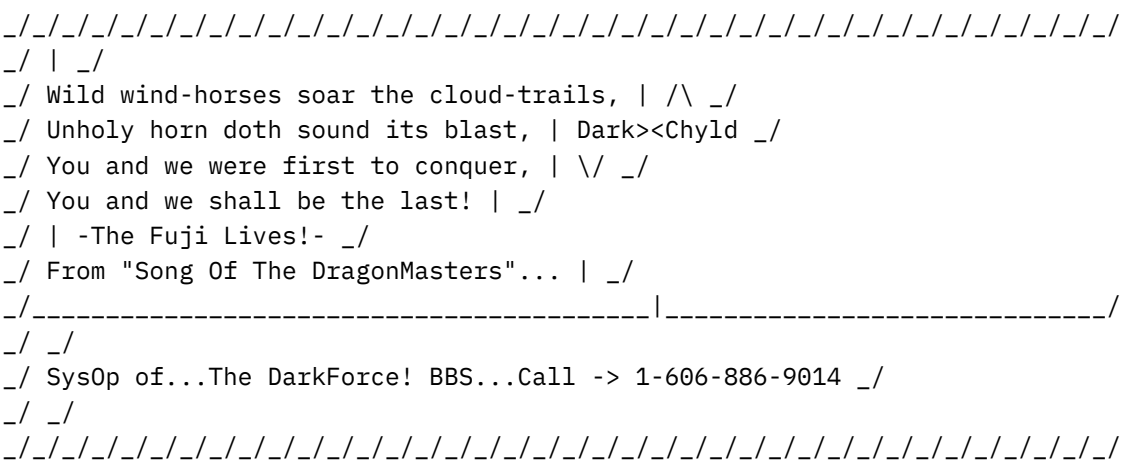
Earlier, I had posted a message about having a PTC1426 monitor for sale. I changed ISP's since then and my new E-mail address is as follows:

thechyld@eastky.com

Sorry for the inconvenience to everyone who tried to use the old address!

BTW, that was a PTC1426 Atari monitor in perfect shape, original box, no manual, lead, for $100.00 and you pay shipping... CASH-COD-UPS only...! ;)

--



# 2127. Re: MintNet & CAB help

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: Joel Adam Enbom <caesar@nwlink.com>
Message-ID: <Pine.GSO.3.95.970130091926.29884B-100000@utah>
Source record: 128862

On Thu, 30 Jan 1997, Katherine L Ellis wrote:

> hmm I don't know your mint setup, but the timeout sending config
> request is normal. Don't worry about that, however, the exited by
> signal 15 is not too good.
> Here PPP is VERY VERY stable, I run it something like 6 hours days
> without disconnecting. :)
> Bye,. BTW KEMD is available. :)

Thanks for the reply.

I think the exited by signal 15 message is a result of me
resetting the computer (my disconnect script doesn't want to cooperate
sometimes).

I can't really tell how stable my PPP connection is because, of
course, I can't really do anything with it to test it yet.

What's KEMD?

Oh well, only 8 days left to figure this out!

Joel

> >I, following the advice given previously, created a new folder, "TMP," on
> >my MintNet partitition (quasi-partition). I still get the "Path not
> >Found; error #-34," though, when trying to access a URL with CAB.
> >
> >Now, I believe that I am getting a PPP connection. Here's my recent
> >MESSAGES:
> >
> > Failed to create pid file /var/run/ppp0.pid: file not found
> ><29>Jan 23 14:09:50 pppd[7]: Connect: ppp0 <--> /dev/modem1
> >Jan 23 14:09:52 homer pppd[7]: local IP address 100.0.0.1
> ><29>Jan 23 14:09:52 pppd[7]: remote IP address 204.96.82.86
> >Jan 23 14:10:26 homer pppd[7]:CCP: timeout sending Config-Requests
> >Jan 23 14:16:38 homer syslogd:
> >exiting on signal 15
> >
> >I am intrigued by the "CCP: timeout sending Config-Requests." This, on
> >the surface does not seem to be a "good" message. Is this a clue to where
> >my problem lays?
> >
> >Only 9.85 days left! Help!
> >
> > Joel.

# 2128. Re: Atari Laser Printer $100

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cqml0$aqs@ornews.intel.com>
Source record: 128863

In article <progster-3001970705570001@news.erols.com>,
progster@erols.com (Progster) wrote:
>
>For Sale: Atari Laser Printer, perfect condition. Also includes extra
>toner cartridge. Works with all Atari ST and Falcon computers. Works
>great with the Atari sequencer and score printing programs! $100 plus
>shipping.
>Call 301-927-0912

If that's one of the SLM-series printers, it does NOT work with the Falcon -
the SLM laser printers use the ACSI DMA interface, and that port was left
off the Falcon.

Good price, though. Could I interest you in a swap for a 2-gig hard drive?

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
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----------ftp://ftp.teleport.com/users/atari----------

## 2129. Re: LZH decompression problems. Help please

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27902_please@no.spam.mail.here>
Source record: 128864

*Hi Tom*, on 28 Jan 97 you wrote: ...respect, brethren

c> On 24 Jan 1997 hallvart@sn.no (Hallvard Tangeraas) wrote:
>> On Mon 20-01-97, Daniel Hedberg (dhedberg@aristotle.algonet.se) wrote:
>>> Actually the latest version of LHarc is 3.12.
>>
>> I downloaded it, thinking it was an update to Lharc 3.10 that I've been
>> using, but it's not the same thing! This one is just a couple of .TTP
>> files, not the same GEM program as Lharc 3.10.
>>
c> LHARC 3.12 is the actual program, as opposed to the shell. Use it to
c> replace the LHARC.TTP in your earlier version. It will work fine with
c> the old shell.

It might be named LZHShell but it doesn't use the TTP - it's all
self-contained.

Delete (or move) the TTP file to see that this is the case.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 2130. Adding SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27982_please@no.spam.mail.here>
Source record: 128865

This message from mlake@melake.erols.com to All came in on a wing and a prayer...

m> Organization: TEAM Software
m>
m> I have a TT and I've had ongoing problems adding SCSI devices to the
m> SCSI port. I've tried attaching a CD-ROM drive and other hard drives
m> and have never been able to get them recognized by the system. I've
I can't help you directly, but as an observation HDDriver makes a distinction between ACSI (the DMA port/host adaptor) and SCSI (TT, Falcon). Perhaps that might give you a clue?

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 2131. HP Driver

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27984_please@no.spam.mail.here>
Source record: 128866

This message from ua558@freenet.Victoria.BC.CA to All came in on a wing and a prayer...

u> One of the members of my computer club wants to know if there is
u> a driver for a HP colour printer available for Degas Elite. If not,
Recommend Imagecopy, it gives the highest quality printouts IMHO. Can be run as an accessory or program, it's a commercial product published by the FaST Club here in the UK.

u> is there any other art program which has a HP colour driver? The
There are other progs, PiXArt comes to mind, but if your clubmate is happy with Degas then Imagecopy would be a better choice, eg you can printout thumbnail catalogues etc.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 2132. Re: Ad.Lib BBS is closing (LONG MESSAGE)

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27981_please@no.spam.mail.here>
Source record: 128867

This message from Frank to All came in on a wing and a prayer...

Hi Frank!

>> Will you be at the ATARI shows, you and Andy?
FC> I doubt Andy will, unless I drag him along like I did last year. I
FC> very probably will be though, as I had so much fun at the Birmingham
FC> show last September ;)
Will you be bringing the FC car-boot sale with you? (g)

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 2133. Lascan and ET4000 Upgrade!

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27983_please@no.spam.mail.here>
Source record: 128868

This message from wolf39@juno.com to All came in on a wing and a prayer...

w> Organization: Cool People
w>
w>
w> Can someone help me on the lascan program. Someone told me it is for
w> a Falcon only but I am not really clear on what it does. I think it
w> is for the auto-switch overscan but I don't even know what that is.
LaceScan is for the ST only, the hardware will not work on the STE or Falcon.
You have to cut the Display Enable line and feed it to the hardware, which
modifies that signal to tell the video shifter to display a larger picture by
expanding the screen into the borders. The latest version is 3.3, which has
ST-Guide hypertext docs on how to find the place to cut the signal and where
to connect the other wires that are required.

w> I also downloaded an ET4000 upgrade thing. I know you can buy the
w> Panther which uses the ET4000 card or you can actually build an ET4000
w> adapter for the mega ST's DIY port. (I assume the port beside the
w> processor). Anyway I am pretty capable of making upgrades etc. so I
w> need someone to convert it to english from german and to explain to me
w> just how it works. Thanks alot everyone.
Good luck on this, someone in the UK is/was working on the translation IIRC,
but the PCBs required are double-sided so might be tricky to reproduce.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 2134. nemesis board

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27903_please@no.spam.mail.here>
Source record: 128869

*Hi Dave*, on 29 Jan 97 you wrote: ...respect, brethren

s> Organization: University of Lethbridge
s>
s> is there a web site on the nemesis board

Titan Designs/Black Scorpion Software Home Page is:

http://www.ourworld.compuserve.com/homepages/TITANWEB/

s> and i hear the nemesis baord is 640*480 true colour is that 16 bit or
s> 24 bit... basicaly is it just a resolution doubler or do i get 16
s> million colours

It's 16-bit, but it's main purpose is as a CPU accelerator.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 2135. how to run *.com & *.atr files using xlit016 and xf25 Atari emula

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27980_please@no.spam.mail.here>
Source record: 128870

Hi All,

> FROM: 104317,440 (Tracy )

> Hello, I am a newbie with a question concerning how to run *.com &
> *.atr files using xlit016 and xf25 Atari emulators. Can you explain
I'd like to know if it's possible to run those *.atr files with the xf25
emulator as well. Anyone?

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2136. Re: OCRjr for Migraph Scanner

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <27905_please@no.spam.mail.here>
Source record: 128871

*Hi Rich*, on 29 Jan 97 you wrote: ...respect, brethren

a>
>> Jeff Wisniewski
>> P.O. Box 1243
>> Newtown, PA 18940-0871
>> jeffrey.wisniewski@microserve.com
a>
a> Damien Jones says his email address is dragons-egg@genie.com but I
a> haven't got a reply yet; maybe tomorrow.

Ok. I just copied the info out of the accompanying text files that came with
the most recent archive...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 2137. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: shellac@stucco.com
Message-ID: <32f00925.8466149@news.cyberstore.ca>
Source record: 128920
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

On Tue, 14 Jan 1997 23:29:54 -0700, InfoMan <infoman@poboxes.com>
wrote:

>Did you hear anyone say "Goodbye"?
>==================================
>by Donald A. Thomas, Jr. (10/4/96)
>
>It's odd to imagine an institution, which was as big and as powerful as
>Atari
>once was, [Snip big over-melodramatic Sap Letter]

Get a grip guys... I was once an Atari User and all I had to look
forward to was a lack of software, non-existant tech support, buggy
operating systems (TOS Ring a bell?) and always wanting to do what the
Mac and IBM (Not to mention AMIGA) could do..never really achieving
it. The real Evil was the Tramiels who couldn't get off their fat
white asses and market the machines they produced properly, or for
that matter at least care about their customers... I think when I had
to send away money for a floppy cable from Britain is when I woke up
and grabbed a clue... A big blue clue... So Windoze (and still isn't)
as bug free as they said it is. Well, you're dead wrong if you think
that TOS was some big model of perfection...Far from it.

In my opinion, the Jaguar was a hastily produced, crappy fragile
machine that was once again marketed half-assed with games that looked
like 2nd generation Genesis and SNES titles... Pretty sad for a
so-called 64-bit machine.. And here's a correction... The Jaguar was
one 32-bit and 2 16-bit Symettric multi-processors. There is nothing
64-bit about the jaguar at all. Except if you add the processors's
together, which is one big cop-out.

The only hope for Atari is that they don't lose even more money, or
for humanity's sake, the Tramiel's going into business again... I'd
certainly hate to see market share for another company jump from
thriving to downright pathetic. Monkey's could have managed Atari
better. BILL GATES could have managed Atari better...

So in the meantime let's GET OVER IT. And use the machines of today
and quit wasting time and bandwidth and being hopeless romantic's
towards people who didn't really give a shit about you or me, or
anyone..except how to make a buck a run like a petty mugger off the
street...

Reply's EXTREMELY welcome...

Shellac...

## 2138. FS: ST Software

Newsgroup: comp.sys.atari.st
Date: 1997-01-30 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <5copuc$rbm@freenet-news.carleton.ca>
Source record: 128921

I have the following ST software for sale; prices in Canadian $,+shipping.

Calligrapher Gold...document processor.....$30
1ST Word Plus......latest version, brand new..$20
Warp 9............video accelerator...........$10
Data Rescue.........oops! retractor.........$10
Codehead Utilities...various useful items.....$10
Cyber Sculpt & Cyber Texture.................$15
Flash II.........terminal program.............$15
Data Diet......."double space" disk...........$10
MultiDesk.......accessory manager.............$15
LDW Power.....Lotus-compatible spreadsheet....$20
MasterPlan ......"......."........"..........$10

--
Songshop Musical Productions / Two wrongs don't make a right...
Box 266, Shawville, Que. / But three lefts do!
J0X 2Y0

## 2139. Re: what is needed to run caf in high resolution?

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvg1zii605.fsf@emw.ericsson.se>
Source record: 128672

Mark Fassett <mark_fassett@intuit.com> writes:

> > I'm asking myself if I couldn't make life easier for my eyes... I had an
> > excellent oppertunity to get a 21" monitor and did so.
> > But for now, I am not sure how I can achieve a satisfying resolution, such as
> > 1024*768, or, if ever possible, higher, with my Falcon.
> > What I am owning at present (Screen Wonder Pro) doesn't like Cubase Audio. The
> > screen starts to "flicker".
> >
> > Is there a hardware solution that can do high resolution with CAF, and maybe
> > even expands the RAM?
> >
> > Thanks in advance for any hints to arrive,
> >
> > Chris
> > ---
> > Christian Roth
> > roedaal@audiophile.com
>
> Hi Chris.
>
> If you run NVDI and Screenblaster, you can achieve larger resolutions,
> although it may come at the expense of screen redraw speed. I have the
> above combination and run over 800x600 on my SVGA monitor.

If you realy want to be able to use that lovely monitor of yours in highres
mode you shuld realy consider getting a SuperNova. Okey it's expensive, but
it's currently the only solution to give you realy nice graphics modes in
24 and 32 bit colour mode (16 and 256 and 65000 colours as well ofcourse).

I'm not sure if CAF likes the Nova though, but it should. Maybe someone
in here knows, or even better, ask the maker of the Nova him self at.

Gerhard_Huber@la.maus.de or CiEBV@aol.com

The SuperNova cost ~ 860 DM if you get it from them directly.
There are cheaper models if you don't care about the highres 24-bit or
32-bit modes and you doesn't use them very often anyway, atleast not
if you run CAF. 16-bit colour is enough for most graphics programs as
well.

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |

## 2140. Re: How much the afterburned cost?

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvenf2i5qz.fsf@emw.ericsson.se>
Source record: 128673

Mark Fassett <mark_fassett@intuit.com> writes:

> The biggest problem I have heard about is that when you are in the
> wavform editor in CAF, and the screen scrolls (following playback),
> the audio will stop when the wavform is redrawn.

If I have understod it correctly, this problem were due to a bad
harddisk driver and went away when they changed it.

> Also, I understand the fast RAM cannot be utilized for sample
> playback, but may be utilized by CAF itself.

Yup and that hasn't got anything to do with the AB040, it's how
all Atari computers work with Fast-RAM. You can't use it to play
samples.

> Corrections, please? I will be upgrading my Falcon at some point, but
> I need absolute CAF compatibility.. and I really want to speed up
> those darn .wif wave draws!

If you want to get the latest story, contact Titan again at:

100345.2350@CompuServe.COM

David should be able to point you out to who you could talk to.
Someone at Sunrise Electronics use an AfterBurner040, but I don't
know who.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2141. New ST/Falcon Game

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Andy Robertson <andrew.robertson@scomagg.co.uk>
Message-ID: <32F1B74D.3B1F@scomagg.co.uk>
Source record: 128674

Hi,

I'm starting work on a new ST/Falcon game called Universal Command. It's a space strategy game along the lines of Supermecy with elements of Civilization and I need ideas for it.

I have a rough spec for the game that I can send to anyone if they are interested in having a look and commenting on it.

I really need as many ideas and suggestions as possible. Of course, everyone will be credited in the game etc.. :))

I don't want to scrap this game but I as I have said before I need ideas for it.

It will be ported to the Jaguar if their is people wanting to play such a game.

Andy Robertson

PS. Tony, I started it last night so my period of threatening everyone is over! :) hehe...

# 2142. Re: Lascan and ET4000 Upgrade!

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvbua6i4yc.fsf@emw.ericsson.se>
Source record: 128675

wolf39@juno.com (Mark Duckworth) writes:

> I also downloaded an ET4000 upgrade thing. I know you can buy the Panther
> which uses the ET4000 card or you can actually build an ET4000 adapter
> for the mega ST's DIY port. (I assume the port beside the processor).
> Anyway I am pretty capable of making upgrades etc. so I need someone to
> convert it to english from german and to explain to me just how it works.
> Thanks alot everyone.

Does anyone know where I can find this file? An english version wouldn't
be to bad either. :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2143. Re: ST BBS software?

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: irata@mindspring.com
Message-ID: <5csjmt$hg8@camel2.mindspring.com>
Source record: 128676

I used to run a BBS when I was living in Alaska and had a great time with it. The name of the BBS software is ( Triplink ) I'm not sure what version they are up to now. It is written in GFA 3.5e last I remember. I'm not sure where you might be able to find except at Genie or Compuserve in the Atari files areas. I was a help in getting CD-ROM support for the BBS and other minor enhancements. The BBS will run on an ST and above.

# 2144. Re: MIME/BASE 64 encoding decoding problem solved!

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <32f1d01c14f6859@xs4all.nl>
Source record: 128677

on Fri 31-01-97 02:03 Hallvard Tangeraas wrote:

>LOGNAME=hallvart
>HOSTNAME=sn.no

Yes.

>But I still don't understand what on earth Packshell needs my email address
>for, and it worked fine even without these two environment variables.

As I said before - why don't you read what I write, Hallvard? -
mpack.ttp needs the two env vars. You can see why if you generate a
MIME message; mpack constructs a header with your full email address.

>In fact, I don't even understand why the "tmp" (temporary directory) has to
>be set, because like you told me to, I added the full path to it in the
>"MIME" command line: -o c:\tmp\mime $f

Sigh. You added the full path to the output file (option `-o'). The
fact that the file will be put in your temp directory is pure
coincidence. It could have been any directory. But munpack needs to
know the path to your temp directory in case it has to unpack a
multiple message. In that case the program saves all the different
parts first in a directory $TMP\parts, and when they are complete,
reconstructs the original file (binary).

>I'm a bit confused...

As usual... :)

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

# 2145. Re: MIME/BASE 64 encoding decoding problem solved!

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <32f1d01e14f82db@xs4all.nl>
Source record: 128678

on Thu 30-01-97 21:19 Rich Tietjens wrote:

>>Wrong! Logname should be the logname as in your email address.
>
>I'll plead ignorance on that one, but the English term is "login name"

It's been LOGNAME as long as I know UNIX. What do you mean by
`English'? The term was coined by Americans. Don't they speak
`English'?

>>>HOSTNAME is the name of your computer.
>>>
>>>HOSTNAME=WEASEL
>>
>>Wrong again! It should be the name of your host, your internet
>>provider.
>
>This one, however, is contrary to all usage I've ever seen on any network -
>the hostname in MIDInet, Novell NetWare, MicroSlop Network, and general
>Internet usage is always the name of the /local/ host; the name of the
>remote system is either the "remote hostname," "server name," or sometimes
>the domain name (if it's a single-server domain).

I'm not going to dispute this. But you should aim your critical arrows
at the authors of mpack/munpack, who are native speakers of (American)
English and well versed computer nerds.

--
Jos den Bekker
<josdb@xs4all.nl> http://www.xs4all.nl/~josdb
-*-
vertaler translator traductor
Engels en Spaans English and Spanish espaï¿½ol e inglï¿½s
-*-

# 2146. Re: Ad.Lib BBS is closing (LONG MESSAGE)

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: andy@adlib.co.uk
Message-ID: <andy-ya02408000R3101970415570001@news.netkonect.co.uk>
Source record: 128679

In article <854523472_OASIS_@flinny.demon.co.uk>, Nick@flinny.demon.co.uk wrote:

> In article <19970128133528160727@tachyon.demon.co.uk>
> frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) said:-
>
> >I doubt Andy will, unless I drag him along like I did last year. I very
> >probably will be though, as I had so much fun at the Birmingham show
> >last September ;)

Nick Flintham:

> Ill check what the cost of the train is sometime <G>

Reports of my lack of interest in the Atari scene are somewhat exaggerated! :-)

Cheers for now,
Andy.

--
@@@

# 2147. Re: Apologies

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: andy@adlib.co.uk
Message-ID: <andy-ya02408000R3101970419480001@news.netkonect.co.uk>
Source record: 128680

In article <5cm563$l6i@irk.zetnet.co.uk>, james.pirie@zetnet.co.uk (James Pirie ) wrote:

> with reference to the rather obscure posting with the title of Sex!
> this was a test message I wrote while practising with newsie and when
> I logged on for the first time the program of course sent queued mail,
> I am embarrassed and apologise for the indescretion please do not spam
> me :-(
> I'll get it right one day :-))
> bye for now
> BTW the content of the message in no way reflects the authors opinions
> ;-)
> james/
>
> Regards,
> James ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½
>
> |\ ______ * *
> |/ock |roll ï¿½ An tari user
> |\ | <------->
> ï¿½
>
>
> james.pirie@zetnet.co.uk

Damn, another GEM missed!

Cheers for now,
Andy.

--
@@@

## 2148. NeST BBS Network closed (temporarily?)

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970131131307424 37@tachyon.demon.co.uk>
Source record: 128681
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,demon.ip.support.atari

-----BEGIN PGP SIGNED MESSAGE-----

I'm reposting this here on behalf of Colin Fisher-McAllum, SysOp
of 42 BBS, as he hasn't quite mastered his usenet stuff yet.

Point of note: before anyone asks - yes, Daron does know that
this is being posted. In fact, he specifically requested that
Colin post something to let everyone know what was going on, and
why the NeST BBS network would be down.

Please don't email either Colin or I about this: everything
either of us knows is contained within this message.

I also urge all of you to think before posting any replies.
Remember that judicial laws state that someone is innocent until
proven guilty - Daron is a well-respected member of the Atari
community, and idle speculation would only harm his reputation.

Original from Colin Fisher-McAllum follows:

==========
====
I am sorry to say that until other arrangements can be made,
NeST is
closed.

Daron Brewood was raided this morning and all his equipment
impounded
subject to an investigation into computer pornography.

Regards

Colin
==========
====

ATB, Frank.

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3
Charset: mac
Comment: Mail pgpkey@tachyon.co.uk for my PGP Public Key.

iQCVAwUBMvHu6JRUNQJyemzxAQGNWAP/V1S1r2E/QYcEQ+dNH1Zi2ste1rJeetMT
D5x50QqCN5cfL8JK8RvjtJVbPHFtobq7wjdb1yxQgAw12wDaexm6kfJjaJwr2Rm0
o2Awpx4Lf3BbTvWQWSpdNE41CCBx0ZAfLH2Yl3rw7jCn2irfty0+Ozj43dkuRPz8
A3+9Vt4Tbg8=

```
=xl6+
-----END PGP SIGNATURE-----

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk
```

# 2149. Re: PHENIX: A 120MHZ Falcon compatible?!?

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvafpqhsaw.fsf@emw.ericsson.se>
Source record: 128682

dipching@ping.be (Vandeweghe Jo) writes:

> >Just joking. :-))
>
> On this server, we can joke, but if you just went on the
> fr.comp.sys.atari your blood should become frozen ...

Hehehe.. sounds like alot of fun! :-D

> They are always fighting about such subjects ... it is in fact
> incredible. There are two parties:

Yup, so I have heard.

> > one which believes in the futures projects like Phenix (I have talked
> to Rodolphe Czuba, the master of the project and believe me it's a serious
> matter ... wait and see ... soon there will be a web site with
> description of all the CENTEK products ... I will put an article on
> the server when this happens)

Well this all sounds very interresting. I guess we just have to sit
back and wait... wait until something show up. I whish them good luck.

> The "CenTurbo 2" is a real jet for a Falcon ... the only problem until
> now (soon to be solved) is the use of TT ram adjunction ... but available
> video modes are stunning ... a friend of mine who owns a F030 is going
> to buy it ...

I guess it gives you about the same as the Nemesis + Fast-RAM and a
higher clocked 030 right? Something like a 24MHz bus and 48MHz CPU
and Fast-RAM. Is this true Fast-RAM or the 'crap' FX RAM?

Sounds alot better than the FX card if they can manage to get it working.
I heard (probably from the other partie) that the Centurbo 1 didn't work
very well at all.

> > the second one is going to not believe anything ... each time a
> project is put on the table (even if the project is already begun)
> they destroy it as fast as it appears on the server ... obviously
> negative.

But so far we havn't seen much of either the Phenix or Evolution.
Great ideas both of them though.

> Really I prefer to read the comp.sys.atari.st !

Yup.

```
//Magnus Kollberg
--
+--------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------+
```

# 2150. Re: Kivi QWK 2.00

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: ajalkane@lk-hp-6.hut.fi
Message-ID: <5cssav$5f@nntp.hut.fi>
Source record: 128683

In article <27690_please@no.spam.mail.here>,
please@no.spam.mail.here <please@no.spam.mail.here> wrote:
>*Hi Arto*, on 25 Jan 97 you wrote: ...respect, brethren
>
>Just one question though:
> a> + If you press control down and click a menu item, Kivi will try to
> a> display help about that menu item by calling ST-guide.
>
>Why not use the Help-key?

Because AES doesn't return from pull down menu before a mouse
click. Therefore Kivi has no way to tell if Help key has been
hit in the menu. However the Help-key does work during the program.
For example pressing help key in some of the dialogs will display
help page about it.

Regards,
Arto Jalkanen
ajalkane@cc.hut.fi

## 2151. SCSI Hard Drives Forsale

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: gholmes@ns.sympatico.ca
Message-ID: <32f31147.20247151@news1.ns.sympatico.ca>
Source record: 128684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the following SCSI hard drives for sale:

Quantum DSP3053L SCSI-2
Formatted 535 Mb
Cache Buffer 512k
Average Seek 9.5 ms
Rotational Speed 5400 RPM $325.00

Maxtor LXT-340SY SCSI-2
Formatted 340 Mb
Cache Buffer ?
Average Seek 12 ms
Rotational Speed 3600 RPM $225.00

Reason for selling, moving up to a 4.2 gig Baracuda

If interested, you can call me at 860-0302
(Waverley/Fall River/Wellington)

Thanks..

---
Glenn W. Holmes
gholmes@ns.sympatico.ca

# 2152. Re: ICD Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f21a6896580@sn.no>
Source record: 128685

On Wed 29-01-97 18:10, Richard Claunch (RCLAUNCH@pacbell.net) wrote:

>Hello, I have a person that wants to sell a Link 2 ICD unit.... The only
>thing is on the outside of the unit it says (Link) - NOT LINK 2!... If
>this is a Link2 should not it say Link2? Anyone jnow the difference?

I also bought a "Link II" labelled "The Link", but it's definitely a Link
II- you can tell by a red LED (light) on one side of the unit. Only the
Link II has it, and not the Link (I).

ICD told me that they had a lot of "Link" labels left over, so they used
them up before printing new "Link II" labels.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2153. Re: 1st Wordplus SLM Printer Divers needed

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Richard Wegner <richardw@dmapub.dma.org>
Message-ID: <Pine.SV4.3.91.970131101040.9679A-100000@dmapub.dma.org>
Source record: 128686

On 27 Jan 1997, Julian Gifford wrote:

> Are there any printer drivers to run an SLM 605 and SLM 804 from 1st Word
> Plus?
> Thanks, Julian.

On another note...I am looking for the driver for the program Timeworks
Word Writer for the SLM804. The verison I have is 2.0 (last one I believe).

---
Richard Wegner - Dayton Microcomputer Association - richardw@dma.org
http://members.aol.com/PenneyGuy/richard1.html

"Time is an illusion...lunch time doubly so" - Ford Prefect
---

## 2154. Help with Oasis!

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: thechyld@eastky.com
Message-ID: <854710958_OASIS_@eastky.com>
Source record: 128687

I've switched ISP's and Oasis is driving me mad! <crazy grin!> Well, not quite but almost... I've gotten everything to work except being able to read newsgroups! It logs on to my news server, says its connected, then says "closing news session" without every downloading anything. I set the trace level to 3 to see what was going on, but it only says:

230 New news follows

then it gives a blank line and a line telling that 2 char. and 0 bytes were downloaded... I even set the date/time in nntp.dat back 5 days so I could be sure that there were messages but it still does the same thing. I talked to my ISP and read the config. to him and he said everything looked fine, and the news server was working okay, so...Can anyone help me with this problem at all? If so then E-Mail, please because I won't be able to see any messages posted here! :(

--

```
_/_/_/
```

# 2155. Re: ICD Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: dipching@ping.be
Message-ID: <854729544_OASIS_@ping.be>
Source record: 128688

In article <32F00310.32DE@pacbell.net>
Richard Claunch <RCLAUNCH@pacbell.net> said:-

>Hello, I have a person that wants to sell a Link 2 ICD unit.... The only
>thing is on the outside of the unit it says (Link) - NOT LINK 2!... If
>this is a Link2 should not it say Link2? Anyone jnow the difference?
>
>Please Email...Before I buy this unit...

On the ICD Link 2, you must absolutely read "ICD The Link 2"
you can also see a little red LED replacing the point of the "i" of
Link.

--

```
--------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
--------------------------------------------------------------------------
```

## 2156. milan 200 ... informations?

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: atavik@aol.com
Message-ID: <19970131174000.MAA21883@ladder01.news.aol.com>
Source record: 128689

```
has someone informations about new milan 2000?
thanx so
```

## 2157. Wtd Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5ct0mv$kne@macaw.cyberport.com>
Source record: 128690

email me the details,,,,if you have a falcon for sale

thanks,

# 2158. Re: Ad.Lib BBS is closing (LONG MESSAGE)

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: !ynoT
Message-ID: <32f502a9.15926966@news.airtime.co.uk>
Source record: 128691

On Fri, 31 Jan 1997 04:15:57 +0000, andy@adlib.co.uk (Andy Curtis)
wrote:

>> >I doubt Andy will, unless I drag him along like I did last year. I very
>> >probably will be though, as I had so much fun at the Birmingham show
>> >last September ;)
>
>Nick Flintham:
>
>> Ill check what the cost of the train is sometime <G>
>
>Reports of my lack of interest in the Atari scene are somewhat exaggerated! :-)

Yo Andy!....and what of your association with sausages, will this
continue when Adlib ceases to exists, or will you desert them for
something else?
BTW are Linda Mc Cartney Sausages mutants of the real thing?

So see you in Birmingham then Andy?....unless theres a Gladgow one as
that might be better :)

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 2159. Re: Adding SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cta0g$ij@ornews.intel.com>
Source record: 128692

In article <32F16E68.3BE2@worldnet.att.net>,
Mike McGowan <jmmcgowan@worldnet.att.net> wrote:
>
>Here's another SCSI question: I have a syquest 135 connected to a Mega2
>via an ICD2. I also have an *old* supra 10MB floppy drive that has both a
>SCSI and DMA port. I can find the syquest drive or the supra, but I can't
>chain them together and get the ST to recognize both drives (on some
>combinations, it can't find either one!) I'd really like to dump some
>files off the supra onto the syquest, and using floppies is kind of a
>bitch. So, how do I fix this problem?

Insufficient data. What SCSI ID# is the Syquest set to? (I have a nickel
that says the Supra is ID#0, so that one's easy).

My best guess based on the meager data you provide is that you have a SCSI
ID conflict; let's start from there.

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# 2160. Re: MIME/BASE 64 encoding decoding problem solved!

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5ctaf0$ij@ornews.intel.com>
Source record: 128693

In article <32f1d01e14f82db@xs4all.nl>,
josdb@xs4all.nl (Jos den Bekker) wrote:
>
>on Thu 30-01-97 21:19 Rich Tietjens wrote:
>
>>I'll plead ignorance on that one, but the English term is "login name"
>
>It's been LOGNAME as long as I know UNIX. What do you mean by
>`English'? The term was coined by Americans. Don't they speak
>`English'?

Not so as you would notice, no. <G>

>
>... you should aim your critical arrows
>at the authors of mpack/munpack, who are native speakers of (American)
>English and well versed computer nerds.

Not criticism, per se, just surprise - and a little clarification for anyone
who /doesn't/ happen to be as network-nerdish as I am.

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# 2161. Re: MIME/BASE 64 encoding decoding problem solved!

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5ctabo$ij@ornews.intel.com>
Source record: 128694

In article <32f1d01c14f6859@xs4all.nl>,
josdb@xs4all.nl (Jos den Bekker) wrote:
>on Fri 31-01-97 02:03 Hallvard Tangeraas wrote:
>
>
>>I'm a bit confused...
>
>As usual... :)

Is there some reason Hallvart should be different from the rest of us? <G>

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# 2162. Re: Help with Oasis!

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5ctan3$ij@ornews.intel.com>
Source record: 128695

In article <854710958_OASIS_@eastky.com>,
thechyld@eastky.com (Ronald J. Hall) wrote:
>
> I've switched ISP's and Oasis is driving me mad! <crazy grin!> Well, not
> quite but almost... I've gotten everything to work except being able to
> read newsgroups! It logs on to my news server, says its connected, then
> says "closing news session" without every downloading anything. I set the
> trace level to 3 to see what was going on, but it only says:
>
> 230 New news follows
>
> then it gives a blank line and a line telling that 2 char. and 0 bytes
> were downloaded... I even set the date/time in nntp.dat back 5 days so
> I could be sure that there were messages but it still does the same
> I talked to my ISP and read the config. to him and he said everything
> looked fine, and the news server was working okay, so...Can anyone help
> me with this problem at all? If so then E-Mail, please because I won't
> be able to see any messages posted here! :(

(posted and mailed)

Take a look at your NNTP.DAT file (I think that's the right one; haven't
used NOS in a while). there should be some numbers there for each newsgroup
- those indicate the last article number fetched. Change 'em all to zero -
chances are the new ISP is NOT using the same numbering scheme as the old
ISP.

Then if that fails, we can look for other causes.

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## 2163. Someone get the $125.00 MSTE?

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5ctf3e$3nv@ash.ridgecrest.ca.us>
Source record: 128696

I never got a reply mail, so someone here
got a good deal on a MSTE 4/50 2.06 and
SC1224 for $125.00 :)

Care to speak-up :)

Mike

# 2164. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cta8k$ij@ornews.intel.com>
Source record: 128697

In article <28049_please@no.spam.mail.here>,
please@no.spam.mail.here (please@no.spam.mail.here) wrote:
>
>Out of the ether, the following was mentioned by Rich...:
>
> RT> Many of the Shuttle's computer systems were ...
> RT> based on the Apple-II, ...
>
>I know its an aside but I believe when they repaired the Hubble
>telescope they fitted a maths coprocessor to it to "speed up its image
>tracking". The one they fitted I think was an 8087, making the
>tracking cpu an 8086! :-)

We should be grateful that NASA didn't settle on the Rockwell 1802, I guess.
<G>

Anybody want to donate to the "Get a 502ST into orbit" fund?

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# 2165. Re: NeST BBS Network closed (temporarily?)

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5ct9d1$ij@ornews.intel.com>
Source record: 128698

In article <19970131131307424 37@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>==========
>I am sorry to say that until other arrangements can be made,
>NeST is closed.
>
>Daron Brewood was raided this morning and all his equipment
>impounded subject to an investigation into computer pornography.

That's easily the most ridiculous thing I've ever read! If there's anything NeST has NEVER been used for, it's porno!

Good Grief!

Well, while the bobbies are busy trying to pull their heads out - NeST USA will continue to operate, and I hope we can count on Paul Baker to continue to gate whatever messages may be available in both directions.

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## 2166. Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Kim Andersen <dksoft@image.dk>
Message-ID: <VA.00000052.000da0e3@kim->
Source record: 128699

Hi Guyï¿½s.

Is there still support for Gemar (the tapestreamer program) ?

Greets
Kim

# 2167. Re: ATARI Mega STE's in Hobby Town

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5ct4gs$o1j@m1.cs.man.ac.uk>
Source record: 128700

In article <5ceq7m$7ph@ssbunews.ih.lucent.com>, trek@ihgp15.ih.lucent.com (-Booth,W.A.)
writes:
>In article <5cdcss$gno@macaw.cyberport.com>, cm <cmoore@cyberport.com> wrote:
>>
>>I was in my Local Hobby Town and noticed while checking out.
>>that the point of sale system was a Mega STe, with the Atari newer mono
>>monitor. The clerk didnt know much, but thought the whole nation wide
>>chain still used them. Does anyone know who's behind this project and
>>what software the system is running. ?
>
>Not sure if our local Hobby Town is also yours or not but the one
>at Fox Valley (technically not Fox Valley but across the street
>from it - forget what they call that corner) also uses a mega for
>the POS system. Sorry no info about software etc. Wayne

What do these shops sell?

------------------------------
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
------------------------------
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
------------------------------

# 2168. Re: What is 'Blitter'?

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5ct4mr$of6@m1.cs.man.ac.uk>
Source record: 128701

In article <32EF18F5.15FB7483@doc.ic.ac.uk>, "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
writes:
>Hallvard Tangeraas wrote:
>>
>> On Sat 25-01-97 03:16, ploob (buzzdc@netcom.com) wrote:
>>
>> >This option appears in a pull-down menu on my default desktop. I didn't
>> >get a manual with the unit and I was simply curious. Turning the option
>> >on seems to have no effect. Thanks for any clues.
>>
>> I don't know the technicalities, but it BlITter stands for "Block Image
>> Transfer" as far as I know.
>> It's used to speed up the display. Try to switch it off and see how much
>> slower screen updates become (i.e when reading the contents of a folder
>> etc.).
>
>Nope. BLiTTER stands for "bit block transfer processor"; the BLiT
>part comes from the B of bit, the L of block and the T of transfer.
>Since BLT would be unpronouncable, an "i" was added. Something that
>BLiTs must, then, be a BLiTTER :-).

I don't know... BLock Image Transfer (BLIT) makes more sense, although
both are technically correct.

------------------------------
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
------------------------------
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
------------------------------

# 2169. Re: Sex Sex Sex

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0f96$59a492c0$91f7aecc@blackat>
Source record: 128702

> Whats all this sex talk on the Net, I've not found any yet and it's
> not for the want of trying, all I find are crass pictures of naked and
> semi naked people sticking various parts of their anatomy into various
> orifices on each others bodys but no real sex where is it? what is the
> perceived problem??
> Bullshit

Well James... it looks like this message finally did make it to my server!
=)

But since you apologised before the message arrived (strange isn't it?) I
won't
think you are a weirdo! LOL!

Will Fisher

# 2170. Re: Apologies

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: !ynoT
Message-ID: <32f603a4.16177902@news.airtime.co.uk>
Source record: 128703

On Fri, 31 Jan 1997 04:19:48 +0000, andy@adlib.co.uk (Andy Curtis)
wrote:

>> with reference to the rather obscure posting with the title of Sex!
>> this was a test message I wrote while practising with newsie and when

>Damn, another GEM missed!

You missed something better than that Andy, it turns out that the
original poster is apologising for a posting containing references to
sex that was a test post, the thing is that the test never worked and
the post never arrived to c.s.a.st
But his apology got here alright hehehehehehehe

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 2171. Re: Wanted: best terminal program for freen

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: !ynoT
Message-ID: <32f70426.16307518@news.airtime.co.uk>
Source record: 128704

On 27 Jan 1997 00:57:04 GMT, a.forster@clear.net.nz (Alan Forster)
wrote:

>
>>I've been looking for a while for a good PD/shareware terminal program that
>>will do full VT100 or higher. I've tried a number of programs which do
>>ANSI, rather that a true VT100, and display wierd codes, jumbling up the

>I would recommend CoNnect. It allows you to choose between VT100,
>VT102 and ANSI (among others) and it seems to support all these
>emulations very well. It even supports TEK-4014 graphics emulation.

I would also reccomend CoNnect as the best, but in your glowing
report Mario, you missed the very important point that there is a
shareware time limit built into ConNect that runs out after x amount
of hours, then you have to register and it costs very expensive, over
30ukp IIRC?

Again I do think its worth it as its the best one for the ATARI IMHO
but when the guy is looking for PD/Shareware I doubt he was looking
for commercialy priced shareware?.....even if it is worth it:)

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 2172. ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Mike Casey <bugfamly@wasatch.com>
Message-ID: <01bc0f9d$80ce0a00$508163cc@casey>
Source record: 128705

```
The following Atari ST software is for sale:

Arcade Fever: Onslaught (disk only) $2
Arcade Fever: Stormlord (disk only) $2
Chronoquest (4 disks, disk only) $3
Deja vu (2 disks, disk only) $3
P-Dos (disk only) $1
Shadowgate (complete, shrinkwrapped) $5
Speller Bee (complete in box) $3
Strike Fleet (complete in box) $3
Teachers Pet (2 disks, instruction book) $3
Uninvited (2 disks, disk only) $2
```

Will sell all for $20, shipping included
Please add shipping unless buying entire lot,
if interested, please E-Mail: bugfamly@wasatch.com ☺Thanks

## 2173. FS:UK 4 x 256k SIMMS

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: REMOVE-TO-REPLYJames@grunt.demon.co.uk
Message-ID: <32fb4d92.596738@news.demon.co.uk>
Source record: 128706
Cross-posted to: demon.adverts,uk.forsale,uk.adverts.computer,comp.sys.atari.st

80ns suitable for uprating an Atari STE for example to 1Mb.... ?5.50
inc P&P to anywhere in UK

# 2174. WTB: ICD Link for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: REMOVE-TO-REPLYJames@grunt.demon.co.uk
Message-ID: <32f84d88.585774@news.demon.co.uk>
Source record: 128707
Cross-posted to: demon.adverts,uk.forsale,uk.adverts.computer,comp.sys.atari.st

I want a ICD Link SCSI adapter for an Atari ST

# 2175. Re: Ad.Lib BBS is closing (LONG MESSAGE)

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970131172718955990@tachyon.demon.co.uk>
Source record: 128708

Andy Curtis <andy@adlib.co.uk> wrote:

> Reports of my lack of interest in the Atari scene are somewhat
> exaggerated! :-)

No, I was referring to your lack of interest in driving Flinny and I down to Birmingham, and having to suffer the consequences of such an action... ;-)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2176. Re: nemesis board

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970131172719956058@tachyon.demon.co.uk>
Source record: 128709

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

> >http://www.ourworld.compuserve.com/homepages/TITANWEB/
> >
> ># Regards, Harry Sideras - UK Association of Atari User Groups #
>
> No such server, Sid. Removing "ourworld" lets me get to compuserv, but I
> get a 404 error on any combination with either "homepages" or "TITANWEB" in.

IIRC, the URL is http://ourworld.compuserve.com/etc... without the www
bit. Er, I think :)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2177. Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: skr@dcs.ed.ac.uk
Message-ID: <E4w11H.C84.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 128710

Does anybody know what's going on with Bad Mood at the moment?
Will there be a new release ?
--

:=----+Steve.

## 2178. Re: Two Questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cta3e$ij@ornews.intel.com>
Source record: 128711

In article <5cs4er$gem0b0_002@news.ti.com>,
wongck@ti.com (William Wong) wrote:
> I am sure ... he will support you the MS way.

Oooher, I don't think I'd WANT to be supported the MS way! They don't even use K-Y Jelly! <G>

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## 2179. Re: nemesis board

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5ctjjc$67i@ornews.intel.com>
Source record: 128712

In article <19970131172719956058@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>
>Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:
>
>> >http://www.ourworld.compuserve.com/homepages/TITANWEB/
>> >
>> ># Regards, Harry Sideras - UK Association of Atari User Groups #
>>
>> No such server, Sid. Removing "ourworld" lets me get to compuserv,...
>
>IIRC, the URL is http://ourworld.compuserve.com/etc... without the www
>bit. Er, I think :)

Yes, that's it! http://ourworld.compuserve.com/homepages/TITANWEB/ works
fine!

Thanks, Frank!

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# 2180. Re: ATARI Mega STE's in Hobby Town

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: trek@ihgp114r.ih.lucent.com
Message-ID: <5ctf0b$8p0@ssbunews.ih.lucent.com>
Source record: 128713

In article <5ct4gs$o1j@m1.cs.man.ac.uk>, S94 <lais@cs.man.ac.uk> wrote:
>In article <5ceq7m$7ph@ssbunews.ih.lucent.com>, trek@ihgp15.ih.lucent.com (-Booth,W.A.)
writes:
>>In article <5cdcss$gno@macaw.cyberport.com>, cm <cmoore@cyberport.com> wrote:
>>>
>>>I was in my Local Hobby Town and noticed while checking out.
>>>that the point of sale system was a Mega STe, with the Atari newer mono
>>>monitor. The clerk didnt know much, but thought the whole nation wide
>>>chain still used them. Does anyone know who's behind this project and
>>>what software the system is running. ?
>>
>>Not sure if our local Hobby Town is also yours or not but the one
>>at Fox Valley Wayne
>
>What do these shops sell?

Models - trains, rockets, buildings, planes, all kinds of games -
Radio controlled airplanes, boats and cars, etc No computers
though, they just use Atari's for registers. Wayne

# 2181. Re: Apologies

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5ctjmp$67i@ornews.intel.com>
Source record: 128714

In article <32f603a4.16177902@news.airtime.co.uk>, !ynoT wrote:
>
> You missed something better than that Andy, it turns out that the
>original poster is apologising for a posting containing references to
>sex that was a test post, the thing is that the test never worked and
>the post never arrived to c.s.a.st

Actually, Tony, the original post DID show up here - and before the apology
did, as well.

So much for the timeliness of airtime's newsserver... <G>

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----------ftp://ftp.teleport.com/users/atari----------

## 2182. want to buy a mega ste

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: fried@achilles.net
Message-ID: <5ctfn5$h6a@hermes.achilles.net>
Source record: 128715

I have a friend who doesn't have online access, who is <very> interested
in a mega ste, to purchase. If anyone would like to sell one, please
E-mail me: Mark Friedman, at fried@achilles.net
Thanks

## 2183. GDOS Fonts...

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Richard Wegner <richardw@dmapub.dma.org>
Message-ID: <Pine.SV4.3.91.970131143313.21736A-100000@dmapub.dma.org>
Source record: 128716

I finally got Timeworks Publisher ST to print to my SLM804 Lazer Printer. I am wondering, is there a way to add more fonts than what came with it? Do I have to re-install it and instead of saying BASIC Fonts, I choose the other one? Also, where can I get a bunch of them? Is there a specific site (ftp or web) where I can get them? I would be very much appreciated in this. Also, was there a higher version of GDOS than 1.1 and is it any better?

---
Richard Wegner - Dayton Microcomputer Association - richardw@dma.org
http://members.aol.com/PenneyGuy/richard1.html

"Time is an illusion...lunch time doubly so" - Ford Prefect
---

# 2184. Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: James Anderson <0James@msmlab.byu.edu>
Message-ID: <0James-3101971309110001@128.187.141.103>
Source record: 128717

I ran The Great Underground Empire BBS about 10 years ago on an 800xl with a 20 meg hard drive--(let me tell you, back then as I'm sure most remember, we were big!)

I would like to set a BBS up again. I still have my 800xl and an Atari 1040ST. I am trying to decide which system to use to run the BBS. Does anyone have any suggestions?

I was using a program called CArina II for the 800xl--it was partly written in machine language, and the other part basic. It is a very easy program to work with and change.

I'm not too familiar with atari ST BBS programs--what choices do I have and what features set them apart?

Any help would win a free lifetime membership to the BBS. (Actually, the membership will be free for everyone, but I thought I would throw the idea into this message to generate some replies.)

Please HELP>

James.Anderson@Juno.com

"I hate jack."

## 2185. Re: ICD Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: ercorp@aol.com
Message-ID: <19970131213700.QAA03787@ladder01.news.aol.com>
Source record: 128718

I also have an Link for sale. Not the 2 but the original ICD Link. I use it for my ToadFile... I am looking to sell it.

Tom

# 2186. FS: TT030 & TTM195

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: ercorp@aol.com
Message-ID: <19970131214400.QAA04186@ladder01.news.aol.com>
Source record: 128719

TT030 with 4MB ST & 4MB TT Ram, 1.44MB Floppy Drive, 50MB HDD, TT Keyboard, Golden Image Mouse, and TTM195 19" Monitor. All for $600 OBO. May sell separately...

Tom

# 2187. Minix and Win'95 long filenames

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Simon Yardley <si@zetnet.co.uk>
Message-ID: <32F2D19D.27BC@zetnet.co.uk>
Source record: 128720

Hi All,

I know its a silly idea in the first place but how do I view a CD that
has been pressed with some directories that have Win'95 long filenames ?
Minix didn't like it one bit but is there a work around.

Any e-mails would be good ...

Simon

--
mailto:Si@zetnet.co.uk
Work: Simon.Yardley@ArthurAndersen.Com
Web: http://www.users.zetnet.co.uk/syardley/
Sys: ~ Falc030 ~ 28.8K ~ 1 Gb HD ~ SCSI CD-ROM ~
--

# 2188. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Simon Yardley <si@zetnet.co.uk>
Message-ID: <32F2D2A8.5522@zetnet.co.uk>
Source record: 128721

Steven Rodgers wrote:
>
> Does anybody know what's going on with Bad Mood at the moment?
> Will there be a new release ?

Yes Bad Mood is plodding along but the main programmer at the moment,
Doug Little is concentrating on a few other programs.
But a few of the old programmers are now back with the project.
Basically everyone involved leads busy lives !

There is ver 2.15 which has some changes to the video modes the game can
run in ... this is on my Web Page somewhere ...

There is also another Doom clone called Running which looks like it is
near to completion (or so there Press Release said ...)
There is also a link to the Running HomePage from my Links aswell (I'm
too lazy to cut'n'paste for you !)

Regards,

Simon

--
mailto:Si@zetnet.co.uk
Work: Simon.Yardley@ArthurAndersen.Com
Web: http://www.users.zetnet.co.uk/syardley/
Sys: ~ Falc030 ~ 28.8K ~ 1 Gb HD ~ SCSI CD-ROM ~
--

# 2189. Re: NeST BBS Network closed (temporarily?)

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970131222302295709@tachyon.demon.co.uk>
Source record: 128722

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

> That's easily the most ridiculous thing I've ever read! If there's anything
> NeST has NEVER been used for, it's porno!
>
> Good Grief!

Of course it's silly to suggest that NeST may have been used for porn transmissions - this is categorically not the case, and I apologize if my original posting may have caused anyone to think this. Simply, NeST is down (in the UK, at least) as all of Daron's equipment has been seized. No other reason - NeST itself has nothing to do with it.

> Well, while the bobbies are busy trying to pull their heads out - NeST USA
> will continue to operate, and I hope we can count on Paul Baker to continue
> to gate whatever messages may be available in both directions.

I believe Paul is speaking to Kev Osborne about possibilities, I'm sure someone will be in touch with co-ordinators soon to keep the net flowing.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

## 2190. Anyone know of s/w for file recovery?

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Robert Aries <robaries@ix.netcom.com>
Message-ID: <32F279FE.282E@ix.netcom.com>
Source record: 128723

Looks like my main floptical disk is bad; I get a disk error when I try to open it. The drive itself is OK, other disks mount fine. I need something like Norton Utilities for the ST. Anything like that exist (preferably free or shareware). TIA,

Rob Aries

# 2191. Re: GDOS Fonts...

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5ctr9s$aaf@ornews.intel.com>
Source record: 128724

In article <Pine.SV4.3.91.970131143313.21736A-100000@dmapub.dma.org>,
Richard Wegner <richardw@dmapub.dma.org> wrote:
>
>I finally got Timeworks Publisher ST to print to my SLM804 Lazer
>Printer. I am wondering, is there a way to add more fonts than what came
>with it? Do I have to re-install it and instead of saying BASIC Fonts, I
>choose the other one? Also, where can I get a bunch of them? Is there a
>specific site (ftp or web) where I can get them? I would be very much
>appreciated in this. Also, was there a higher version of GDOS than 1.1
>and is it any better?

(posted and mailed)

Take a look at
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/Utilities/gfont114.zip for
a GDOS font manager. There are hundreds of fonts available from various ftp
sites - just a few located in
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/Utilities/gdosfont.arc and
many others all over the place.

Later versions of GDOS are AMCGDOS, FONTGDOS, SpeedoGDOS, and (providing
GDOS funtions in addition to screen accelleration) NVDI. AMC and FontGDOS
are available from various ftp sites. Speedo and NVDI are commercial
software.

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# 2192. Re: Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5ctuso$5ij@news2.nkn.net>
Source record: 128725

Kim writes:
>Hi Guy&#65533;s.
>
>Is there still support for Gemar (the tapestreamer program) ?
>
>Greets
>Kim

I'm wondering about this also. I sent email to the author several weeks ago, but have yet to receive a response.

Mike White (michael@fastlane.net)

# 2193. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5cto83$8tg@ornews.intel.com>
Source record: 128726

In article <0James-3101971309110001@128.187.141.103>,
"James Anderson" <0James@msmlab.byu.edu> wrote:
>
>I ran The Great Underground Empire BBS about 10 years ago on an 800xl with
>a 20 meg hard drive--(let me tell you, back then as I'm sure most remember,
>we were big!)

If you had /any/ hard drive, it was huge back then!

>I would like to set a BBS up again. I still have my 800xl and an Atari
>1040ST. I am trying to decide which system to use to run the BBS. Does
>anyone have any suggestions?

I'm personally sold on Octopus. Take a look at
http://www.worldaccess.nl/~kooskuil/octopus.htm for many of the reasons I
use it.

>I was using a program called CArina II for the 800xl--it was partly written
>in machine language, and the other part basic. It is a very easy program
>to work with and change.

I believe Shadow Software here in Portland, OR is maintaining Carina now
(though I could be mistaken). However, unless you plan to limit your system
to local message bases only, or QWK packet networking, I think you'd be well
advisedto use the ST as the BBS computer.

>I'm not too familiar with atari ST BBS programs--what choices do I have and
>what features set them apart?

Octopus (heavily supported and a VERY active developer), RATsoft (dormant
developer, requires extra modules for Fido-style networking and I dunno what
all else), ST-Keep, Fnordadl, STadel and a number of similar room-based
systems (mostly free or very inexpensive), Transcendence (freeware now, I
think), Foresight (supported), QBBS-ST (supported but somewhat up-in-the-air
and behind the power curve in many areas)... There are others. I have the
complete source code for RBBS-PC (in BASIC, mostly) if you want to do it
yourself - that's PD.

>Any help would win a free lifetime membership to the BBS. (Actually, the
>membership will be free for everyone, but I thought I would throw the idea
>into this message to generate some replies.)

Unless I can access it via Telnet or locally, that won't help me much. <G>
However, I would like to invite you to join AtariNet and NeST (which is
alive and well, even though temporarily headless) once you do get up and
running.

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----------ftp://ftp.teleport.com/users/atari----------

# 2194. Re: Differences: STacy & Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854721562_OASIS_@pwomar.demon.co.uk>
Source record: 128727

In article <5chkqs$7aj$1@texas.nwlink.com>
caesar@nwlink.com (Joel Enbom) said:-

>Mike Harvey (mike.harvey@worldnet.att.net) wrote:
>: On 26 Jan 1997 22:46:06 GMT, caesar@nwlink.com (Joel Enbom) wrote:
>
>: >Apparently, my message was lost in the proverbial shuffle.
>: >
>: > Anyway, would someone care to elucidate the differences between
>: >the STacy and Portfolio? I'm considering a purchase of one of the two
>: >units, but have little information about either. Please share any
>: >recommendation you may have.
>: >
>: > And, if you have one for sale, let me know.
>: >
>: > Thanks!
>: >
>: The STacy is basicly a portable ST in a notebook style case, it's
>: still pretty heavy, but works for those whom need an easy portable ST
>: for MIDI or other applications, it has a built in monochrome
>: equivilant screen, a 3 1/2 inch floppy, and was powered by the
>: 68000 at 8 mzh.
>
>Does it run most ST applications?

It runs whatever a normal ST would run on a Mono/Hi-Res monitor which
excludes most games for a start.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

## 2195. Re: cartridge drive?

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854720726_OASIS_@pwomar.demon.co.uk>
Source record: 128728

In article <5cjj1h$snr@ornews.intel.com>
Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) said:-

>In article <32ED1E5D.2781E494@fir.fbc.com>,
> Curt Vendel <cvendel@fir.fbc.com> wrote:
>>
>>The ST's have a cartridge port on the side, that cartridge port was very
>>veristal and they may have (Atari) made provisions to allow you to boot
>>off of ramdisks and such connected to the cartridge port.
>
>They did. There was one cartridge (the name escapes me) that had a
>battery-backed realtime clock, some utilities, and a bunch of desk
>accessories in it. Sort of a "poor man's hard drive" except it was
>read-only.

There was also the Supermon/Ultimate Hacker combo, which had a built
in Debugger and a set of utilities on the cart IIRC.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

# 2196. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854720532_OASIS_@pwomar.demon.co.uk>
Source record: 128729

In article <5ckerc$a6p@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-

>Rich Tietjens (Rich.Tietjens@atarinet.portland.or.NO.SPAM.us) wrote:
>: In article <5cgqd7$b1t@login.freenet.columbus.oh.us>,
>: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>: >The best VT100 emulator I used wasn't on the ST but the (REAL) Atari.
>
>: Excuse me? If an Atari ST computer isn't "real" then what, pray tell, is?
>
>It's REAL,just not the REAL Atari.I think Commodore made the Atari,but then
>again Commodore BECAME Atari and...
>Well,sufice it to say that it's all rather confusing.
>
>The whole design of the ST was always bizarre to me.The absence of a
>textual display being the biggest one.Next to that is trying to be like
>MS-DOS.(yuck!)

Hmmmm, did you ever actually see an Atari ST?

--

---

Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring

---

# 2197. Re: ST Informer...

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: mroberts@chickasaw.com
Message-ID: <NEWTNews.854759818.30091.mroberts@mroberts.chickasaw.com>
Source record: 128730

In Article<5cggre$g8l$1@news2.qtm.net>, <ebaiz@qtm.net> writes:
> Path: picard.chickasaw.com!uunet!in2.uu.net!155.229.2.176!metro.atlanta.com!news.he.net!
news.iquest.net!news.qtm.net!not-for-mail
> From: ebaiz@qtm.net (Edward S. Baiz Jr.)
> Newsgroups: comp.sys.atari.st
> Subject: Re: ST Informer...
> Date: 26 Jan 1997 21:03:42 GMT
> Organization: I.M.A.G.E.
> Lines: 9
> Message-ID: <5cggre$g8l$1@news2.qtm.net>
> References: <854140350_OASIS_@pcc-uky.campus.mci.net>
> NNTP-Posting-Host: atari.qtm.net
> X-Newsreader: NEWSie Version 0.66 (Atari)
>
>
> > I was just wondering if anyone knew the status of ST-Informer...Used to
be
> > one of my favorite Atari mags, but its been a -long- time since I
received
> > an issue...and I do have a subscription! <smile>
>
>
> I have a subscription also and have not heard anything. I am
> wondering just if we will ever see another issue. Thank God I also
> get Current Notes and Atari Computing.

Last E-mail I received from Rod said he was trying sell the mag. to someone in Missouri. Last issue I received was last March and I have a 2 year disk subscription!

# 2198. Re: Ad.Lib BBS is closing (LONG MESSAGE)

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <854750400_OASIS_@flinny.demon.co.uk>
Source record: 128731

In article <andy-ya02408000R3101970415570001@news.netkonect.co.uk>
andy@adlib.co.uk (Andy Curtis) said:-

>> Ill check what the cost of the train is sometime <G>
>
>Reports of my lack of interest in the Atari scene are somewhat exaggerated! :-)

Bwahaha <G>

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

## 2199. WTB : Sparrow (early Falcon 030)

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5cuq09$afe@ash.ridgecrest.ca.us>
Source record: 128732
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Yea, I know the chances are slim, but
I am really interested in one of these
units. Working condition. Reasonable, please.
Cash buy.
Confidential correspondence guaranteed.

Michael Grove
mgrove@owens.ridgecrest.ca.us

# 2200. Re: WHAT IS A SINCLAP?

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: jaubrey@jaubrey.demon.co.uk
Message-ID: <854736972_OASIS_@jaubrey.demon.co.uk>
Source record: 128733

In article <5cnlkj$cme@lyra.csx.cam.ac.uk>
Adrian Bridgett <apb25@apb25.emma.cam.ac.uk> said:-

>Robert Wills <cj439@FreeNet.Carleton.CA> wrote:
>
>[anti-sinclap message]
>
>Seconded (hey, can we have a vote on this :-)
>
>Adrian
>
Ooh, I've got to get my pennies worth ;) I wonder how long this thread
will get! ;))

James

--

---

jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
jaubrey@cix.compulink.co.uk | #Aubrey on IRC 20-23hrs GMT
New web address: http://www.jaubrey.demon.co.uk
---

# 2201. Re: GAME HELP PLEASE - 'Future Wars'

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <854707878_OASIS_@swampdog.demon.co.uk>
Source record: 128734

In article <yvviv4fie30.fsf@emw.ericsson.se>
Magnus Kollberg <emwoll@emw.ericsson.se> said:-

>This has nothing to do with the problem, but does 'Future Wars -
>Time Travellers' or the other game from the same team, work on
>the Falcon, or even better on the Afterburner040? I remember that I
>liked Future Wars very much.

Future Wars did work off my HD. I just copied all the files into the
same folder, and maybe had to move the "AUTO" folder prog there as
well.

I've no idea if it likes the Falcon or not but I do know that it won't
run under MagiC - unlike Civilization and Populous!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 2202. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HA6OAHAFUP@cabal.shnet.org>
Source record: 128735
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

In <bwanga-2901970321400001@metricom46.ucsc.edu> Timothy A. Seufert wrote:
>The Jag has a MC68000 and two identical 32-bit RISC processors (one of
>which was intended to handle sound processing). It also has a couple
>coprocessors to accelerate things like blitting, sprites, etc. The 64-bit
>element in the whole affair was the memory bus connecting the various
>processing elements and the 2MB DRAM memory together.
>
>Does it really matter that none of the processors in the machine cannot
>handle 64-bit instructions?

You are talking bullshit. The Jaguar _does_ handle 64-bit
instructions. Would you accept Marc Rosocha as a reference?

Thorsten

--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

# 2203. **Big Atari Magazine Sale** (Over 177 available)

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-3001971659050001@i508.oro.net>
Source record: 128811

**Big Atari Magazine Sale**

For you Atari magazine collectors, new Atari users, or veteran users
wishing to re-kindle some Atari spirit, I have organized all my Atari
magazines collected over the years and have put them up for sale.

$1 each for all but Atari World.
$5 each for Atari World.
Volume discounts available. Make me an offer.
---
Atari ST Informer (One of the longest active Atari magazines)
Issues #19 - 23, 25-32, 34 - 41, 43 - 68, 70, 72 - 76, 79 - 83, & #96.
Total of 59 issues.

Current Notes (Another long time Atari magazine)
Volume 8 series #8 & #9
Volume 9 series #3, #6, & #7
Volume 10 series #7
Volume 11 series #5, #7, & #9
Volume 15 series #1 & #3
Total 11 issues.

ST World (Like ST Informer)
#37,39,43,45,49,50, & 57
Total 7 issues

Atari ST Journal (I thought one of the best USA magazines)
Summer 1990, Oct/Nov 1990, Dec/Jan 1991
Total 3 issues.

Atari User (Replaced Atari ST Journal)
May 91 thru Dec 91
Jan 92 thru July 92
Sept 92, Nov 92, & Oct 93
Total 18 issues.

STart (Nice glossy Atari magazine)
Special issues #1 & #2
Volume 1, #3 & #4
Volume 2, #1, #2, #3, & #5
Volume 4, #12
Volume 5, #1, #2, #3, & #6
Total 13 issues

Atari Advantage (Short lived but nice)
Volume 1, #1 & #5
Total 2 issues

Processor Direct (Nice glossy Tabloid, only one issue made it)
Premiere Issue (The one any only)

ST Log (Sprang from Analog magazine)
#12, 14, 15, 20 - 27, 29, 31, 33 - 36
Total 17 issues.

Atari ST Explorer (Atari's own magazine)
Spring 1997, Mar/Apr 88, July/Aug 88, Sept/Oct 88, Nov/Dec 88, Jan/Feb 89,
Mar/Apr 89, May/June 89, Nov/Dec 89, & Mar/Apr 91.
Total 10 issues

ST X-Press (Nice, I think from Canada???)
Volume 1, #8, #9, #10
Volume 2, #1, #3, #7, #8
March 89 thru May 89
June/July 89, Aug/Sept 89, Oct/Nov 90
Total 13 issues

Compute!'s Atari ST
April 88
Total 1 issues

Atari World (Started in 1995, from England. VERY VERY Nice!!!)
#2, 4, 6, 7, 8, 10, 11
Total 7 issues... I read them over and over......

Jaguars Edge (Small Jaguar game magazine)
#1, and the last one.

Atari Pro (From the makers of Atari World)
#2

ST Source (From the makers of Atari World)
#2

ST Format (Another awesome England magazine)
#9, 22, 25, 80, 81
Total 5 issues

ST Action (England Atari gamers magazine for ST's)
#25

ST World (England magazine)
one issue, who knows when....

Atari ST User (Another hot England magazine)
Volume 4, #9
Volume 5, #3
#56 and #69
Total 4 issues

ST Applications
June 1987

Therefore, I have a total of 177 Atari magazines from the 80's and 90's. Served me well.....

If you want the whole lot, make me a offer that I can't refuse. I will UPS them to you.... We can discuss payment methods. If you need only certain ones, we can discuss volume prices.

Thomas
tj@oro.net

# 2204. ** Atari ST FTP site list **

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f12b80d180b8@sn.no>
Source record: 128812
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Here's this year's first update to the FTP site list!
A few changes this time:

ftp.uni-duisburg.de * /pub/atari/ (NEW!!!!!!) Small site
ftp.uni-stuttgart.de /pub/systems/atari/ (DELETED)
ftp.hrz.uni-kassel.de * /pub3/atari/ (small site/new dir path)
ftp.on-luebeck.de * /pub/systems/atari/ (small site)
ftp.informatik.rwth-aachen.de /pub/comp/Atari/ (small site)
ftp.uni-giessen.de * /pub/atari/ (small site)

(* = small/specialized site site)

Enjoy!

PS. The WWW version of the FTP list has/and always is updated along with
this text version as well! URL in signature below.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

------------------------------ File start --------------------------------
Distribution date: 31-January-1997
Frequency : Monthly (end of each month)
Distributed to : comp.sys.atari.st & comp.sys.atari.st.tech
File location : <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
WWW location : <http://home.sn.no/~hallvart/pages/atari.html>
WWW version with
direct site-links: <http://home.sn.no/~hallvart/pages/atari_ftp.html>
Author/maintainer: Hallvard Tangeraas, Oslo, Norway (hallvart@sn.no)

Re-distribution allowed as long as nothing is altered or omitted.
Copyright (C) 1994-1997 Hallvard Tangeraas (hallvart@sn.no)

_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/ _/
_/ The ____/ __ __/ ____/ _/
_/ Atari / / / _/ _/
_/ ST __/ / ____/ _/
_/ FTP / / / _/
_/ list _/ _/ _/ _/
_/ _/
_/ (C)1994-97 H. Tangeraas _/
```

_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/

- - - - - - - - - - - - - - - - - -
* = specialized or small site
- - - - - - - - - - - - - - - - - -

FTP site Directory IP address
------------------------------------------------------------------------------
Czech republic
--------------
ftp.dcs.muni.cz /pub/archives/atari/ (147.251.48.3)

Finland
-------
ftp.funet.fi /pub/atari/ (128.214.248.6)

France
------
ftp.cnam.fr /pub/Atari/ (163.173.128.15)

Germany
-------
ftp.leo.org /pub/comp/platforms/atari/ (131.159.0.252)
(131.159.0.198)
ftp.regent.e-technik.tu-muenchen.de
/pub/comp/platforms/atari/ (129.187.231.131)
ftp.uni-trier.de /pub/atari/ (136.199.8.81)
alice.fmi.uni-passau.de * /pub/atari/ (132.231.1.180)
ftp.uni-kl.de /pub/atari/ (131.246.94.94)
ftp.uni-erlangen.de /pub/atari/
* /pub/Linux/LOCAL/680x0/ (131.188.3.2)
(131.188.71.2)
ftp.tu-clausthal.de /pub/atari/ (139.174.2.10)
ftp.uni-muenster.de /pub/atari/ (128.176.121.55)
ftp.uni-paderborn.de /atari/ (131.234.22.34)
vax.ph-cip.uni-koeln.de /pub/atari/ (134.95.64.1)
pascal.math.fu-berlin.de * /atari/ (160.45.40.50)
ftp.cs.tu-berlin.de /pub/atari/ (130.149.17.12)
(130.149.144.4)
ftp.fu-berlin.de * /pub/atari/ (160.45.10.6)
ftp.uni-regensburg.de /freeware/software/atari/ (132.199.1.203)
ftp.germany.eu.net /pub/comp/atari-st/ (192.76.144.75)
ftp.uni-bremen.de * /pub/atari_st/ (134.102.228.2)
ftp.hrz.uni-kassel.de * /pub3/atari/ (141.51.12.12)
ftp.rz.tu-bs.de * /pub/atari/ (134.169.9.44)
ftp.coli.uni-sb.de /pub/comp/atari/ (134.96.68.11)
ftp.phil.uni-sb.de * /pub/atari/ (134.96.80.220)
(134.96.82.13)
ftp.inf.tu-dresden.de /pub/atari/ (141.76.1.11)
ftp.uni-giessen.de * /pub/atari/ (134.176.2.11)
ftp.rz.tu-harburg.de * /ATARI/ (134.28.240.5)
ftp.uni-oldenburg.de /pub/atari/ (134.106.38.5)

ftp.uni-frankfurt.de * /pub/Atari/ (141.2.1.2)
ftp.on-luebeck.de * /pub/systems/atari/ (193.29.188.9)
ftp.informatik.rwth-aachen.de * /pub/comp/Atari/ (137.226.225.3)
ma2s2.mathematik.uni-karlsruhe.de * /pub/atari/ (129.13.115.2)
ftp.uni-duisburg.de * /pub/atari/ (134.91.3.16)

The Netherlands
---
nikhefh.nikhef.nl /pub/atari/ (192.16.199.1)
ftp.twi.tudelft.nl * /pub/atari/ (130.161.156.11)
ftp.icce.rug.nl * /pub/erikjan/Atari/ (129.125.14.129)

Norway
---
ftp.sn.no * /user/hallvart/atari/ (194.143.8.25)

Switzerland
---
ftp.isbiel.ch /atari/ (147.87.2.27)
ezinfo.ethz.ch /st/ (129.132.2.72)

United Kingdom
---
micros.hensa.ac.uk /micros/atari/ (194.80.32.51)
ftp.demon.co.uk /pub/atari/ (158.152.1.44)

United States
---
atari.archive.umich.edu /atari/ (141.211.120.11)
f.ms.uky.edu /pub2/atari/ (128.163.132.108)
ftp.netbsd.org * /pub/NetBSD/ (206.86.8.12)
ftp.teleport.com * /pub/users/atari/ (192.108.254.15)

MIRROR SITES
---
FTP mirrors are alternative sites to certain popular ones which are
usually under a high load most of the time (many people accessing them
at the same time).
Mirror sites contain the exact same directories and files, but have
different entry points. Try to use the one closest to you geographically
and not during business hours (in that geographic area).

Mirrors for 'atari.archive.umich.edu'
---
United States
---
ftp.toad.net /pub/umich/ (205.197.182.100)
barnone.citi.umich.edu /atari/ (141.211.128.19)

Europe
---
src.doc.ic.ac.uk /packages/atari/umich/ (146.169.16.11)
(146.169.17.5)

(146.169.32.5)
(146.169.33.5)
(155.198.1.40)
(146.169.43.1)
(155.198.191.4)
(193.63.255.1)
(146.169.2.10)
ftp.switch.ch ^^^ /mirror/atari/ (130.59.1.40)
(130.59.10.40)

^^^ ftp.switch.ch is restricted to educational/research institutions only!
---

Mirror for 'ftp.uni-paderborn.de'
---
src.doc.ic.ac.uk /packages/atari/uni-paderborn/ (146.169.16.11)
(146.169.17.5)
(146.169.32.5)
(146.169.33.5)
(155.198.1.40)
(146.169.43.1)
(155.198.191.4)
(193.63.255.1)
(146.169.2.10)

Other mirrors
---
ftp.phil.uni-sb.de * /pub/atari/mint/umich.mirror/ (134.96.80.220)
(mirror for atari.archive.umich.edu- 'mint' section) (134.96.82.13)

ftp.phil.uni-sb.de * /pub/linux-m68k/mirror.erlangen/ (134.96.80.220)
(mirror for ftp.uni-erlangen.de- 'linux' section) (134.96.82.13)

tsx-11.mit.edu * /pub/linux/680x0/ (18.86.0.44)
(mirror for ftp.uni-erlangen.de- 'linux' section)

ftp.gui.uva.es /pub/atari/ (157.88.36.190)
(mirror for ftp.cnam.fr)

- - - - - - - - - - - - - - - -
* = specialized or small site
- - - - - - - - - - - - - - - -

MAIL SERVERS
---
Mail servers can be used to get hold of the same software as through FTP,
but instead of using a lot of download time online, files can be 'ordered'
via email.
In order to get information about how to do this, send an email to the
various addresses below with the word: help
in the mail itself. If possible, do not include any 'signature' in the mail,
as the automated system which replies to these mails tries to interpret any
message (and with a certain amount of errors no response to your requests

will be given at all).

Email server email address Equivelant to FTP site
---
atari@atari.archive.umich.edu atari.archive.umich.edu
mail-server@ftp.tu-clausthal.de ftp.tu-clausthal.de
mail-server@cs.tu-berlin.de ftp.cs.tu-berlin.de
archive-server@Germany.eu.net ftp.germany.eu.net
ftpmail@ftp.uni-stuttgart.de ftp.uni-stuttgart.de
ftp-mailer@ftp.informatik.tu-muenchen.de ftp.informatik.tu-muenchen.de
archive-server@micros.hensa.ac.uk micros.hensa.ac.uk
mailserver@leo.org ftp.leo.org

_____
_____

HOW TO GET FILES VIA FTP
---
Below follows a step-by-step guide on how to get hold of files via FTP.
Your specific version of the FTP program might differ slightly (it might
have extra functions and be more user friendly etc.) But the main procedure
is likely to be more or less the same.

The examples below are taken from a Unix environment using the usual
'ftp' program. The more user friendly 'ncftp' is recommended though,
as it's easier and more efficient to use.

[1] Starting FTP/logging into FTP site
==========

What to type What it does
---
ftp [ENTER FTP MODE]
open FTPsite-address (i.e: open ftp.funet.fi) [OPEN THE FTP SITE]
anonymous (when asked for username) [INSERT USERNAME]
USERNAME@SITE (your email address- i.e. hallvart@sn.no) [INSERT PASSWORD]

Example:
---
oslonett.no% ftp [ENTER FTP MODE]
ftp> open ftp.cs.tu-berlin.de [OPEN THE FTP SITE]
Connected to caramba.cs.tu-berlin.de.
220 caramba FTP server (wu-2.4/fb13[34] 18-Feb-1995) ready.
Name (ftp.cs.tu-berlin.de:celine): anonymous [INSERT USERNAME]
331 Guest login ok, send your complete e-mail address as password.
Password: celine@geonet.com [INSERT PASSWORD- (NOT SHOWN)]
230-You have reached Berlin, Germany. Access is allowed all day.
---

** You can also enter a site and start ftp at the same time:

ftp FTPsite-address (i.e: ftp ftp.cs.tu-berlin.de) [START FTP/OPEN SITE]

Example:
---
oslonett.no% ftp ftp.cs.tu-berlin.de [START FTP/OPEN SITE]
Connected to caramba.cs.tu-berlin.de.
---

** It's also possible to use the IP number instead of the usual FTP
site address:

ftp IP.number (i.e: ftp 130.149.144.4) [START FTP/OPEN SITE WITH IP NO.]

Example:
---
oslonett.no% ftp 130.149.144.4 [START FTP/OPEN SITE WITH IP NO.]
Connected to 130.149.144.4.
220 caramba FTP server (wu-2.4/fb13[34] 18-Feb-1995) ready.
---

_____

[2] Preparing for file downloads
==========

cd /directory/ (i.e: cd/pub/atari/) [MOVE TO DESIRED DIRECTORY]
bin [SET TRANSFER MODE TO BINARY]
ls -l (or: dir) [SHOWS A DIRECTORY LISTING WITH FILE-LENGTHS]

** Some FTP sites don't accept 'ls -l' for some reason. In those rare cases
use 'ls' instead (or use 'dir').

Example:
---
ftp> cd Music/ [MOVE TO DESIRED DIRECTORY]
ftp> bin [SET TRANSFER MODE TO BINARY]
200 Type set to I.
ftp> ls -l [SHOWS A DIRECTORY LISTING WITH FILE-LENGTHS]
150 Opening BINARY mode data connection for /bin/ls.
total 4624
-rw-rw-r-- 1 ftpadm atarimod 3409 Feb 19 12:48 00INDEX
-rw-rw-r-- 1 ftpadm atarimod 37419 Mar 18 1993 50play12.lzh
-rw-rw-r-- 1 hesche atarimod 105936 Jul 24 1995 525_v211.lzh
-rw-rw-r-- 1 ftpadm atarimod 168363 Mar 10 1993 accomp25.lzh
---

** If you want to go back one directory:

cd .. [GO BACK ONE DIRECTORY]
cd /. [GO DIRECTLY BACK TO ROOT DIRECTORY]

_____

[3] Downloading files
==========
get filename (i.e: get letemfly.zip) [GET FILE]

```
Example:
---------------------------------------
ftp> get setseek.zip [GET FILE]
200 PORT command successful.
150 Opening BINARY mode data connection for setseek.zip (3825 bytes).
########
226 Transfer complete.
ftp>
---------------------------------------

Several files at once:
----------------------
mget filenames (i.e: mget ao.lha xyz.zip ps.txt) [GET SEVERAL FILES]

Example:
---------------------------------------
ftp> mget silkmous.zip snip.zip [GET 'SILKMOUS.ZIP' AND 'SNIP.ZIP']
mget silkmous.zip? y [DO YOU WANT THIS FILE (y/n)?]
150 Opening BINARY mode data connection for silkmous.zip (22086 bytes).
##########################################################
226 Transfer complete.
mget snip.zip? y [DO YOU WANT THIS FILE (y/n)?]
150 Opening BINARY mode data connection for snip.zip (17852 bytes).
#########################################
226 Transfer complete.
ftp>
---------------------------------------

** You can also use 'wildcards' to ease the whole procedure of typing file-
names correctly:

Example:
---------------------------------------
ftp> mget ma* [GET ALL FILES STARTING WITH 'ma' IN CURRENT DIRECTORY]
mget maccell33.zip? y [DO YOU WANT THIS FILE (y/n)?]
150 Opening BINARY mode data connection for maccel33.zip (9012 bytes).
##################
226 Transfer complete.
mget mauswind.zip? y [DO YOU WANT THIS FILE (y/n)?]
150 Opening BINARY mode data connection for mauswind.zip (49373 bytes).
##############################################################################
##############################
226 Transfer complete.
mget maxidisk.zip.zip? y [DO YOU WANT THIS FILE (y/n)?]
150 Opening BINARY mode data connection for maxidisk.zip (20970 bytes).
########################################
226 Transfer complete.
ftp>
---------------------------------------

** you can also use a 'wildcard' to get hold of single files or a specified
selection. Just be sure the wildcard is unique.
```

i.e. if you want to download 'stzip26.lha' and there are no other files which start with the letters 'stz', you can type: mget stz*.

You can also download all files within a directory with a single command: mget *

PS. you have to use 'mget' with wildcards- 'get' won't work!

Hint: if you're using 'mget' a lot and don't want to be asked if you want this file or not, you can use the command 'prompt'. FTP will then proceed to get all the files that match your wildcard without asking if you want them.

Example:
---
ftp> prompt [TURN OF 'GET THIS FILE (y/n)?']
Interactive mode off.
ftp>
---

_____

[4] Ending your FTP session
---
close [EXIT CURRENT FTP SITE, READY FOR A NEW FTP CONNECTION]

Example:
---
ftp> close [EXIT CURRENT FTP SITE, READY FOR A NEW FTP CONNECTION]
221 Goodbye.
ftp> [FTP IS READY FOR A NEW CONNECTION- 'OPEN...']
---

quit [EXIT CURRENT FTP SITE/FTP MODE, RETURN TO UNIX]

Example:
---
ftp> quit [EXIT CURRENT FTP SITE/FTP MODE, RETURN TO UNIX]
oslonett.no% [BACK IN UNIX]
---

** When doing a 'close' and re-entering a new FTP site you won't have to set up features like 'bin', 'prompt' and 'hash' again.
You will however have to set it up again if you choose to 'quit', then restart FTP.

>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

A SHORT SUMMARY OF FTP COMMANDS/PROCEDURE
==========
ftp
open {FTP site address} [OPEN FTP SITE]
Username: anonymous
Password: {your email address}

```
cd {directory/directory etc.} [GO TO DIRECTORY]
bin [SET TO BINARY TRANSFER MODE]
hash [DISPLAY '#####' CHARACTERS FOR VISUAL CONFIRMATION OF DOWNLOAD]
ls -l (or dir) [FILE/DIRECTORY LISTING WITH LENGTHS]
get {filename} [GET A SINGLE FILE]
mget {filename filename filename filename} [GET SEVERAL FILES]
quit [EXIT FTP SITE/EXIT FTP MODE]

Other useful commands to know
=============================
stat (or status) [DISPLAYS USEFUL INFORMATION ABOUT SETUP]
prompt [TURNS ON/OFF 'GET THIS FILE (y/n)?']
get {filename} - (i.e: get 00index -) [DISPLAYS TEXT FILE ONLINE]
!host {FTP site} (i.e: !host ftp.sn.no) [SHOWS IP ADDRESS OF SITE]
help [DISPLAYS A LIST OVER FTP COMMANDS]
help {command} (i.e: help bin) [EXPLAINS COMMAND]

FTP commands
------------
! escape to the shell
$ execute macro
account send account command to remote server
append append to a file
ascii set ascii transfer type
bell beep when command completed
binary set binary transfer type
bye terminate ftp session and exit
case toggle mget upper/lower case id mapping
cd change remote working directory
cdup change remote working directory to parent directory
chmod change file permissions of remote file
close terminate ftp session
cr toggle carriage return stripping on ascii gets
delete delete remote file
debug toggle/set debugging mode
dir list contents of remote directory
disconnect terminate ftp session
form set file transfer format
get receive file
glob toggle metacharacter expansion of local file names
hash toggle printing '#' for each buffer transferred
help print local help information
idle get (set) idle timer on remote side
image set binary transfer type
lcd change local working directory
ls list contents of remote directory
macdef define a macro
mdelete delete multiple files
mdir list contents of multiple remote directories
mget get multiple files
mkdir make directory on the remote machine
mls list contents of multiple remote directories
```

```
mode set file transfer mode
modtime show last modification time of remote file
mput send multiple files
newer get file if remote file is newer than local file
nmap set templates for default file name mapping
nlist nlist contents of remote directory
ntrans set translation table for default file name mapping
open connect to remote tftp
prompt force interactive prompting on multiple commands
proxy issue command on alternate connection
sendport toggle use of PORT cmd for each data connection
put send one file
pwd print working directory on remote machine
quit terminate ftp session and exit
quote send arbitrary ftp command
recv receive file
reget get file restarting at end of local file
rstatus show status of remote machine
rhelp get help from remote server
rename rename file
reset clear queued command replies
restart restart file transfer at bytecount
rmdir remove directory on the remote machine
runique toggle store unique for local files
send send one file
site send site specific command to remote server
Try "rhelp site" or "site help" for more information
size show size of remote file
status show current status
struct set file transfer structure
system show remote system type
sunique toggle store unique on remote machine
tenex set tenex file transfer type
trace toggle packet tracing
type set file transfer type
user send new user information
umask get (set) umask on remote side
verbose toggle verbose mode
? print local help information

** Most of these commands work as 'on/off switches'. Each time you enter the
command it switches over to the opposite position (from on to off or
vice versa). If you're not sure about it's position, type: stat
(or: status) which will show your setup.

Be sure to check if transfer mode is set to 'bin'!!!! (if you try to
download binary files in ASCII mode all your downloads will be useless!-
You can download text files as binary as well, though you sometimes might
have to convert the end-of-line characters afterwards-
(get hold of 'unix2st.ttp' or similar program for this).
```

_/_/_/

## 2205. WTB: Used ICD Link 2

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: trinhc@cadvision.com
Message-ID: <5crmna$3shi@elmo.cadvision.com>
Source record: 128813

I am looking for a used ICD Link 2 for the Atari 1040STe. Email me if
you have one for sale.

# 2206. Re: Adding SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: mike.harvey@worldnet.att.net
Message-ID: <32f16e92.3237224@netnews.worldnet.att.net>
Source record: 128814

On Thu, 30 Jan 1997 22:00:40 -0600, Mike McGowan
<jmmcgowan@worldnet.att.net> wrote:

>Here's another SCSI question: I have a syquest 135 connected to a Mega2 via an ICD2. I
>also have an *old* supra 10MB floppy drive that has both a SCSI and DMA port. I can
>find the syquest drive or the supra, but I can't chain them together and get the ST to
>recognize both drives (on some combinations, it can't find either one!) I'd really like
>to dump some files off the supra onto the syquest, and using floppies is kind of a
>bitch. So, how do I fix this problem?

you might be using the same SCSI ID, that's how the drives figure out
who the computer's talking to. Check both (one at a time since you
can't get them working together with something like IDCHECK..PRG
from ICD. Then change the drive ID of the Syquest, it's the button on
the back, switchable from ID 0-6, but 6 is normally your host adaptor
on a ST.

# 2207. Re: Monitors - NEC 5D

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28050_please@no.spam.mail.here>
Source record: 128815

Out of the ether, the following was mentioned by
Jon@mchugh1.demon.co.uk...:

J> Well according to Microsoft Windows 95 on my P.C. the Nec 5D can
J> do resolutions up to 1280x1024 and vertical refresh rate of 33KHz
J> -
J> 60Khz and Horisontal refresh rate of 50Hz to 90Hz so I think the
J> answer your looking for is 50 to 90 Hz, That will run fine on a
J> Atari. --
Thanks for that. I actually think its the horizontal refresh that is
important as I would need 15.5Khz for the RGB modes on the Falcon which it
would appear the 5D cannot do :-(

Spencer

spencer@mettav.demon.co.uk

--

Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2208. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28049_please@no.spam.mail.here>
Source record: 128816

Out of the ether, the following was mentioned by Rich...:

RT> Hmmmm, probably not. Many of the Shuttle's computer systems were
RT> originally
RT> based on the Apple-II, but I think most of them have been replaced
RT> with Intel-based systems (probably 8086's knowing how "advanced"
RT> any government
RT> project is likely to be).
I know its an aside but I believe when they repaired the Hubble
telescope they fitted a maths coprocessor to it to "speed up its image
tracking". The one they fitted I think was an 8087, making the
tracking cpu an 8086! :-)

Spencer

spencer@mettav.demon.co.uk

--

Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2209. Re: Looking for ST Sites

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E4uIt8.AxB@iglou.com>
Source record: 128817

William Wong (wongck@ti.com) wrote:

: http://www.geocities.com/SiliconValley/phsw.html

I think you goofed on that one. I tried it and got a 404 Not Found
including Geocities saying they can't find it. This one works...

http://www.geocities.com/SiliconValley/6880/phsw.html

You merely left out the 6880. No big thing. Nice homepage, though.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 2210. Re: MIME/BASE 64 encoding decoding problem solved!

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f144b020c6660@sn.no>
Source record: 128818

On Thu 30-01-97 20:34, Jos den Bekker (josdb@xs4all.nl) wrote:

>on Wed 29-01-97 14:43 Rich Tietjens wrote:
>
>>LOGNAME should be the full path to a log file, e.g.:
>>
>>LOGNAME=E:\LOGS\PCKSHELL.LOG
>
>Wrong! Logname should be the logname as in your email address.
>
>>HOSTNAME is the name of your computer.
>>
>>HOSTNAME=WEASEL
>
>Wrong again! It should be the name of your host, your internet
>provider.

So in my case, with my email address "hallvart@sn.no), I should add these
two lines to my "environ.dat" file:

LOGNAME=hallvart
HOSTNAME=sn.no

But I still don't understand what on earth Packshell needs my email address
for, and it worked fine even without these two environment variables.
In fact, I don't even understand why the "tmp" (temporary directory) has to
be set, because like you told me to, I added the full path to it in the
"MIME" command line: -o c:\tmp\mime $f

I'm a bit confused...

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 2211. **Big Atari Magazine Sale**

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: ercorp@aol.com
Message-ID: <19970131011500.UAA12909@ladder01.news.aol.com>
Source record: 128819

**Big Atari Magazine Sale**

For you Atari magazine collectors, new Atari users, or veteran users
wishing to re-kindle some Atari spirit, I have organized all my Atari
magazines collected over the years and have put them up for sale.

$1 each for all but Atari World.
$5 each for Atari World.
Volume discounts available. Make me an offer.
---
Atari ST Informer (One of the longest active Atari magazines)
Issues #19 - 23, 25-32, 34 - 41, 43 - 68, 70, 72 - 76, 79 - 83, & #96.
Total of 59 issues.

Current Notes (Another long time Atari magazine)
Volume 8 series #8 & #9
Volume 9 series #3, #6, & #7
Volume 10 series #7
Volume 11 series #5, #7, & #9
Volume 15 series #1 & #3
Total 11 issues.

ST World (Like ST Informer)
#37,39,43,45,49,50, & 57
Total 7 issues

Atari ST Journal (I thought one of the best USA magazines)
Summer 1990, Oct/Nov 1990, Dec/Jan 1991
Total 3 issues.

Atari User (Replaced Atari ST Journal)
May 91 thru Dec 91
Jan 92 thru July 92
Sept 92, Nov 92, & Oct 93
Total 18 issues.

STart (Nice glossy Atari magazine)
Special issues #1 & #2
Volume 1, #3 & #4
Volume 2, #1, #2, #3, & #5
Volume 4, #12
Volume 5, #1, #2, #3, & #6
Total 13 issues

Atari Advantage (Short lived but nice)
Volume 1, #1 & #5
Total 2 issues

Processor Direct (Nice glossy Tabloid, only one issue made it)
Premiere Issue (The one any only)

ST Log (Sprang from Analog magazine)
#12, 14, 15, 20 - 27, 29, 31, 33 - 36
Total 17 issues.

Atari ST Explorer (Atari's own magazine)
Spring 1997, Mar/Apr 88, July/Aug 88, Sept/Oct 88, Nov/Dec 88, Jan/Feb 89,
Mar/Apr 89, May/June 89, Nov/Dec 89, & Mar/Apr 91.
Total 10 issues

ST X-Press (Nice, I think from Canada???)
Volume 1, #8, #9, #10
Volume 2, #1, #3, #7, #8
March 89 thru May 89
June/July 89, Aug/Sept 89, Oct/Nov 90
Total 13 issues

Compute!'s Atari ST
April 88
Total 1 issues

Atari World (Started in 1995, from England. VERY VERY Nice!!!)
#2, 4, 6, 7, 8, 10, 11
Total 7 issues... I read them over and over......

Jaguars Edge (Small Jaguar game magazine)
#1, and the last one.

Atari Pro (From the makers of Atari World)
#2

ST Source (From the makers of Atari World)
#2

ST Format (Another awesome England magazine)
#9, 22, 25, 80, 81
Total 5 issues

ST Action (England Atari gamers magazine for ST's)
#25

ST World (England magazine)
one issue, who knows when....

Atari ST User (Another hot England magazine)
Volume 4, #9
Volume 5, #3
#56 and #69
Total 4 issues

ST Applications
June 1987

Therefore, I have a total of 177 Atari magazines from the 80's and 90's. Served me well.....

If you want the whole lot, make me a offer that I can't refuse. I will UPS them to you.... We can discuss payment methods. If you need only certain ones, we can discuss volume prices.

Thomas
tj@oro.net

# 2212. Re: Two Questions

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5cs4er$gem0b0_002@news.ti.com>
Source record: 128820

In article <162_see@address.below>, see@address.below wrote:

>
>2) MS Word
>
> Is there anything which can read MS Word docs on the ST/Falcon ... I have
>to swap files with a PC owning friend who cannot grasp saving the files in
>RTF format so I can use them with Papyrus and it's a real pain.
>

Actually RTF was created by MicroSoft to be a portable text/document file format. So you're correct to use it for file transfer. Let your friend know that that it's THE MS way of transferring text/document files. I am sure after he knows that he will support you the MS way.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 2213. Re: nemesis board

Newsgroup: comp.sys.atari.st
Date: 1997-01-31 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvd8umi5oh.fsf@emw.ericsson.se>
Source record: 128821

seelds@hg.uleth.ca writes:

>
> is there a web site on the nemesis board
>
> and i hear the nemesis baord is 640*480 true colour
> is that 16 bit or 24 bit....
> basicaly is it just a resolution doubler or do i get 16 million colours

No it's an accelerator which let you use 640x480 TC. To get 24-bit or
32-bit colour modes you need a Nova card.

//MAgnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 2214. WTB:1040STe

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: Peak <peak@flash.net>
Message-ID: <01bc0fd3$af63ca40$e1dab5cf@peak.flash.net>
Source record: 128736

I'm looking for a good condition 1040 Ste. I live in the Houston area.
Please email direct if you would like to sell this week!
TC Pike
peak@flash.net

## 2215. test

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: kle2@umbc.edu
Message-ID: <5cuapg$6rh@news.umbc.edu>
Source record: 128737

```
this is a test
```

# 2216. Re: Someone get the $125.00 MSTE?

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <5cu348$e46@freenet-news.carleton.ca>
Source record: 128738

Michael Grove (mgrove@owens.ridgecrest.ca.us) writes:
> I never got a reply mail, so someone here
> got a good deal on a MSTE 4/50 2.06 and
> SC1224 for $125.00 :)
>
> Care to speak-up :)

Probably like a lottery winner, they're laying low, to avoid the instant friends syndrome. I replied the next day, for a friend (because I picked up a MSTe last Nov. for about twice that price). The owner said the Mega was claimed within an hour of posting! Good to know the seller is not jumping TOS, but is moving on to a TT!

--
Songshop Musical Productions / Two wrongs don't make a right...
Box 266, Shawville, Que. / But three lefts do!
J0X 2Y0

# 2217. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: rsdean@accessnv.com
Message-ID: <5cu6ir$1v0_001@ppp054.accessnv.com>
Source record: 128739

In article <0James-3101971309110001@128.187.141.103>,
"James Anderson" <0James@msmlab.byu.edu> wrote:
>I ran The Great Underground Empire BBS about 10 years ago on an 800xl with a
>20 meg hard drive--(let me tell you, back then as I'm sure most remember, we
>were big!)
>
>I would like to set a BBS up again. I still have my 800xl and an Atari
>1040ST. I am trying to decide which system to use to run the BBS. Does
>anyone have any suggestions?
>
>I was using a program called CArina II for the 800xl--it was partly written
>in machine language, and the other part basic. It is a very easy program to
>work with and change.
>
>I'm not too familiar with atari ST BBS programs--what choices do I have and
>what features set them apart?
>
>Any help would win a free lifetime membership to the BBS. (Actually, the
>membership will be free for everyone, but I thought I would throw the idea
>into this message to generate some replies.)
>
>Please HELP>
>
>James.Anderson@Juno.com
>
>"I hate jack."
>
I run a FoReM ST BBS here in Las VEgas (Ground Zero BBS 702-435-7919
(FNET Node 189) 300/19200 (8N1). I don't know if any of the ST BBS Programs
are still being supported. FoReM isn't too hard to set up, and we can always
use more nodes in the FNET. Carina II always looked good to me from a callers
viewpoint.

Gunner

# 2218. Re: WANTED: ICD Link 2 for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: Randy <rconstan@gate.net>
Message-ID: <32F306B4.4664@gate.net>
Source record: 128740

I also need an ICD LINK II. In fact, I'll trade a working stand alone supra drive (Only 20 Meg I think), plus a reasonable fee, for a used, working LINK-II. Can't beat that with a stick!

write to: rconstan@gate.net <or> peterpan@cheerful.com

-- Randy
* * *
* *
... Second Star to the Right, and Straight on Till Morning!
* * *

# 2219. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <5cuj8t$p2k$1@preeda.internex.net.au>
Source record: 128741

Distribution:

: I got sick of waiting for one reason - lack of communication. Ad.Lib was
: supposedly the UK RATSoft support site, and Steve Hughey *still* didn't
: answer any emails from myself or Andy for almost a year. As I said
: elsewhere, we thought long and hard about a switch to Octopus - Koos is
: fast at responding to queries - but decided to give up the ghost after
: all.

You should see what it's like being the LONE RATSOFT SYSOP in Australia!
If it hadnt been for the Internet there is no way I would have got Ratsoft
up and running to receive Networked mail as the so called Ratsoft Support
was totally non existant from Steve Hughey. I prefer Rat over Octopus
tho....i wasnt that impressed by the octopus demo....

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

# 2220. Re: Wanted: best terminal program for freen

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f2d43c8e5ae0@sn.no>
Source record: 128742

On Fri 31-01-97 17:33, !ynoT (!ynoT) wrote:

>On 27 Jan 1997 00:57:04 GMT, a.forster@clear.net.nz (Alan Forster)
>wrote:
[.....]
>>I would recommend CoNnect. It allows you to choose between VT100,
>>VT102 and ANSI (among others) and it seems to support all these
>>emulations very well. It even supports TEK-4014 graphics emulation.

> I would also reccomend CoNnect as the best, but in your glowing
>report Mario, you missed the very important point that there is a
>shareware time limit built into ConNect that runs out after x amount
>of hours, then you have to register and it costs very expensive, over
>30ukp IIRC?

Yes, you're right. There's a 30 hour limit in the program before you
register it and get the "key" to unlock it (which also gives you a couple
of additional features like automatic logins etc.).

I've got Connect as well, and needless to say I'm happy with it- I've
registered it. Can't remember how much it was, but 30 quid sounds like more
or less correct. But this also entitles you to a (paper) manual.
All in all I don't think it's too much to ask for such a good program.
And for 30 hours you really get to try if it's worth registering or not.
(I think it's 30 hours of online time and not just the general use of the
program).

> Again I do think its worth it as its the best one for the ATARI IMHO
>but when the guy is looking for PD/Shareware I doubt he was looking
>for commercialy priced shareware?.....even if it is worth it:)

Perhaps, perhaps not... he will at least have a chance to "try before you
buy"... But he might well be just as happy with a simpler (and cheaper)
terminal emulator.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2221. Re: MIME/BASE 64 encoding decoding problem solved!

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f2d43e8e6ad1@sn.no>
Source record: 128743

On Fri 31-01-97 11:47, Jos den Bekker (josdb@xs4all.nl) wrote:

>on Fri 31-01-97 02:03 Hallvard Tangeraas wrote:
>
>>LOGNAME=hallvart
>>HOSTNAME=sn.no
>
>Yes.
>
>>But I still don't understand what on earth Packshell needs my email address
>>for, and it worked fine even without these two environment variables.
>
>As I said before - why don't you read what I write, Hallvard? -
>mpack.ttp needs the two env vars. You can see why if you generate a
>MIME message; mpack constructs a header with your full email address.

[.....]

>>I'm a bit confused...
>
>As usual... :)

There's no need to get mean and nasty about it!!!
Just because I (and others) don't hold the same expertise in the same
subjects as you do doesn't give you the right to patronize me!
The only way to gain more knowledge is to ask if you don't understand
something -only fools think they know everything.

If you have a problem with me asking about things I don't understand I
strongly advise you to refrain from replying/commenting on these
postings at all.
It's not like anyone's forcing you to read/reply to this group!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2222. Re: SCSI Hard Drives Forsale

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <5cukco$r1g@News.Dal.Ca>
Source record: 128744
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Put your area code in there Glenn! These newsgroups go all over the place!

# 2223. Re: 1st Wordplus SLM Printer Divers needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <5cuk85$r1g@News.Dal.Ca>
Source record: 128745

AFA drivers for FIRST WORD PLUS, did you try ABC SOLUTIONS
<lrhc@interlog.com> in Toronto, Canada? They are still officially
supporting the software.

Howard Carson so stated in an interview published in the XEST nesletter
on 18 Jan 1997

JG

# 2224. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <5cuobl$4lf$1@preeda.internex.net.au>
Source record: 128746

In comp.sys.atari.st Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

: RATsoft (dormant
: developer, requires extra modules for Fido-style networking and I dunno what

Rich.....dunno where you get the "extra modules" type of thing...unless
you mean a mailer and a tosser.....i didnt know Octopus came with it's
own inbuilt mailer and tosser!

Ratsoft 2.x already has it's own fido/qbbs style message modules included.

But you are correct about the "dormant" developer...we Rat Sysops are
still waiting with baited breath for Vers 3.....should be due any
year now!

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

# 2225. Re: ICD Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28175_please@no.spam.mail.here>
Source record: 128747

This message from mccallum@earth.inwave.com to All came in on a wing and a prayer...

m> In article <32F00310.32DE@pacbell.net>, Richard Claunch
m> <RCLAUNCH@pacbell.net> wrote:
m>
>> Hello, I have a person that wants to sell a Link 2 ICD unit.... The
>> only thing is on the outside of the unit it says (Link) - NOT LINK
>> 2!... If this is a Link2 should not it say Link2? Anyone jnow the
>> difference?
m>
m> If it's a Link II it will have a little red LED that dots the L"i"nk.
m> I think that's the only difference externally, the LED tells you if
m> the link is getting power or not (from the drive it is attached to).
And electronically, the Link II supports SCSI 2, the Link (no suffix) does not, AIUI. This can be vital for such as CDROM.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 2226. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970201135930999 49@tachyon.demon.co.uk>
Source record: 128748

John Moon <johnmoon@connexus.apana.org.au> wrote:

> You should see what it's like being the LONE RATSOFT SYSOP in Australia!
> If it hadnt been for the Internet there is no way I would have got Ratsoft

We're a smaller country </UNDERSTATEMENT> :) but I know it was bad
enough being the lone RATSoft SysOp in the UK, John ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2227. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970201135931100024@tachyon.demon.co.uk>
Source record: 128749

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

> Octopus (heavily supported and a VERY active developer), RATsoft (dormant
> developer, requires extra modules for Fido-style networking and I dunno what

Eh? The Fido modules are *included* with RATSoft, and have been for
years...

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2228. Re: nemesis board

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970201135932100088@tachyon.demon.co.uk>
Source record: 128750

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

> Yes, that's it! http://ourworld.compuserve.com/homepages/TITANWEB/ works
> fine!
>
> Thanks, Frank!

I'll tell you how I knew, shall I? I added a link to Titan's pages from
one of the sites I maintain, and I made *exactly* the same mistake by
adding the 'www' ;-))))

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2229. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970201135934100159@tachyon.demon.co.uk>
Source record: 128751

Paul Womar <Paul@pwomar.demon.co.uk> wrote:

> Hmmmm, did you ever actually see an Atari ST?

I doubt he has, considering his other posts ;/

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2230. Re: What is 'Blitter'?

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: Ari Feldman <ari@walrus.com>
Message-ID: <32F37C59.9BF@walrus.com>
Source record: 128752

Yo directly answer your question, its a graphics co-processor. Its a hardware version of a system routine used to copy pieces of data to and from screen memory. Because its in hardware its substantially faster than software doing the same thing.

It has a minor impact on text and line drawing operations (that's why you don't notice much difference). However, it really comes into its own when dealing with large graphics (such as copying screen chunks in a paint program) or in a game (when lots of sprites are being animated).

Problem is, the Blitter came rather late to the ST scene and most of the installed base of machines did not have them so relatively few programs were written to take advantage of it.

# 2231. Re: M.A.G.E.

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: Ari Feldman <ari@walrus.com>
Message-ID: <32F37A6B.6320@walrus.com>
Source record: 128753

I don't use it as I no longer have any Atari (except a Gemulator),

However, I did create all of the sprites for it and the title screens
and co-designed Thurg-n-Murg.

Why do you ask?

Ari

# 2232. Re: Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5cvpda$8oq@news2.nkn.net>
Source record: 128754

Johan writes:
>
>Well, the author is still alive (taking part in discussions in the
>maus.sys.atari.software group) and still programming (at least for
>CBHD). Your talking about Stefan Engel ?
>
>
>Johan
>>
>>Kim writes:
>>>Hi Guy&#65533;s.
>>>
>>>Is there still support for Gemar (the tapestreamer program) ?
>>>
>>>Greets
>>>Kim
>>
>>
>>I'm wondering about this also. I sent email to the author several weeks
>>ago, but have yet to receive a response.

That's the one. The email I have is: Steffen_Engel@pe.maus.de
I'll try sending him mail again.

Mike White (michael@fastlane.net)

# 2233. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: thechyld@eastky.com
Message-ID: <854795388_OASIS_@eastky.com>
Source record: 128755

Just for the record, BBS Express! ST is still around and supported by Rich Sanchez here in the States... :)

--

```
_/_/_/
```

## 2234. MegaST 2

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: "James D. Saint" <jsaint@cyberramp.net>
Message-ID: <32F3894A.1222@cyberramp.net>
Source record: 128756
Cross-posted to: comp.sys.atari.st,,

I have a MegaST 2 for sale. It is in good condition with a 50mb HD.
Taking offers

JDS

--
**********
James D. Saint jsaint@cyberramp.net
Visit Saint Site http://www.flash.net/~jsaint
----------========<SAINT>========----------

# 2235. Re: FS: Lynx/Gameboy/ST software & books

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: !ynoT
Message-ID: <32f66603.15768111@news.airtime.co.uk>
Source record: 128757

> This is the January 29th version of the list of Atari stuff that I have
>for sale.

Richard...Why not remove all the sold items, then your posting wont be
so large for all us paying BT customers, it looks like it could be
half, I mean its pretty pointless listing the ones that are sold innit
?

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 2236. Atari Stuff for sale!

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: rpilon@achilles.net
Message-ID: <5d02c1$tiu@hermes.achilles.net>
Source record: 128758

I have the following Atari computers for sale

1040 STE 4 meg of ram with built in DDS drive
1040 STFM 1 meg of ram runs excellent but needs a disk drive
520 STFM 2.5 meg of ram with built in DDS drive
Toad Stealth Hard drive 130 meg ram with ICD link adapter
Toadster Hard drive 170 meg of ram with ICD link adapter
Atri SM124 high res monochrome monitor
Atari SM124 high res monochrome monitor (needs repair)
Atari SM147 high res monochrome monitor
Atari SM1224 med and low res colour monitor
Supra 28.8 fax modem
Texas Intrument Micromarc Ink jet printer with extra ink cartridge

Some software available with the purchase of the computers. Inlcudes
joystick (2) all cables FMC clock.

Except for the equipment that needs repair all of the above items are
in excellent physical and working condition.

I would like to sell all of this equipment as a package. Any
reasonable offer will be considered. I'm in the Ottawa Ontario area.
Thank you.

For further information please
e-mail: rpilon@achilles.net
or call: 613-489-3519

Ray

Knowing what you want isn't worth much unless you know how to get it!
E-Mail rpilon@achilles.net
Homepage: http://www.ncf.carleton.ca/~ai232/
Amateur Radio Call: VE3VKH
---

## 2237. Looking for

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: Mitch Brown <mbrown@demand-sys.com>
Message-ID: <5d02fr$jj8@news.vcnet.com>
Source record: 128759

I am looking for a keyboard for a Mega STE.

If anybody has one laying around, or knows sombody who does, please e-mail me at mbrown@demand-sys.com.

I am willing to pay no more than $30 plus shipping for it. And it MUST work.

Mitch Brown
Demand Systems
mbrown@demand-sys.com

## 2238. I need Gemulator! (but 404 Not found...)

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: afoster@zetnet.co.uk
Message-ID: <5cvrjn$g4l@irk.zetnet.co.uk>
Source record: 128760

Could someone help with a minor, niggling problem I've got at the moment? I've tried to download the file http://www.emulators.com/gem360.zip, but it always comes up with a 404 Not Found error message. Does anyone know what I'm doing wrong? If you want, you can UUencode and email me a copy.

Loads of thanks and praise to whoever solves this problem; I've got a high-powered PC just itching to run some 'real' software! :-)

Bye...

Adam Foster

## 2239. ISDN on a TT?

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <854826118_OASIS_@ping.be>
Source record: 128761

```
Hello world

I just wondering if it is possible to use ISDN on a TT. What do I
need?
Will programs like Oasis 1.35E and CAB (under mintnet) works?

Thanks
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
****************************
```

# 2240. Re: I need Gemulator! (but 404 Not found...)

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: Simon Yardley <si@zetnet.co.uk>
Message-ID: <32F42DB3.6552@zetnet.co.uk>
Source record: 128762

Adam Foster wrote:
>
> Could someone help with a minor, niggling problem I've got at the
> moment? I've tried to download the file
> http://www.emulators.com/gem360.zip, but it always comes up with a
> 404 Not Found error message. Does anyone know what I'm doing wrong?
> If you want, you can UUencode and email me a copy.

Adam,

This means that the file that you want i.e. gem360.zip is not found.
This could be it is in CAPS i.e. GEM360.ZIP or that it has had an
upgrade and the filename is gem361.zip now and no-one told you ...

Best thing to do is strip off the filename and look at the Web Page
normally
e.g.

http://www.emulators.com/

Regards,

Simon

--
mailto:Si@zetnet.co.uk
Work: Simon.Yardley@ArthurAndersen.Com
Web: http://www.users.zetnet.co.uk/syardley/
Sys: ~ Falc030 ~ 28.8K ~ 1 Gb HD ~ SCSI CD-ROM ~
--

# 2241. Re: FS: Lynx/Gameboy/ST software & books

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970201213430148494 5@tachyon.demon.co.uk>
Source record: 128763

<!ynoT> wrote:

> Richard...Why not remove all the sold items, then your posting wont be
> so large for all us paying BT customers, it looks like it could be
> half, I mean its pretty pointless listing the ones that are sold innit
> ?

Not really, I think what he's doing is sensible for one reason - if
you'd ever posted a big list of stuff for sale over the net, you'd know
- people *always* email saying "Er, have you sold such and such, I
didn't see it in the list?" unless you say SOLD in bloody great
letters... :-)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

## 2242. Looking for Ultima 6...

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: thechyld@harold.eastky.com
Message-ID: <854817272_OASIS_@harold.eastky.com>
Source record: 128764

```
Title says it all: looking to buy Ultima 6 complete with docs and maps.
Willing to pay fair market value! Thanks in advance...! :)

--
_/_/_/
```

## 2243. European EFnet servers for #atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: "Eric Noss"@Microserve.com
Message-ID: <9702020145.AA02708@Microserve.com>
Source record: 128765

Could someone help me find a list of good European EFnet servers?

I can now use IRC but I miss talking to some of my friends on #atari
since the European servers serpated from EFnet. Across the pond
here, the channel is pratically a ghost town.

Eric Noss
a.k.a
Mr. Maddog

Now at 'MrMaddog@microsevre.com', for nice friendly private chats.

All spammers subjected to $500 charge for solicition, manual or
automatic.

# 2244. Re: Wanted: best terminal program for freen

Newsgroup: comp.sys.atari.st
Date: 1997-02-01 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <854790716_OASIS_@bassment.demon.nl>
Source record: 128766

>>The whole design of the ST was always bizarre to me.The absence of a
>>textual display being the biggest one.Next to that is trying to be like
>>MS-DOS.(yuck!)

Nonono, check your history books! MS-DOS is originally copied from CP/M, and
TOS *IS* CP/M. So it's more or less the other way around, MS-DOS tries to be
like TOS (or CP/M at least). :-)

--

Few women admit their age. Few men act theirs.


```
================================================================================
= Maurits van de Kamp (maurits@bassment.demon.nl) =
=--------------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=--------------------------------------------------------------------------=
= Black Currant (Live rock, soul & dance) : bc@bassment.demon.nl =
= Purple Trance (Mellow & Trance house) : pt@bassment.demon.nl =
= Bassment Studio Productions : productions@bassment.demon.nl =
================================================================================
```

# 2245. Re: European EFnet servers for #atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970202023943465242@tachyon.demon.co.uk>
Source record: 128572

<Eric> wrote:

> Could someone help me find a list of good European EFnet servers?
>
> I can now use IRC but I miss talking to some of my friends on #atari
> since the European servers serpated from EFnet. Across the pond
> here, the channel is pratically a ghost town.

You could try these ones Eric, and see you on #atari... ;)

irc.demon.co.uk 6667
irc.demon.co.uk 6668
irc.demon.co.uk 6669

irc.netcom.co.uk
irc.pcug.co.uk

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2246. ET4000 upgrade HELP!

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: wolf39@juno.com
Message-ID: <5d107u$i61$1@news.ptd.net>
Source record: 128573

I plan to put in an et4000 card to my Mega ST. It seems somewhat straight forward and requires the card and a lot of wires :) It uses the Mega BUS but I don't know all that much about the upgrade because it is in German instructions and has Platine files (what is platine?). Can someone give me a better idea of what this upgrade is and how hard it is and what work is i involved?? Thanks.

# 2247. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28189_please@no.spam.mail.here>
Source record: 128574

*Hi Frank*, on 30 Jan 97 you wrote: ...respect, brethren

>> That STF BBS was fun... not! (In fact, !ynot)!
FC> That didn't stop it getting more callers than most BBSs though...

9600 wasn't common then, so the lack of 9600 support wasn't a hindrance.

Thank Gawd for progress...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 2248. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28190_please@no.spam.mail.here>
Source record: 128575

*Hi Frank*, on 30 Jan 97 you wrote: ...respect, brethren

FC> Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
FC>
>> : Of course it is. Whether Atari themselves exist or not, copyright is
>> : still valid for something like 50 years unless Atari were to place TOS
>> : in the public domain.
>> Which,of course,is utter rubish!
FC>
FC> Oh, is it? So you're telling me that the dialog which shows up from
FC> the 'Desk' menu doesn't claim that TOS is (c) Atari Corp.?

Don't panic, Frank. I belive he thinks that we are talking about 8-bit
Atari's with their disk-loadable operating systems. He's just more out of
date than Sinclap...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 2249. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28196_please@no.spam.mail.here>
Source record: 128576

*Hi Frank*, on 31 Jan 97 you wrote: ...respect, brethren

>> Frank?........BTW I didnt write it ....No one is saying anything bad
>> about AdLib are they ??? hope not grrrr
FC>
FC> No, 'twas Mr. Celery making disparaging comments about the old STF BBS
FC> :)

Oi! At 9600 I meant!

I was a regular on that BBS until it had to close. My messages were
complaints - I had no problem with the BBS itself...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 2250. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28198_please@no.spam.mail.here>
Source record: 128577

From an upturned yacht,somewhere in the Southern Ocean, Harry wrote:

LC>> I Mime encoded a text file with Esscode then compared it to the
LC>> one I wanted to decode removing all the differences. You have to
LC>> leave some of the Mime specific information in otherwise it won't
LC>> decode, presumably because it doesn't know what it's dealing with.
HS> Now why have I never thought of that... Good idea, Liam!

One of those solutions that cause an involuntary 'Doh!' when you
realise you've been struggling for ages to find a less obvious one :)

/|\llTheBest ... */Liam/*

*If life is but a dream where are the bicycling Elephants?
--

Send email replies to :LCollins@mettav.demon.co.uk (Liam Collins)

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# 2251. Re: How do I un-MIME????

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28193_please@no.spam.mail.here>
Source record: 128578

*Hi Petter*, on 30 Jan 97 you wrote: ...respect, brethren

p>
>> I can confirm that Joe's version of PacShell v2.63 is in english - but
>> no ftp site that I'm aware of yet.
>>
>> Perhaps Danny can make it next on the list at his shareware support
>> site as I'm not aware of any other English version of it?
p>
p> PacShell 3.01 at ftp.cs.tu-berlin.de/Pub/Atari/Archiver/pacsh301.lzh
p>
p> RSC in English and German, docs in German.

Ok. It sounds like it'll still be worth getting the v2.63e archive made
available, if only to get the English docs though...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 2252. Re: nemesis board

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28195_please@no.spam.mail.here>
Source record: 128579

*Hi Rich*, on 31 Jan 97 you wrote: ...respect, brethren

>>
>> Titan Designs/Black Scorpion Software Home Page is:
>>
>> http://www.ourworld.compuserve.com/homepages/TITANWEB/
>>
a> No such server, Sid. Removing "ourworld" lets me get to compuserv, but
a> I get a 404 error on any combination with either "homepages" or
a> "TITANWEB" in.

Oops - how did that get in there...

Take out the "www." and it should be ok...

Sorry

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 2253. Q: Papyrus and MEMORY.SYS---------->><>

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28192_please@no.spam.mail.here>
Source record: 128580

```
f>
f> I was -probably- messing with the assign.sys file. Now Paryrus doesn't
f> want to print; it reports:
f>
f> Gdos driver MEMORY.SYS not found
f> It should be present in the "ASSIGN.SYS"
f> file with the device # 61
f>
f> When I boot, I can see that MEMORY.SYS is loaded. I run NVDI. My
f> ASSIGN.SYS includes the device #61
f>
f> PATH = C:\DRIVERS
f> [cut]
f> 61 MEMORY.SYS
f>
f> What's wrong with it? Could you check yours please? Atari Works doesn't
f> have any problem printing, and it uses all the fonts that Papyrus uses.
f> I have MEMORY.SYS and the same ASSIGN.SYS in 3 places
f> C:\
f> C:\DRIVERS;
f> C:\GDOS.
f> Nothing happens :(

If things gets picked up by Atari Works I don't know why it's not working,
but I use a trailing backslash in the path to the drivers directory -maybe
that'll help (for some inexplicable reason...)

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 2254. Re: looking for atari st distributors

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28194_please@no.spam.mail.here>
Source record: 128581

Seeing as these listings are of distributors in America and Canada, I may as
well list some available in the UK for those of us this side of the water...

Any updates are welcome:

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Company Name Contact methods Product types

16/32 Systems Games/Utilities/Hardware/PD
173 High Street
Strood Tel: 01634 710788
Kent Fax: 01634 295895
ME2 4TW Email: nharlow@cix.compulink.co.uk

Aleph Software MIDI Utilities
PO Box 3083
London
N1 8NZ

Alien Technologies Memory upgrades
36 Markenfield Road
Jennyfields
Harrogate
HG3 2TR Tel: 01423 500861

Analogic Computers (UK) Ltd Hardware/Repairs
Unit 6, Ashway Centre
Elm Crescent
Kingston-upon-Thames
Surrey Tel: 0181 546 9575
KT2 6HH Fax: 0181 541 4671

Ascillum PDL Games/PD
34 Earlswood Gardens
Clayhall
Ilford
Essex
IG5 0DF Tel: 0181 220 1148

JTS/Atari Jaguar Software Marketing
Atari House
Railway Terrace
Slough
Berkshire Tel: 01753 533344
SL2 5BZ EMail: 75300.3443@compuserve.com
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Atari User Group of Scotland Repairs/Technical help
50 Jones Green
Knightsbridge West
Livingstone
EH54 8QB Tel: 01506 432521

Atari Workshop Utilities/Hardware/Repairs
Windsor Business Centre MIDI setups
Vansittart Road Tel: 01753 832212
Windsor Fax: 01753 830344
SL4 1SE EMail: ssolutions@cix.compulink.co.uk

Budget UK Tel: 01204 846301 Games

C&P Rossiter Repairs/Hardware
Cornerways
48 Park Road
Hucknall
Nottinghamshire Email: candpross@innotts.co.uk
NG15 7LU Tel/Fax: 0115 968 1870

Caspian Software Game publisher
Block 1a, Lee Valley Techno Park
Ashley Road
Camden
N17 9LN Tel: 0181 880 4450

Croft Soft Software/Atari Authors Association - Software developer
The Croft
Hope Road
Nibley, nr Yate
Bristol
BS17 5JH Tel: 01454 313352

CY Services Imagesetting/Scanning Bureau
52 Beech Avenue
New Bedford Tel: 0115 960 5377
Nottingham Fax: 0115 962 3715
NG7 7LQ Modem: 0115 969 2782

Digital Awareness MIDI Hardware/Software
Eurotech House
31-5 High Road
Chadwell Heath Tel: 0181 598 8081/0181 440 3440
RM6 6QW Email: digit_aware@cix.compulink.co.uk

Digital Media Tel: 01422 340875 Hardware

Digital Oasis Tel: 01703 438787 Hardware/Software/PD
95 Victoria Road Email: digital@globalnet.co.uk
Woolston
Southampton

Douglas Communications Utilities
PO Box 119
Stockport
Cheshire Tel: 01625 850270
SK2 6HW Fax: 01625 879541

Fast Atari Repairs Hardware/Repairs
144 Tanner Street
Tower Bridge
London Tel: 0171 252 3553
SE1 2HG Email: peter@fastcomp.demon.co.uk

FaST Club Utilities/PD
PO Box 101 Tel: 0115 945 5250
Nottingham Fax: 0115 945 0545
NG2 7NN Email: stclub@cix.compulink.co.uk

First Computer Centre Hardware/Utilities
Unit 3, Armley Park Court
Stanningley Road Tel: 0113 231 9444
Leeds Fax: 0113 231 9191
LS12 2AE BBS: 0113 231 1422
Email: sales@firstcom.demon.co.uk

Floppyshop PD/Utilities
PO Box 273 Email: sdelaney@steil.wintermute.co.uk
Aberdeen Tel/Fax: 01224 586208 (Tech Help/General)
AB15 8GJ Tel/Fax: 01224 312756 (Credit Card line)

Furst Ltd SMS2 alternate OS
Delta House
Garfield Road
Bishops Waltham
Southampton Tel: 01489 894674
SO3 1AT EMail: furst_uk@delphi.com

Gasteiner Technologies Utilities/Hardware
18-22 Stirling Way
North Circular Road
Edmonton Tel: 0181 345 6000
London N18 2ZY EMail: gastein@dircom.co.uk

Golden Image (UK) Ltd Utilities/Hardware
65, Hallmark Trading Estate
Fourth Way
Wembley, Middlesex Tel: 0181 900 9291
HA9 0LB Fax: 0181 900 9281

Goodman International Games/PD
16 Conrad Close
Meir Hay Estate
Longton, Stoke-on-Trent Email: fdl8@dial.pipex.com
Staffordshire Tel: 01782 335650
ST3 1SW Fax: 01782 316132

Hagar Electronics Amstrad to ST monitor
127 High Street conversion
Sheerness
Kent
ME12 1UD Tel: 01795 663336

Hands On MIDI Tel: 01705 783100 MIDI files

Harman Audio Tel: 0181 207 5050 MIDI software

HiSoft Systems Utilities/Hardware
The Old School
Greenfield Tel: 01525 718181 (Order hotline 0500 223660 - free)
Bedford Fax: 01525 713716
MK45 5DE Email: sales@hisoft.co.uk

Impact Software Games
12 Bell Lane
Syresham
Northants
NN13 5HP Tel: 01280 850450

Intrinsic Technology Tel: 0181 761 0178 MIDI software (GAS)

JCA Europe Ltd (also Riverdene PDL) Utilities/PD
30a School Road
Tilehurst
Reading
Berkshire
RG31 5AN Tel: 01734 452416

JG Design Services FEM Designer
76 Gartcows Road
Falkirk
FK1 5EQ Tel: 01324 638815

Ladbroke Computing Hardware/Repairs
33 Ormskirk Road
Preston
Lancashire Tel: 01772 203166
PR1 2QP Fax: 01772 561071

LAPD PD
PO Box No 2
Heanor Tel/Fax: 01773 761994/605010
Derbyshire Email: clive@lapd.demon.co.uk
DE75 7YP Email: leigh@lapd2.demon.co.uk

Locutus PDL PD
49 Summerfield Road
Woodhouse Park
Wythenshawe
M22 1AE Tel: 0161 498 0716

Marpet Developments Tel: 01423 712600 Memory upgrades
Fax: 01423 712601

Meedmore Tel: 0151 521 2202 Connecting Cables

Merlin PD Games/PD
PO Box 77
Stroud
Gloucestershire Email: ae359@dial.pipex.com
GL6 9YD Tel: 01452 770133

Microtrade Monitor/Printer
The Redwood Building
Leighton Road
Buttington
Welshpool
SY21 8HE Tel: 01938 556575

MIDI Magic International MIDI files
20 Mysydd Terrace
Swansea
SA1 2PZ Tel: 01792 642381

MT Software STOS Basic Guide
14 Lanes End
Totland Bay
Isle of Wight
PO39 0AL

Owl Associates Ltd Printer consumables
Dept 414, Owl House
5 The Brambles
Lichfield
Staffordshire
WS14 9SE Tel: 01543 250377

Paradise Software
PO Box 72
Chorlton
Manchester
M21 8JL

PjH Publishing The Cheater's Digest
4 Manor Close (Game Cheats)
Brampton
Huntingdon
Cambridgeshire
PE18 8UF

Power Computing Hardware
44a Stanley Street
Bedford
Bedfordshire
MK41 7RW Tel: 01234 843388

Premier Developments Tel: 01487 823684 Hardware

Premier Mail Order Games/consumables
Dept STF
9-10 The Capricorn Centre
Cranes Farm Road
Basildon
Essex Tel: 01268 271172
SS14 3JJ Fax: 01268 271173

Software Technology Ltd MIDI software
40 Princess Street
Manchester
M1 6DE Tel: 0161 236 2515

Special Reserve Games/Hardware
PO Box 847
Harlow
Essex Tel: 01279 600204
CM21 9PH Fax: 01279 726842

Stellar Atari Club Games/PD
Newholme
Aston Road
Chipping Campden
Gloucestershire
GL55 6HR Tel: 01386 840737

SDPD PD
59 Hillbourne Road
Wyke Regis
Weymouth
Dorset
DT4 9JE Tel: 01308 427179

System Solutions Utilities/Hardware/Repair
The Desktop Centre MIDI setups
17-19 Blackwater Street
East Dulwich Tel: 0181 693 3355
London Fax: 0181 693 6936
SE22 8RS Email: ssolutions@cix.compulink.co.uk

The Console Centre Games Hardware
Shire Link, Halifax Road
Birchencliffe
Huddersfield
HD3 3BS Tel/Fax: 01484 544926

The Upgrade Shop Hardware/Repair
Unit F2, Venture House
Cross Street, Macclesfield
Cheshire
SK11 7PG Tel/Fax: 01625 503448

Titan Designs Ltd Utilities/Hardware
6 Witherwood Way
Selly Oak Tel: 0121 693 6669
Birmingham Fax: 0121 414 1630
B29 4AX EMail: 100345.2350@compuserve.com

Top Byte Software Games/PD
3 Salisbury Road
Maidstone
Kent
ME14 2TY Tel: 01622 763056

Trading Post Games/Utilities/Hardware
Victoria Road
Shifnal
Shropshire
TF11 8AF Tel/Fax: 01952 462135

Tumblevane PDL PD
Dept 1, 6 West Road
Emsworth
Hampshire
PO10 7JT Tel: 01243 370600

Videk Tel: 0181 204 6690 Connecting Cables

Village Software Tel: 01275 843241 Games

Vornon Works Games
207 Lewis Trust
Warner Road
Camberwell
London
SE5 9LY Tel: 0171 737 3006

Wizard Games Games
1 North Marine Road
Scarborough
North Yorkshire
YO12 7EY Tel: 01723 376586/503299

zzSoft Utilities/Books
114 Sparth Road
Clayton Le Moors
Accrington
BB5 5QD Tel: 01254 386192
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# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

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Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 2255. Re: WMF 2 GEM and/or CVG needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28191_please@no.spam.mail.here>
Source record: 128582

*Hi Frank*, on 30 Jan 97 you wrote: ...respect, brethren

FC>
>> Contact Paul Glover at stclub@cix.compulink.co.uk and ask about XChange
>> - it certainly converts from WMF to CVG, but I don't know whether it
>> retains the colour element.
FC>
FC> The last version I saw didn't, which was a shame as I had a truckload
FC> of colour WMF files which would have been nice to play with in Oline 3
FC> :(

Shame B^{<

I wonder if there's been any further development?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 2256. ANNOUNCEME: New Atari page

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: protocol@mindspring.com
Message-ID: <protocol-ya023380000202970009120001@news.mindspring.com>
Source record: 128583

Hi,

I don't think my first post made it so...

Visit my new Atari page at

http://www.mindspring.com/~protocol/Atari/atari.html

Scott

# 2257. Re: Gemulator Classic

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E4ynv1.JEo@iglou.com>
Source record: 128584

Theodore Georgopoulos (stud0772@di.uoa.gr) wrote:

: You had gemulator classic running??!!Using a ROM card or with a TOS
: image?If with an image , how?

Quite easily. Create a directory and place everything related to the Classic in there, including GEMUL8R.EXE, GEMUL8R.INI, and MAGIC_PC.OS, as well as the .VHD files and the STHDBOOT.SEC file.

The .VHD and .SEC files can be found in the Gemulator 96 demo. Some of us don't have Win95, so you'll have to find other ways of getting them. However, I'm considering posting in the Atari binaries group what this other fellow sent me awhile ago.

A working .ini file is below...

```
rams 8
mono
quick
com1
disk c: cdrive.vhd
disk d: ddrive.vhd
disk e: edrive.vhd
disk f: fdrive.vhd
magic magic_pc.os
```

They're merely commands that you would normally enter into the program each time you would run it. If the instructions said that you put the TOS ROM file in the root, they're wrong. The last line of the .ini file tells you where it can be found. Since there's no drive letter or directory name, it looks for that file in the same directory. The com1 line is where the modem can be found, that is, what COM port. Just change that number. I've yet to see if it'll go over 8 megs of memory.

If you run Gemulator Classic without the .ini file, you'll just get the basic setup, and it'll look for the magic_pc.os file. The final line of the .ini file can be changed to have it look for your TOS 2.06 ROM image if you still have it as TOS.IMG. Just make it read 'magic tos.img' and it'll find it right there.

Once you're in the program, and find everything to your satisfaction, just tap G, and you're running.

There's a little talk in the comp.emulators.misc (is that the right name?) newsgroup, so follow it as well.

Ye gods... Maybe I should be the one to make the FAQ on how to set this little sucker up properly.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

## 2258. Dealers/Support

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: chippy5040@aol.com
Message-ID: <19970202064000.BAA09499@ladder01.news.aol.com>
Source record: 128585

Does anyone have a catalog, or know where i can get support for my ST? I haven't used it in years but would like to use it again. Any new info would be great.

## 2259. Re: Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: chippy5040@aol.com
Message-ID: <19970202064200.BAA09638@ladder01.news.aol.com>
Source record: 128586

Not sure, but a friend of mine had a had a 2.01, i think. it has been years. I have one, but not quite what he had

## 2260. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: chippy5040@aol.com
Message-ID: <19970202070600.CAA10642@ladder01.news.aol.com>
Source record: 128587

i saw a post for gemulator96 v4.6. i went to the site listed and could not find it. would the emulator change my pc into an atari? please let me know here or at chipt@mrnet.com thank you

## 2261. STinformer

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: chippy5040@aol.com
Message-ID: <19970202071600.CAA10982@ladder01.news.aol.com>
Source record: 128588

i once had a sub, but have heard nothing for 3 years. how do i re-aply
for a sub?

## 2262. FS atari st games

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: herman@cet.com
Message-ID: <5d1cvh$2u4@legends.cet.com>
Source record: 128589

```
Please email me for list
of games that I have for sale (cheap!)

all have boxes and docs.

Thanks

herman@cet.com
```

# 2263. Re: CAB/STIK ERROR#600

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: csilver@kendaco.telebyte.com.no.bulk.mail.us
Message-ID: <5d1igu$dmf@news.telebyte.net>
Source record: 128590

Message-Id: <5cn2qn$pqp$1@mhafc.production.compuserve.com>

And Michael said to all:

>I now have a new problem. When trying to connect to some websites
>CAB will just exit on its own and I think two bombs show on the screen

Hi Michael,

If you are having trouble with some specific Web sites, try posting them with the thread ( Re: Problem Websites for CAB ) on c.s.a.st. Others can then check them out :)

BTW, I recently was having unexplained modem disconnects which I wrote off as Server problems as we have had some very inclement weather here in the Northwest. When I finally checked the phone lines I found some very corroded connections both inside and outside the house ;) A little sandpaper and solder cured the problem. So if you notice any static, you might check...

Charles

```
___ __
|~~\_____/~~\__ |
-------------------------------------- |___ ------ )-+
csilver@kendaco.telebyte.com 0'--- ~~~| /~~ |
-------------------------------------- (*)
```

# 2264. Re: European EFnet servers for #atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970202043748.19822B-100000@usr09.primenet.com>
Source record: 128591

Hi, the ones that I use the most are irc.funet.fi and irc.stealth.net
bye

On Sat, 1 Feb 1997, it was written:

>Could someone help me find a list of good European EFnet servers?
>
>I can now use IRC but I miss talking to some of my friends on #atari
>since the European servers serpated from EFnet. Across the pond
>here, the channel is pratically a ghost town.
>
>Eric Noss
>a.k.a
>Mr. Maddog
>
>Now at 'MrMaddog@microsevre.com', for nice friendly private chats.
>
>All spammers subjected to $500 charge for solicition, manual or
>automatic.
>
>
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

## 2265. GEMAR

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: allmidd@xs4all.nl
Message-ID: <5d1q6q$i2p$1@news1.xs4all.nl>
Source record: 128592

```
Address of Steffen Engel is: Steffen_Engel@pe.maus.de (10.06.96)

Johan
**************************************************************************
* allmidd@xs4all.nl: the address of Johan Middendorp & Marianne Braun *
* johmid@dds.nl *
* j.middendorp@nia-tno.nl *
*========================================================================*
* "Logic takes you from A to B but imagination takes *
* you anywhere" Albert Einstein *
**************************************************************************
```

# 2266. CD_R Media for Sale at Low Prices

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: oejroie@a
Message-ID: <5d23vq$jct@mtinsc04.worldnet.att.net>
Source record: 128593

We have the following CD-R media for sale.

Brand: Pioneer
Type: Printable Media (Surface is blank for printing or labels)
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.99
Minimum Order: 10

Brand: Maxell
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: TDK
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Hewlett Packard
Type Gold on Gold
Size: 74 min (650 mb)
Price: 7.15
Minimum Order: 10
Lifetime Warranty

The Copy Cat Shop has all your CD duplication, replication, recorders,
software, and media needs.

If you have any questions or comments feel free to call.

Cordially,

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

# 2267. ST Mouse

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: kplatko@aol.com
Message-ID: <19970202140100.JAA23099@ladder01.news.aol.com>
Source record: 128594

I am new to the Atari Realm again, and am looking for a mouse for my
1040 ST, If anyone knows where I can find one, I would be deeply
apreciated if you let me know. Thanks in advance.

-Kevin

## 2268. Than's Write using landscape mode w/HP-520 printer

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: rgeorge@peganet.com
Message-ID: <5d2ah7$e7q@andromeda.peganet.net>
Source record: 128595

I can't get That's Write to print in landscape mode on my HP-520 using The Deskjet+/500 driver. Any ideas?

Thanks very much.

## 2269. about deuteros

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: smsrifre@dada.it
Message-ID: <5d2c60$s9c@server-b.cs.interbusiness.it>
Source record: 128596

hi all!!
i have just a little problem: an evil little devil demagnetized some
of my floppies, and i've lost and old game: "Deuteros".
Anyone of you knows where i can get it again?
thanks all.
iacopo spalletti

# 2270. Re: want to buy a mega ste

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: dcable@ix.netcom.com
Message-ID: <dcable-0202971209250001@ana-mi11-01.ix.netcom.com>
Source record: 128597

In article <5ctfn5$h6a@hermes.achilles.net>, fried@achilles.net (Mark
Friedman) wrote:

> I have a friend who doesn't have online access, who is <very> interested
> in a mega ste, to purchase. If anyone would like to sell one, please
> E-mail me: Mark Friedman, at fried@achilles.net
> Thanks

Try this:

Path:
ix.netcom.com!ix.netcom.com!howland.erols.net!newsxfer3.itd.umich.edu!news.itd.umich.edu!q
bert.rs.itd.umich.edu!rescuer
From: "Autumn J. Thomas" <rescuer@umich.edu>
Newsgroups: comp.sys.atari.st.tech
Subject: FS: Mega 2ste w/$megs ram
Date: Mon, 20 Jan 1997 12:45:52 -0500
Organization: University of Michigan
Lines: 6
Message-ID: <Pine.SOL.3.95.970119101711.4354D-100000@seawolf.rs.itd.umich.edu>
Reply-To: "Autumn J. Thomas" <rescuer@umich.edu>
NNTP-Posting-Host: qbert.rs.itd.umich.edu
Mime-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-Sender: rescuer@qbert.rs.itd.umich.edu

I'm selling my mega 2 ste /4megs of ram. a color and a B&w monitor, 80meg
HD. and alot of software (no documents). It has the mitech scanner and
Spectre GCR with docs. and a few games. I'd like $250 for it all and
there is alot of stuff.

# 2271. Re: MintNet & CAB help

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: caesar@nwlink.com
Message-ID: <5d2j5i$ii5$1@texas.nwlink.com>
Source record: 128598

Woo Hoo! Yippee! I got it! I got it!

So, here's the deal. I, and my SigOth decide to spend an evening in one of those new, trendy cafes with internet terminals. We browsed with Netscape and ate some really bad food. Afterward, she was really hyped by this whole Internet thing and started to get on my case about getting the Mega4 graphically online. Let me just say that her comments were a nice change from the more typical, "Get off the damned computer," or, "Get in here and pick this up," or, "whose dog is this?"

Anyway, light bulbs were beginning to illuminate the deeper recesses of my less than adequate technical lobe--cutting through the recently settled Windows95 fog. My thoughts drifted to symbolic links.

AND THERE---I FOUND MY ANSWER.

My problem was that I had not set a proper directory to CAB in my MINT.CNF file. I did not realize that CAB needed to be linked to this phantom "U:\" drive that magically appears on my computer when I run MiNT. So, when I changed this line:

sln d:\cab u:\cab

to this line:

sln d:\www130\cab u:\cab

everything was hunky-dory and I got to experience the thrill of waiting 5 minutes for a page to load! Ahhhh, the internet.

So, the long and the short of it is, I spent a year-and-a-half wracking my brain to configure my computer to my ISP, rearranging hard-drives, doing laundry for my friends, trying to explain VJ flags to underinformed tech-staff, and smiling in the face of the abject horror that was my configuration process so that my girlfriend can stare adoringly at the lovely picture of "ER" star, Noah Wylie, that frequently graces my screen these days.

Thanks for your help along the way...

(tear, sob, tear, tear, etc...)

Joel!

Theodore L Hopman (thopman@uoguelph.ca) wrote:
: Joel Enbom (caesar@nwlink.com) wrote:
: [...]
: : I, following the advice given previously, created a new folder, "TMP," on

: : my MintNet partitition (quasi-partition). I still get the "Path not
: : Found; error #-34," though, when trying to access a URL with CAB.

: In additional to an actual temp folder, you need an environment variable
: pointing to it. The easiest way to do this is bye inserting the following
: lines in your MINt.CNF

: ln D:\PATHTOTMPFOLDER /tmp
: setenv TMP /tmp

: where D:\PATHTOFOLDER is the complete path to your temp folder. The first
: line createas a symbolic link in the U: drive, and the second line sets
: an appropriate environment variable.

: : Now, I believe that I am getting a PPP connection. Here's my recent
: : MESSAGES:

: To check that you are, take a look in the /proc directory. If there's a
: "file" in there called pppd, there probably is a connection.

: : Failed to create pid file /var/run/ppp0.pid: file not found
: : <29>Jan 23 14:09:50 pppd[7]: Connect: ppp0 <--> /dev/modem1
: : Jan 23 14:09:52 homer pppd[7]: local IP address 100.0.0.1
: : <29>Jan 23 14:09:52 pppd[7]: remote IP address 204.96.82.86
: : Jan 23 14:10:26 homer pppd[7]:CCP: timeout sending Config-Requests
: : Jan 23 14:16:38 homer syslogd:
: : exiting on signal 15

: : I am intrigued by the "CCP: timeout sending Config-Requests." This, on
: : the surface does not seem to be a "good" message. Is this a clue to where
: : my problem lays?

: Your local IP address sounds suspect. It sounds like your pppd is set up
: for static IP rather than dynamic. If you're using dynamic IP, you should
: get an IP address looking much like your provider's. Check your pppd
: options; nice things will not happen if you don't have a valid IP
: address. The request message may be a result of having a wrong address.

: THeo

# 2272. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d2lks$ale@login.freenet.columbus.oh.us>
Source record: 128599

Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:
: In article <5ckerc$a6p@login.freenet.columbus.oh.us>,
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

: >
: >Rich Tietjens (Rich.Tietjens@atarinet.portland.or.NO.SPAM.us) wrote:
: >: In article <5cgqd7$b1t@login.freenet.columbus.oh.us>,
: >: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
: >: >The best VT100 emulator I used wasn't on the ST but the (REAL) Atari.
: >
: >: Excuse me? If an Atari ST computer isn't "real" then what, pray tell,
: >is?
: >
: >It's REAL,just not the REAL Atari.I think Commodore made the Atari,but then
: >again Commodore BECAME Atari and...

: Uhhhh... No.

: >Well,sufice it to say that it's all rather confusing.

: Apparently.

: >The whole design of the ST was always bizarre to me.The absence of a
: >textual display being the biggest one.Next to that is trying to be like
: >MS-DOS.(yuck!)

: Well, let's try this:

: Atari and Commodore have never had any business relationship whatsoever.

: Jack Tramiel was once CEO at Commodore, and after being ousted by the Board
: of Directors, purchased Atari from Warner.

: The Atari ST was more-or-less his brainchild (although, obviously, he didn't
: design it himself).

Hmn,it makes sense.A useless BASIC.And et cetera...

: The lack of a "textual display" means that it wasn't necessary to come up
: with some wierd kludge to convert a text-based word processor into a
: grpahics engine (like IBM eventually did, and now, some 12 years after
: introducing the IBM PC, the average Intel-based system has roughly similar
: capabilities that an ST had in 1984/85).

Call me crazy,but text mode would probably be ideal for a TEXT editor.

: I have no idea what you're attempting to say by "trying to be like MS-DOS."
: You may be referring to the file system - which was based on CP/M, the only

Not really.CP/M kept the FAT for a file in it's directory entry.Since
there was only room to list 16 blocks(1k),further directory entries would
be need to store the location of more blocks.
(and the filename,size and so forth of these aditional direntries would be
identical.Kind of a waste of room.Kind of like the new Windows 4 file system)
Thus if you filled up the directory(no sub-directories in CP/M) with
little one block files,leaving only one entry,a new file could only be 16k
long.Where as MS-DOS would allow the last file to fill up the disk.

: real "standard" there was when both IBM and Atari were selecting an
: operating system.

Are you talking about OSes or DOSes?!?
MS-DOS has nothing to do with CP/M.(besides having similar system
calls,they're totaly incompatible.CP/M runs on a 8080,MS-DOS on a 8086)

: Probably more by luck than any other way, TOS and MS-DOS

Since MS-DOS is the only OS of it's kind,TOS obviously ripped it's DOS and
system call interfacing style off of MS-DOS.
TOS's system calls are obviously set-up to look like MS-DOS ones just as
MS-DOS's original system calls were made to be analogues of CP/M-80's.
(CP/M-86 came out long after MS-DOS was first created)
And the DOS ("file system") could only have been stolen from MS-DOS.
No other computer (PC) would use such a useless DOS.

: for many Atari users. IF you don't happen to like it, that's fine -
: everyone is entitled to an opinion.

But not to falsehoods!

: But this is appraently an advocacy issue, so I have set followups.

I wish you'd stop doing that.
--
The Doctor

## 2273. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970202180539567l9@tachyon.demon.co.uk>
Source record: 128600

please@no.spam.mail.here <please@no.spam.mail.here> wrote:

> Don't panic, Frank. I belive he thinks that we are talking about 8-bit
> Atari's with their disk-loadable operating systems. He's just more out of
> date than Sinclap...

I gathered that from the rest of his posting, which is weird considering
we're in comp.sys.atari.st rather than .8bit ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2274. Re: Ad.Lib BBS is closing (LONG MESSAGE)

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970202180540567 80@tachyon.demon.co.uk>
Source record: 128601

please@no.spam.mail.here <please@no.spam.mail.here> wrote:

> Will you be bringing the FC car-boot sale with you? (g)

Nope, I've got nothing else left to sell ;-)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2275. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970202180538566653@tachyon.demon.co.uk>
Source record: 128602

please@no.spam.mail.here <please@no.spam.mail.here> wrote:

> Oi! At 9600 I meant!
>
> I was a regular on that BBS until it had to close. My messages were
> complaints - I had no problem with the BBS itself...

I know you were, that's why I thought you meant that the BBS itself
wasn't fun ;-)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2276. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d2mhh$f8l@login.freenet.columbus.oh.us>
Source record: 128603

Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
: In <5ckeet$9u5@login.freenet.columbus.oh.us> Daniel Klugh wrote :

: >Hallvard Tangeraas (hallvart@sn.no) wrote:
: >: On Sun 26-01-97 18:46, Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: >
: >: >The Connect I used used a GEM window and only had 14 lines!!!
: [...]
: >Well if you're going to use a monochrome monitor,you're going to get more
: >lines.

: If the text doesn't fit onscreen, it sounds like you need to use a smaller
: typeface.

I selected the smallest one that the programme provided.

: >: >Of course GEM is so slow that you can actually see the flicker which
: >: >occurs when the bit-planes are out of sync.

: People seem to get confused about GEM being slow. GEM does not blit the
: window contents. The window does not blit slowly because of GEM. I use
: CoNnect and I don't have this problem. Maybe you have a slow computer, or a
: slow VDI? I find CoNnect to be quite fast even on an 8MHz ST.

I just know that programmes that use GEMDOS/BIOS don't give you the colour
flicker.

: >: It's not any slower than any other GEM program regarding the display.
: >
: >That's sort of the point.It's a GEM programme and inherently slow.

: No. The GEM from an old TOS is rather slow. If you keep using a 1985
: version of GEM, it will be a bit slow. But this doesn't have much to do
: with the scrolling.

Since you need TOS 1 to run games.I doubt that I7ll upgrade the ROMs.
I'd more likely get a later TOS on disk than ROM,but that's supossed to be
impossible.

: >I keep seeing "NVDI" mentioned.What the hell is it?!?
: >(can't people usde English anymore;what's with the codewords!)

: NVDI stands for New VDI (VDI stands for Virtual Device Interface). NVDI
: replaces the VDI of the ST with a much faster version. It will make all
: your software appear to run incredibly fast compared to the normal VDI.
: It't not just a small difference, but a _huge_ difference. NVDI also
: supplies a SpeedoGDOS compatible outline font manager supporting Speedo,
: Truetype and (at extra cost) Postscript fonts.

I'd probably want to have more RAM before I start using RAM-based TOSes.

: >I have something called TurboColor that seems to speed up the GEM
: >filemanager and ST BASIC.I wasn't using it at the time,but the 14-line
: >limit makes the point moot.

: There is no 14 line limit. If the typeface is too big to fit onscreen, use
: a smaller typeface. Or maybe you have big status bars or something turned
: on.

You could never have it full screen since the desktop menu bar takes up a
line.You'd think that it could do like a amiga,where the contents of a
window can overwrite the buttons and gadgets and menu bar and such.
(you can get a 80x25 CLI window on the Amiga with a simple ANSI sequence)
--
The Doctor

# 2277. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d2m2n$cqo@login.freenet.columbus.oh.us>
Source record: 128604

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: Daniel Klugh wrote:
: >
: > Rich Tietjens (Rich.Tietjens@atarinet.portland.or.NO.SPAM.us) wrote:
: > : In article <5cgqd7$b1t@login.freenet.columbus.oh.us>,
: > : dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
: > : >The best VT100 emulator I used wasn't on the ST but the (REAL) Atari.
: > : Excuse me? If an Atari ST computer isn't "real" then what, pray tell, is?
: > It's REAL,just not the REAL Atari.I think Commodore made the Atari,but then
: > again Commodore BECAME Atari and...
: > Well,sufice it to say that it's all rather confusing.

: Ahhemm. that's an understatement! :^)

: > The whole design of the ST was always bizarre to me.The absence of a
: > textual display being the biggest one.Next to that is trying to be like
: > MS-DOS.(yuck!)
: > The Doctor

: I think you are _really_ confused.
: Tramiel did Commodore, Nolan did Atari.
: Tramiel left Commodore, bought Atari, voila la ST!
: Commodore still existed after Tramiel left (for a while anyway :^)

You can see the influence of him on the ST.

: ha ha
: abscence of textual display??!
: oh dear

It's hard to argue when you don't actually present a point!
Since the ST doesn't have a text mode,8 times as much data has to be moved
than on a regular computer.
And that assumes some text editor or other text programme.
A term programme that has colour will have to move 32(!) times as much
data as opossed to a regular computer.
(this assumes that the ST uses planar graphics)

: NeXT to that is trying to be like MS DOS???

"NeXT"?That's Apple!

: are we talking about the same computer system??

Well,the same DOS,and system call interface.I'd say so.
And the ST has a "BIOS" as well.
--

The Doctor

# 2278. Re: European EFnet servers for #atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <854910454_OASIS_@flinny.demon.co.uk>
Source record: 128605

In article <9702020145.AA02708@Microserve.com>
Eric Noss@Microserve.com said:-

>Could someone help me find a list of good European EFnet servers?
>
>I can now use IRC but I miss talking to some of my friends on #atari
>since the European servers serpated from EFnet. Across the pond
>here, the channel is pratically a ghost town.

I dont know which ones will let you on really.. but I think
irc.funet.fi will.. but since I usually use demon's irc server I dont
know which ones will let people on anymore :)

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

# 2279. Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: jaubrey@jaubrey.demon.co.uk
Message-ID: <854906708_OASIS_@jaubrey.demon.co.uk>
Source record: 128606
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

With the recent unfortunate news about Daron Brewood being linked with
a porno racket on the Net, I have a few questions to ask concerning
how the law stands. Is it illegal to download porn, keep it on your
system, or upload it(from an external source) to say, your web page?
I've only a few times come across pics I'd rather wouldn't have, and
have deleted them from my system straight away. IMHO they weren't any
worst than pics you would find in a mag, on the top shelf. Are there
any other points to be aware of regarding this matter...? It was also
said that Demon had been monitoring him for 2 years, are ISPs allowed
to do this?

Thanks,

James

--

---

jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
jaubrey@cix.compulink.co.uk | #Aubrey on IRC 20-23hrs GMT
New web address: http://www.jaubrey.demon.co.uk
---

# 2280. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: roedaal@audiophile.com
Message-ID: <32f3d1fb.1288480@news.univie.ac.at>
Source record: 128607

On Tue, 28 Jan 97 23:11:50 GMT, Paul@pwomar.demon.co.uk (Paul Womar) wrote:

>I expect you tried Version 2, most people prefer the older Versions
>V1.35 or abouts, these use the NOS program for the online stuff which
>is quite good for most uses. And it's very stable, Oasis has quite a
>few bugs that cause it to crash, most are avoidable, they normally
>happen when you ask to do something and then change your mind or when
>Oasis has not indexed a group properly. No data is lost, just double
>click and 2 seconds later Oasis is back, it's not really a problem.

So I assume that Oasis 2.x is in the meantime a dead project? It's been quite a
time and I remember a menu item stating that www support is about to come.
It's a shame that it's still not even stable.

Thanks you for your input and help though <g>.

---
Christian Roth
roedaal@audiophile.com

# 2281. FS: Atari Magazines 50 cents each!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: ercorp@aol.com
Message-ID: <19970202200401.PAA11623@ladder01.news.aol.com>
Source record: 128608

**Big Atari Magazine Sale**

For you Atari magazine collectors, new Atari users, or veteran users
wishing to re-kindle some Atari spirit, I have organized all my Atari
magazines collected over the years and have put them up for sale.

50 cents each for all but Atari World.
$5 each for Atari World.
Volume discounts available. Make me an offer.
---
Atari ST Informer (One of the longest active Atari magazines)
Issues #19 - 23, 25-32, 34 - 41, 43 - 68, 70, 72 - 76, 79 - 83, & #96.
Total of 59 issues.

Current Notes (Another long time Atari magazine)
Volume 8 series #8 & #9
Volume 9 series #3, #6, & #7
Volume 10 series #7
Volume 11 series #5, #7, & #9
Volume 15 series #1 & #3
Total 11 issues.

ST World (Like ST Informer)
#37,39,43,45,49,50, & 57
Total 7 issues

Atari ST Journal (I thought one of the best USA magazines)
Summer 1990, Oct/Nov 1990, Dec/Jan 1991
Total 3 issues.

Atari User (Replaced Atari ST Journal)
May 91 thru Dec 91
Jan 92 thru July 92
Sept 92, Nov 92, & Oct 93
Total 18 issues.

STart (Nice glossy Atari magazine)
Special issues #1 & #2
Volume 1, #3 & #4
Volume 2, #1, #2, #3, & #5
Volume 4, #12
Volume 5, #1, #2, #3, & #6
Total 13 issues

Atari Advantage (Short lived but nice)
Volume 1, #1 & #5
Total 2 issues

Processor Direct (Nice glossy Tabloid, only one issue made it)
Premiere Issue (The one any only)

ST Log (Sprang from Analog magazine)
#12, 14, 15, 20 - 27, 29, 31, 33 - 36
Total 17 issues.

Atari ST Explorer (Atari's own magazine)
Spring 1997, Mar/Apr 88, July/Aug 88, Sept/Oct 88, Nov/Dec 88, Jan/Feb 89,
Mar/Apr 89, May/June 89, Nov/Dec 89, & Mar/Apr 91.
Total 10 issues

ST X-Press (Nice, I think from Canada???)
Volume 1, #8, #9, #10
Volume 2, #1, #3, #7, #8
March 89 thru May 89
June/July 89, Aug/Sept 89, Oct/Nov 90
Total 13 issues

Compute!'s Atari ST
April 88
Total 1 issues

Atari World (Started in 1995, from England. VERY VERY Nice!!!)
#2, 4, 6, 7, 8, 10, 11
Total 7 issues... I read them over and over......

Jaguars Edge (Small Jaguar game magazine)
#1, and the last one.

Atari Pro (From the makers of Atari World)
#2

ST Source (From the makers of Atari World)
#2

ST Format (Another awesome England magazine)
#9, 22, 25, 80, 81
Total 5 issues

ST Action (England Atari gamers magazine for ST's)
#25

ST World (England magazine)
one issue, who knows when....

Atari ST User (Another hot England magazine)
Volume 4, #9
Volume 5, #3
#56 and #69
Total 4 issues

ST Applications
June 1987

Therefore, I have a total of 177 Atari magazines from the 80's and 90's. Served me well.....

If you want the whole lot, make me a offer that I can't refuse. I will UPS them to you.... We can discuss payment methods. If you need only certain ones, we can discuss volume prices.

Thomas
tj@oro.net

## 2282. Running ATARI ST games on a PC

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: cainswo210@aol.com
Message-ID: <19970202200901.PAA11834@ladder01.news.aol.com>
Source record: 128609

Is there software available for the PC which will run ST games.

# 2283. FS: Atari TTM195 Monitor $250

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-0302971217120001@i549.oro.net>
Source record: 128610

Good condition.... $250 plus freight. Also have the TT030 for $250 plus freight or $500 for the whole system.

Tom

# 2284. FS: Atari TT030 $250 firm

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-0302971216140001@i549.oro.net>
Source record: 128611

TT030 with 4MB ST and 4MB TT Ram, 50MB HDD, 1.44MB Floppy Drive, Golden Image Mouse, and TT Keyboard $250 plus freight.

Also have TTM195 19" Mono Display for $250 plus freight.

Tom

# 2285. Re: Dealers/Support

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: l.budnick@worldnet.att.net
Message-ID: <32f50251.4345828@netnews.worldnet.att.net>
Source record: 128612

You didn't say where you are located, but you might try Computer
Direct, which is located in Edmonton. They are available on the NET at
www.compdirect.com.

chippy5040@aol.com (Chippy5040) wrote:

>Does anyone have a catalog, or know where i can get support for my ST? I
>haven't used it in years but would like to use it again. Any new info
>would be great.

# 2286. WTB: ICD Link for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: REMOVE-TO-REPLYJames@grunt.demon.co.uk
Message-ID: <33030d03.567525@news.demon.co.uk>
Source record: 128613
Cross-posted to: demon.adverts,uk.forsale,uk.adverts.computer,comp.sys.atari.st

I want a ICD Link SCSI adapter for an Atari ST

# 2287. Re: Than's Write using landscape mode w/HP-520 printer

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854917008_OASIS_@pwomar.demon.co.uk>
Source record: 128614

In article <5d2ah7$e7q@andromeda.peganet.net>
rgeorge@peganet.com (Robert George) said:-

>I can't get That's Write to print in landscape mode on my HP-520 using The
>Deskjet+/500 driver. Any ideas?
>
>Thanks very much.

I had teh same problem myself, the manual is absolutely no help on
this and nor was Compo really when I asked them! However all you need
to do is select another driver which is called "Deskjet 500 land" or
something similar the "land" being Landscape.

--

---

Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring

---

## 2288. TurboBBS/FOREM BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@pacbell.net>
Message-ID: <32F50C25.3C9C@pacbell.net>
Source record: 128615

Could someone let me know if Turbo BBS or FoReM BBS is still around? And
if so where I might find a Support BBS for the programs...

Thanx

RClaunch@Pacbell.Net
--
/|\ ========================================== /|\
fuji LIVES! The PC-Widowmaker BBS fuji LIVES!
Atari TT030 based - 3gigs Hard Drive - 7 CD ROMS
======= Riverside, Ca.USA (909)637-1274 v.34 =======

# 2289. Re: Gemulator Classic

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: Tom <the.northerner@awinc.com>
Message-ID: <32F52C89.4D0D@awinc.com>
Source record: 128616

Robert Goodwin wrote:
>
> Theodore Georgopoulos (stud0772@di.uoa.gr) wrote:
>
> : You had gemulator classic running??!!Using a ROM card or with a TOS
> : image?If with an image , how?
>
> Quite easily. Create a directory and place everything related to the
> Classic in there, including GEMUL8R.EXE, GEMUL8R.INI, and MAGIC_PC.OS, as
> well as the .VHD files and the STHDBOOT.SEC file.
>
> The .VHD and .SEC files can be found in the Gemulator 96 demo. Some of us
> don't have Win95, so you'll have to find other ways of getting them.
> However, I'm considering posting in the Atari binaries group what this
> other fellow sent me awhile ago.
>
> A working .ini file is below...
>
> rams 8
> mono
> quick
> com1
> disk c: cdrive.vhd
> disk d: ddrive.vhd
> disk e: edrive.vhd
> disk f: fdrive.vhd
> magic magic_pc.os
>

If you don't have the virtual hard drives, you probably should take that
stuff out of the .ini file. The virtual hard drives should be able to be
had from the old Gemulator Windows 95 demo, which can be found here:

http://home1.swipnet.se/~w-11410/js/gem96dem.zip

just take them out of the zip file and stick them in your gemul8r
directory.

I just received an e-mail from Darek Mihocka that he would be posting
complete instructions soon

# 2290. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: !ynoT
Message-ID: <32f51208.14681945@news.airtime.co.uk>
Source record: 128617
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

On Sun, 2 Feb 97 18:05:08 GMT, jaubrey@jaubrey.demon.co.uk (James
Aubrey) wrote:

>With the recent unfortunate news about ***** ********* being linked with
>a porno racket on the Net, I have a few questions to ask concerning

IMHO that was well out of order, you are presuming far more than has
already been said, the person in question has NOT been linked with
porno on the net at this time?

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 2291. Re: Differences: STacy & Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970202195010.19414B-100000@moose.erie.net>
Source record: 128618

On Wed, 29 Jan 1997, Maurits van de Kamp wrote:

> >If you just looking for an easy way to move your files, I'd recommend
> >getting a Syquest EZ-135 drive. I got one and it's great.
> >Drive cost is anywhere from $80-130 depending upon the source.
> >Extra cartridges run about $19.95 -22 each for 135 megs.
>
> That might not be a good idea, as the EZ-135 has been discontinued and it
> will become hard to find discs. Better get a ZIP or JAZ drive.

Disks are still readily available for the 44 Meg Syquest drive
which was discontinued years ago. Also, the EZ135 disks can be used in
the EZFlyer 230 so when the time comes you just upgrade to it.

# 2292. WTB: Atari hard drive and ICD Link

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: Chau Trinh <ctrinh@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.93.970202180624.17938C-100000@srv1.freenet.calgary.ab.ca>
Source record: 128619

I am looking for a used hard drive and ICD Link 2 for the Atari 1040STe.
Reply to me at trinhc@cadvision.com. I live in Canada by the way.

# 2293. Re:Running ATARI ST games on a PC

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: Mr.Maddog@Microserve.com
Message-ID: <9702030255.AA03713@Microserve.com>
Source record: 128620

>Is there software available for the PC which will run ST games.

Sadly, no. Gemulator will run a few games to an extent, mostly GEM games in a window. Most of the problem is reading copy protected disks and timing cycles which games depend on.

I have been thinking about an idea for a emulator that can play ST games much the same way the Amiga emulator does. Though I currently don't have a PC, I have theories on making this possible.

Anyone with any suggestions? :)

Eric Noss
a.k.a
Mr. Maddog

Now at 'MrMaddog@microsevre.com', for nice friendly private chats.

All spammers subjected to $500 charge for solicition, manual or automatic.

# 2294. Re: Running ATARI ST games on a PC

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: Tom <the.northerner@awinc.com>
Message-ID: <32F54FCE.1475@awinc.com>
Source record: 128621

CAinswo210 wrote:
>
> Is there software available for the PC which will run ST games.

Yes, it's an external combination of hardware and software called a 1040 ST that you link to your PC with this very strong cabling called a "grapevine".

Sorry for the weak attempt at humour. There are plenty of emulators available, from free dos ones to win 95 emulators. My personal fav is:

http://www.emulators.com

There you can download a freeware dos emulator or a demo of a great win 95 emulator.

But really, none of the available emulators are said to run copy protected commercial games. You will find a few games run - the majority don't. The only reliable way to run those great old ST games is to hang on to the great old ST that went with them.

Good luck

Tom

# 2295. Re: TurboBBS/FOREM BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970202231410.30826B-100000@moose.erie.net>
Source record: 128622

On Sun, 2 Feb 1997, Richard Claunch wrote:

> Could someone let me know if Turbo BBS or FoReM BBS is still around? And
> if so where I might find a Support BBS for the programs...

There are a number of FoReM and Turbo BBS's around, but neither
program is being actively developed or supported. There are still about
15 active BBS's in the FNET.

# 2296. Re: Music DTP error or GDOS error??

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28251_please@no.spam.mail.here>
Source record: 128623

FROM: SSweet@mettav.demon.co.uk
SUBJ: Music DTP error or GDOS error??

d> I can't use laserjet.sys that came with the music dtp with NVDI (3.10),
d> it'll bomb out really bad. So I use the sys-driver from speedogdos.

Use drivers.PRG and check that the driver is not set for colour use. I had a pig of a time once with exploding drivers. It turned out that the driver was configured for truecolour use.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Wife and Dog missing, presumed abducted,.....
Substancial reward offered for information leading to return of Dog.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2297. Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28252_please@no.spam.mail.here>
Source record: 128624

FROM: SSweet@mettav.demon.co.uk
SUBJ: Gemar

d> Is there still support for Gemar (the tapestreamer program) ?

Yep!, E-Mail address is in in the package, but here again anyway..

Steffen_Engel@sz2.maus.de

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Well then, can't i just carry on doing it until i do need glasses?.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 2298. Re: Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28253_please@no.spam.mail.here>
Source record: 128625

FROM: SSweet@mettav.demon.co.uk
SUBJ: Gemar

>> Is there still support for Gemar (the tapestreamer program) ?

m> I'm wondering about this also. I sent email to the author several weeks
m> ago, but have yet to receive a response.

I had probs contacting him at one stage, turns out his address changed,
here's the one i know worked for me.

Steffen_Engel@sz2.maus.de (100:1011/0.98)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= DOS Tip #17: Add DEVICE=FNGRCROSS.SYS to CONFIG.SYS
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 2299. Re: GDOS Fonts...

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28258_please@no.spam.mail.here>
Source record: 128626

This message from atari@teleport.NO.SPAM.com to All came in on a wing and a prayer...

Hi Rich!

>> very much appreciated in this. Also, was there a higher version of
>> GDOS than 1.1 and is it any better?

a> Later versions of GDOS are AMCGDOS, FONTGDOS, SpeedoGDOS, and
There was also a GDOS variant called G+PLUS IIRC, which allowed the use of different assign.sys files at prog load time, which was handy as you didn't need to reboot the computer to install a different font set.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 2300. Re: Monitors - NEC 5D

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28262_please@no.spam.mail.here>
Source record: 128627

Out of the ether, the following was mentioned by
thechyld@pcc-uky.campus.mci.net...:

t> multisynch. Systems for Tomorrow sells the NEC 3D for around
t> $275.00. You
t> can reach them via E-Mail: sft@sound.net (I think) Another
t> (distasteful)
t> alternative is to buy an Amiga monitor from AmiTech... The A1200 is
t> in the
t> same boat as the Falcon when it comes to older/newer software and
t> they have
t> some multisynch monitors that cover it. They sell a 14" for around
t> $450.00
t> and a 17" for $750.00... Good luck! ;)
Hmmm, well for what I want these are a mite expensive, but thanks for the
thought.

I think that i'll either look out for a second hand NEC 3D or get a suitable
tv or RGB monitor.

Spencer

spencer@mettav.demon.co.uk

--

Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 2301. Re: cartridge drive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28263_please@no.spam.mail.here>
Source record: 128628

Out of the ether, the following was mentioned by Rich...:

RT> They did. There was one cartridge (the name escapes me) that had
RT> a battery-backed realtime clock, some utilities, and a bunch of
RT> desk accessories in it. Sort of a "poor man's hard drive" except
RT> it was read-only.
Wasn't this called something like BackPack and came from the same people as
Fast Basic (Computer Concepts?)

Spencer

spencer@mettav.demon.co.uk

--

Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 2302. Re: e-mail and newsreader

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <854926698_OASIS_@pwomar.demon.co.uk>
Source record: 128629

In article <32f3d1fb.1288480@news.univie.ac.at>
roedaal@audiophile.com (Christian Roth) said:-

>On Tue, 28 Jan 97 23:11:50 GMT, Paul@pwomar.demon.co.uk (Paul Womar) wrote:
>
>>I expect you tried Version 2, most people prefer the older Versions
>>V1.35 or abouts, these use the NOS program for the online stuff which
>>is quite good for most uses. And it's very stable, Oasis has quite a
>>few bugs that cause it to crash, most are avoidable, they normally
>>happen when you ask to do something and then change your mind or when
>>Oasis has not indexed a group properly. No data is lost, just double
>>click and 2 seconds later Oasis is back, it's not really a problem.
>
>So I assume that Oasis 2.x is in the meantime a dead project?

No it is still being actively developed athough the authours and
testers say they find it to work fine. If you have any specific
information that may help, send it on to them.

>It's been quite a
>time and I remember a menu item stating that www support is about to come.

Still a VERY long way away, to be honest I don't think anyone ever
expects to see it.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

# 2303. HELP! ATARI PRODUCTS IN BAY AREA?

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: toddliz@aol.com
Message-ID: <19970202001800.TAA19471@ladder01.news.aol.com>
Source record: 128767

Please help me. I know there's a store in Oakland that still deals in Atari ST products but I don't know their name, address or telephone #. If anyone can supply me with any info it would be greatly appreciated. THANKS!

Please email me directly if possible.

T.

# 2304. Re: Atari Card for Intel based pc's

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970202011900.UAA22536@ladder01.news.aol.com>
Source record: 128768

I have a gemulator card with TOS 2.06 roms on it and all the software for sale for $50.00. If you would like it drop me E-mail at dwmoar@aol.com

Dave

# 2305. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: "J. R. Lensbower" <72074.2542@CompuServe.COM>
Message-ID: <5d0rkf$9i2$1@mhadf.production.compuserve.com>
Source record: 128769

Yes, my vote is for FoReM for the BBS program of choice for the ST!
(PayBax BBS 302-836-4816 Node 307)

# 2306. Re: Gemulator Classic

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: Theodore Georgopoulos <stud0772@di.uoa.gr>
Message-ID: <32F3FFEF.2166@di.uoa.gr>
Source record: 128770

Tom wrote:
>
> I must say, I really like Gemulator Classic and the full screen
> emulation. Although last night, I loaded up Xboot, Geneva and Neodesk
You had gemulator classic running??!!Using a ROM card or with a TOS
image?If with an image , how?

> Tom
Theodore

# 2307. 4mb falcon for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-02 00:00:00 UTC
From: app@pope.demon.co.uk
Message-ID: <32F3FE39.36D1@pope.demon.co.uk>
Source record: 128771

```
4mb falcon030 for sale

nothing added

total price ï¿½300

delivery immediately

contact by email to this address

-Phin Pope
```

# 2308. TOS on PCs? (was Re: (no subject)

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f66d48bd8210@sn.no>
Source record: 128422

On Mon 03-02-97 11:00, Eberhard Haensler (haensler) wrote:

>My ATARI ST (TOS 1.2) wants to retire.
>
>Where can I find an emmulator running on DOS or WINDOWS 95?
>THe operating system (TOS) must be included.

Check out the following web pages for more info:

http://www.emulators.com/index.html ('GEMulator')
http://www.aixit.com/tos2win/info.htm ('TOS2Win')

I guess there are more web pages around with information on the subject,
but even better there are lots of people in this group with first hand
experience. You might get a better chance of replies if you write something
in the "Subject" field when you send a posting to a newsgroup ;-)

Hallvard

--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2309. Help! I'm being attacked by an ST1040...

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Bill <bliss.b@a1.brevard.cc.fl.us>
Message-ID: <01bc1221$2d1b0ee0$b39f1ecf@bill.brevard.cc.fl.us>
Source record: 128423

Ok, well, maybe it's not attacking me...it's just being very mysterious...

Anyway, I'm an Intel PC person who has been given an Atari ST 1040. . .and being the frugal person that I am, I hate throwing anything useful away. So, since I don't have any documentation for it, and either most of the disks are corrupted or the drive is going bad (machine and disks were sitting in a garage, in boxes for about 2 years, but everything seems to be ok with it...except for many of the disks...), I thought I'd ask all you Atari Gurus...

1) Is this thing worth bothering with? (looks so very MAC like that this IBM/Intel guy is made vaguely nervous by it... ;)

2) I notice that it has a port on the back marked "hard drive." What kind of hard drive? Where can one be gotten?

3) As best as I can figure, it has about 1 meg of memory...can that be upgraded? If so, how...etc.?

4) What other types of upgrades (if any) can be done to it?

Anyway, any info would be appreciated...

Bill

bliss.b@a1.brevard.cc.fl.us

## 2310. SIMMS

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: ebaiz@qtm.net
Message-ID: <5d5t4h$aet$1@news2.qtm.net>
Source record: 128424

Isn't it true that SIMMS from different manufacturers are
incompatible? I recently bought some 8meg SIMMS for my Hades 060
clone and could not get them to work with the 2 4meg SIMMS included
in the machine when I bought it. I only get 16meg instead of 24meg.

## 2311. Dr. T's Software

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: ebaiz@qtm.net
Message-ID: <5d5tk2$aet$2@news2.qtm.net>
Source record: 128425

I read in Atari Computing that the man who use to own Dr. T. Software has now gotten permission to put all the old Atari MIDI software on his website to be available for download. I guess all the software is going to be shareware. Anyone else heard of this or run accross the website?

# 2312. Re: Lascan and ET4000 Upgrade!

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <E51xA2.6CA@cix.compulink.co.uk>
Source record: 128426

In response to emwoll@emw.ericsson.se's message:

>> I also downloaded an ET4000 upgrade thing.
>
>Does anyone know where I can find this file? An english version wouldn't
>be to bad either. :-)

Hi there!
There was a (mainly German) ET4000 project which was passed to me with
very rough Ruftrade english translation from a Floppyshop pair of disks.
I am at present working on producing a full English version.

Regards
Peter West (xlator@cix.compulink.co.uk)

# 2313. Re: NeST BBS Network closed (temporarily?)

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970203233739424279@tachyon.demon.co.uk>
Source record: 128427

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

> Wierd. Let's see how long THIS one takes. I suspect a slow feed via PIPEX.

4 hours to Demon, it'll be interesting to see how slow the Pipex feed is
these days...

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2314. Re: Adding SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <E51xA4.6D6@cix.compulink.co.uk>
Source record: 128428

In response to atari@teleport.NO.SPAM.com's message:

>My best guess based on the meager data you provide is that you have a SCSI
>ID conflict; let's start from there.

Hi!
Yes, I agree. I have a setup on my STFM where an old hard disk is driven
via an old ICD Adaptec, and the DMA-out from this is connected via a Link2
to an EZ135. It now works well, *once I switched write caching off*!
The EZ135 is set to SCSI ID1, with the internal drive being 0. I am
running under the ICD driver that came with Link2.
ICDCHECK.PRG should tell you at once which adapters and IDs are
recognised.

Regards
Peter

## 2315. Wav Player

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: boeer@cvtv.net
Message-ID: <854982094_OASIS_@cvtv.net>
Source record: 128429

Hi all,

I am looking for a good program that will all wav formates.. I am using
a TT030... Any help will be appreciated...

Thanks,
Gary

---
boeer@cvtv.net
---

## 2316. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: paul@xciv.org
Message-ID: <5d5ntv$83@xciv.demon.co.uk>
Source record: 128430
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <854906708_OASIS_@jaubrey.demon.co.uk>,
jaubrey@jaubrey.demon.co.uk (James Aubrey) writes:

> any other points to be aware of regarding this matter...? It was also
> said that Demon had been monitoring him for 2 years, are ISPs allowed
> to do this?

I personally don't think so, who made this up, err I mean where did you
hear that little rumour then?

If the police ask an ISP to hand over 'evidence' of some kind then I
think they would have to.

-Paul-

--
Paul Civati =O= Home: paul@xciv.org =O= http://www.xciv.org/
London UK =O= Home: paul@xciv.demon.co.uk =O= Slackware is.

## 2317. Scott Adams?

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <BvEVX+-.ckormos@delphi.com>
Source record: 128431

Does anybody know if the Scott Adams who does the comic strip is the
same Scott Adams who did the old S.A.G.A.'s - that's the
Scott Adams Graphic Adventures - from years ago?????

# 2318. Re: MiNT Multiuser Setup.

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5d5nql$lpn@ccshst05.cs.uoguelph.ca>
Source record: 128432

Ben Hills (ben@imperial.co.uk) wrote:

: I have recently installed MiNT 1.12h, MiNTOS 1.4.1 and MiNTNet on
: my Atari Falcon030. I have an Atari 1040STE running Connect and
: hanging off the MIDI Ports, and a rather old P.C. Running a VT100
: Terminal emulator, which is hanging off the Serial Port. This runs
: great. The problem I am having is with TCP/IP. I have MiNTNet running
: on the Falcon, and STE but I do not seem to be able to establish a
: TCP/IP Link between the Falcon and STE, on neither the MiDI, or Serial
: Ports. I iwsh to be able to Telnet, Rlogin etc, from my STE to
: my Falcon. I think I have all the correct files in /etc, but every
: time I try to telnet, I receive an error message:

: 100.0.0.1 homer
: Network is unreachable.

I haven't done this myself (although I probably should, since my Mega ST is sitting around gathering dust), so my advice is probably worth its weight in hot air. I assume you are running slattach (or something similar) from one of your /etc/rc.* files. If you aren't, you probably should. I believe the documentation for MintNet goes into detail on how to attach two machines together.

THeo

# 2319. New Product Announcement: Microtek Scanner Driver

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Nima Montaser <nima@magmacom.com>
Message-ID: <32F6B2FB.444D@magmacom.com>
Source record: 128433

Press Release February 3, 1997
For immediate release,

ScanX:
Microtek E3/E6 Scanner driver

Homa Systems House,
Ottawa, ON CANADA

Homa Systems House, a leading developer in high quality graphics and MultiMedia solutions, once again is pleased to announce the availability of a new graphics related application for the ATARI community. Our latest
product, ScanX is a modular scanning utility that would allow access to multiple brand name flatbed scanners.
Currently, ScanX supports Microtek series of scanners, mainly Microtek E6
and Microtek E3. Support for UMAX VISTA scanners and others will be in near
future.
To make ScanX more affordable to normal users, Homa Systems House is offering two versions of ScanX, aimed for different levels of usage and users:
The BASIC & less expensive version and a more featureful PRO version.
In terms of scanning capabilities, both version are identical. However, the PRO version offers features that would be transparent to the normal user; but highly critical to more professional designers and publishers.
Some of the features of the PRO version are Monitor calibration, Zooming on prescan, multiple picture format saving, sheetfeeder and transparency support, Printing and PhotoCopying.

The street price of ScanX would be about $US 50 while the PRO version would be $US 125.

Basic Version of ScanX is available now, while the PRO vesion should be available by the end of February 1997. Users of BASIC version can upgrade to PRO version at anytime by paying the difference in the price.

ScanX: Microtek E3/E6:

Microtek E3/E6 scanner driver, a part of ScanX, is an easy to use GEM application that provides full access to most Microtek single pass scanners,
mainly the 24bit Microtek E3 & and the 30bit E6 flatbed scanners.
Microtek scanners are high quality and affordable scanners that offer full page photo quality scans in brilliant True Color.

Our GEM based interface offers accessibility to most of the features
that the scanners provide, allowing all ATARI computer users enjoy 24Bit
color scanning via a simple key click.

Microtek scanners can be used on ATARI computers with built in SCSI
port( i.e., TT030, Falcon 030), or ACSI DMA port attached to an ICD
compatible host adaptor (e.g., LINK II, ADSCSI, ...)

Here is a list of supported features by ScanX for Microtek scanners:

- 24Bit (or 30bit) (16.7 M colors), 8Bit (GrayScale), 1Bit
(Monochrome)
HalfTone and LineArt
- Variable resolution settings: 50 - Max. supported by scanner
- Contrast setting
- Brightness setting
- Exposure setting
- upto 8.5"x14" scanning area
- PreScan Window with Clipbox
- Scanning velocity setting
- 12 built-in HalfTone pattern setting
- Fast direct to disk scanning (little memory usage) for
1 & 8 Bit scanning
- Save images as IMG and TGA
- Positive or Negative scanning
- BackTracking
- 3D modern look
- MultiTasking friendly scanning
- and more...

Black & White (LineArt and HalfTone) as well as GrayScale images can
be
scanned at any resolution with minimal RAM requirements. 24Bit color
images
are however limited to amount of available RAM on the system.

Homa Systems House is dedicated to bring all ATARI users quality
hardware and software solutions. We provide a range of applications from
graphics s/w to MultiMedia CDs, as well as TrueColor Graphics cards.

For more information, please contact Homa Systems House or your
nearest dealer. For screen snapshots, product demos, and current
specials,
you may visit our WWW site at:
http://www.magma.ca/~nima

Microtek's WWW site can be reached at:
http://www.mteklab.com/

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TEL: (613)722-0901
FAX: (613)722-9061
email : aa414@freenet.carleton.ca

--
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# 2320. Re: SIMMS

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d60ge$jf6@ornews.intel.com>
Source record: 128434

In article <5d5t4h$aet$1@news2.qtm.net>,
ebaiz@qtm.net (Edward S. Baiz Jr.) wrote:
>
>Isn't it true that SIMMS from different manufacturers are
>incompatible? I recently bought some 8meg SIMMS for my Hades 060

Soemtimes, yes.

>clone and could not get them to work with the 2 4meg SIMMS included
>in the machine when I bought it. I only get 16meg instead of 24meg.

That may be due the RAM board, though - don't have a HAdes, but I know with
some PCs require identical-size SIMMs in all slots.

----------------------http://www.teleport.com/~atari-----------------------
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email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 2321. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5d5nho$cku@ash.ridgecrest.ca.us>
Source record: 128435

Steven Rodgers wrote:
>
> In article <5co8u8$l1p@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
> > skr@dcs.ed.ac.uk (Steven Rodgers) wrote:
> > >Does anyone have any info on the Baracuda Falcon 040 board?
> > >
> > >--
> > >
> > >:=----+Steve.
> >
> > Doesn't exist, probably never did exist. Vapourware.
> >
> > Afterburner 040 does exist though.
> >
> >
> > All the best,
> > Chris @ Computer Direct
> >
> >
> >
> Does exist - I know somebody who has one.
> --
>
> :=----+Steve.

Chris should have said "never released".

Mike

# 2322. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5d5p72$cku@ash.ridgecrest.ca.us>
Source record: 128436
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

Rich, where in the U.S is it that I can not purchase
Playboy? I sure as hell don't want to move there:).
This censorship thing is getting to be a big problem
in the U.S, and i'm not just talking about Playboy
stuff. On the news last night, the lady incharge of
the French language usage in France, implied that
the University of Georgia because of their 80% English
pages would be banned from the French domains. Hey,
it dosen't bother me one way or the other about the
language thing, if it's TOS i'll figure it out:).
How did Clinton get elected again? What the hell
is wrong with the American Public? Was it the
illegal aliens that voted for him after he granted
them amnisty with my tax dollar? You know I can get
pretty wound up when someone says something bad about
a Falcon, but when someone starts sticking up for
the political officals that are running the U.S into
the ground and distroying all the natural resources
I really get pissed. I know this dosen't belong here
but I wasn't the one who started the UK-US healthcare
shit in the NG. I better stop before I go call some
800 government numbers to relive my inner fustrations.

Remember, one if by land, two if by sea. This definetely
looks like it's comming by land.

Mike

## 2323. Re: cartridge drive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970203223321.990C-100000@moose.erie.net>
Source record: 128437

I don't think the BackPack cartridge ever came with a clock. At
least the one I have didn't. But I did put the ROM's into a Magic Sac
cartridge so I had both BackPack and the clock. I was always disappointed
that the Back Pack software wasn't developed further. It was a nice
package at the time.

There was a similar cartridge with a clock called DeskPac from
QMI. I saw it at a few Atari shows many years ago, but I'm not sure if it
ever actually got to production.

On Sun, 2 Feb 1997, please@no.spam.mail.here wrote:

> Out of the ether, the following was mentioned by Rich...:
>
> RT> They did. There was one cartridge (the name escapes me) that had
> RT> a battery-backed realtime clock, some utilities, and a bunch of
> RT> desk accessories in it. Sort of a "poor man's hard drive" except
> RT> it was read-only.
> Wasn't this called something like BackPack and came from the same people as
> Fast Basic (Computer Concepts?)
>
> Spencer
>
> spencer@mettav.demon.co.uk
>
> --
>
> Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)
>
>
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> | The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>
>

# 2324. Re: HELP! Falcon speed problem

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5d6680$ehi@ash.ridgecrest.ca.us>
Source record: 128438

Frank Charlton wrote:
>
> Thomas R. Mccartney <tmccartn@freenet.calgary.ab.ca> wrote:
>
> > I have a falcon speed board which right now is safetly nestled inside my
> > Falcon. The problem is that I have sold the board and I I must remove it
> > from my machine. When I do the Falcon stops working. The symptoms are
>
> You probably forgot this, but you will have removed a small jumper from
> the Falcon's internal expansion port when you fitted the FalconSpeed
> board. Without the jumper, the Falcon won't boot. Unfortunately I don't
> have my Falcon handy so I can't tell you which pins need the jumper -
> but I'm sure someone else in here will do such a thing ;)
>
> Anyone fancy popping their Falcon's lid to help Thomas? or for that
> matter, anyone who has an Expose digitiser can look it up in the manual.
>
> ATB, Frank.

I emailed him and he indeed left the jumper off. I'm sure that was his
problem. You mean that people actually do have an Expose digitiser :)
Anyone have one for sale? How about a Screen Eye or Screen Eye Plus?
I'm easy:).

Mike

> --
> Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
> frank@tachyon.co.uk http://www.netkonect.net/tachyon/
> PGP key available - mail pgpkey@tachyon.co.uk

# 2325. Re: ICD Link 2 ????

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970203224227.990E-100000@moose.erie.net>
Source record: 128439

On Thu, 30 Jan 1997, Tom wrote:

> Richard Claunch wrote:
> >
> > Hello, I have a person that wants to sell a Link 2 ICD unit.... The only
> > thing is on the outside of the unit it says (Link) - NOT LINK 2!... If
> > this is a Link2 should not it say Link2? Anyone jnow the difference?
> >
>
> The Link 2 definitely says: The Link 2 on it, at least my version. Don't
> know what the difference is between the original and Link 2 though.

The first Link 2's had the same labels as the original Links. If
it has the LED power indicator dotting the i, it's a Link 2.

# 2326. WTB: Mega ST4 or Mega STE4

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@pacbell.net>
Message-ID: <32F6C22E.7610@pacbell.net>
Source record: 128440

Want to buy a Mega ST4 or a Mega STE4

Let me know if you have one for sale..

Thanx Rick
RClaunch@Pacbell.Net
--
/|\ ========================================== /|\
fuji LIVES! The PC-Widowmaker BBS fuji LIVES!
Atari TT030 based - 3gigs Hard Drive - 7 CD ROMS
======= Riverside, Ca.USA (909)637-1274 v.34 =======

# 2327. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <855008886_OASIS_@pwomar.demon.co.uk>
Source record: 128441

In article <5d5bn3$9h5@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-

>The Atari also kept the OS in ROM.It's just that the original OS was out
>there for everybody with a modem.
>
>The ST also stores DOS in ROM.
>(but aren't there alternative DOSes that you
> can load.There must be if you want to read a CD)

Is it really too hard to admit that you know absolutely bugger all
about the ST?

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

# 2328. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <855008958_OASIS_@pwomar.demon.co.uk>
Source record: 128442

In article <5d5c1g$ata@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-

>please@no.spam.mail.here (please@no.spam.mail.here) wrote:
>: *Hi Frank*, on 30 Jan 97 you wrote: ...respect, brethren
>
>: FC> Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
>: FC>
>: >> : Of course it is. Whether Atari themselves exist or not, copyright is
>: >> : still valid for something like 50 years unless Atari were to place TOS
>: >> : in the public domain.
>: >> Which,of course,is utter rubish!
>: FC>
>: FC> Oh, is it? So you're telling me that the dialog which shows up from
>: FC> the 'Desk' menu doesn't claim that TOS is (c) Atari Corp.?
>
>: Don't panic, Frank. I belive he thinks that we are talking about 8-bit
>: Atari's with their disk-loadable operating systems. He's just more out of
>: date than Sinclap...
>
>From what people have told me,the ST could also load the OS from disk.
>Perhaps I mis-spoke...
>
>hmn,think you .sig is big enough?

You can talk considering your in-ability to cut your quotes, but yeah
it is a bit big but I think this is due to him using a BBS, which
gives a user .sig and a BBS .sig.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

# 2329. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <855009544_OASIS_@pwomar.demon.co.uk>
Source record: 128443

In article <5d5c96$bsv@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-

>Frank Charlton (frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk) wrote:
>: please@no.spam.mail.here <please@no.spam.mail.here> wrote:
>
>: > Don't panic, Frank. I belive he thinks that we are talking about 8-bit
>: > Atari's with their disk-loadable operating systems. He's just more out of
>: > date than Sinclap...
>
>: I gathered that from the rest of his posting, which is weird considering
>: we're in comp.sys.atari.st rather than .8bit ;)
>
>The point is that Atari shouldn't restrict the OS&DOS.

Why not? They can do what they like, they wrote it! I suppose all
software everywhere should be free?

>Obviously the ST just threw away the Atari technology rather than building
>on it.

They did eventually but it has nothing to do with TOS.

>(The Amiga almost seems like a sequel to the Atari)

You don't appear to have ever seen an ST.

>Just look at the similarity of the 2600 to the Atari.

Meaning?

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

# 2330. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <91279350_000001_OASIS_NEWS@yeadontt.demon.co.uk>
Source record: 128444

In article <854906708_OASIS_@jaubrey.demon.co.uk>
jaubrey@jaubrey.demon.co.uk (James Aubrey) wrote:-

>With the recent unfortunate news about Daron Brewood being linked with
>a porno racket on the Net

First of all, Daron has NOT been linked with any 'porn racket on th
Net'.
Secondly, this kind of speculation/reactionary bull shit is the lasr
thing we need, or Daron deserves.

Thirdly, I personally have know Daron for over four years, he visits
my house once a week and rarely a day goes by without a phone conversation,
and I KNOW Daron is not invovled in any kind of racket. Of course this kind
of close association with Daron will make me a ring member in the 'porn
racket on the Net'.
Be vary careful before you make statements like this, unless someone
changed the law, Daron is innocent until proven guilty. Such comments could
be considered libelous.

>I have a few questions to ask concerning how the law stands. Is it illegal
>to download porn, keep it on your system, or upload it(from an external
>source) to say, your web page? I've only a few times come across pics I'd
>rather wouldn't have, and have deleted them from my system straight away.
>IMHO they weren't any worst than pics you would find in a mag, on the top
>shelf. Are there any other points to be aware of regarding this matter...?

Storing of 'porn' in any electronic or magnetic format is illegal under
various UK laws. Of course you must first define 'porn', this is where the
law becomes vague.

>It was also said that Demon had been monitoring him for 2 years, are ISPs
>allowed to do this?

The are acceptable use policies with all ISPs, Demon included, they are
entitled to monitor anything that passes through their system, remeber the
same laws that govern you also apply to them.

FACTS, that is what you are seeking here, but before you ask other
people to supply facts, get yours RIGHT.

TTFN

--

============= OASIS Homepage =++== www.yeadontt.demon.co.uk =============

```
The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/ _/_/
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```

========== Phil Yeadon ====== phil@yeadontt.demon.co.uk ==========

# 2331. Re: ISDN on a TT?

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <24190097_000001_OASIS_NEWS@yeadontt.demon.co.uk>
Source record: 128445

In article <32f55e54e443f0@sn.no>
hallvart@sn.no (Hallvard Tangeraas) wrote:-

>>
>>I just wondering if it is possible to use ISDN on a TT. What do I
>>need?
>>Will programs like Oasis 1.35E and CAB (under mintnet) works?
>
>
>I don't know much about ISDN so I can't really answer those questions, but
>I did read in a magazine ("ST Computer" Jan-97) that an ISDN board was
>available for all Atari computers, so I guess that includes the TT as well
>then!
>It's available from Hard & Softwareentwicklung N. Wieczorek
>Try the following web page:
>

Hayes and other companies are now selling external ISDN 'modems' that
connect to you machine in the same way as a standard modem and then connect
to an ISDN line.
To connect via ISDN you still have to dial a telephone number, so and
comms program that can deal with the system at the other end should work
with ISDN.

TTFN

--

============= OASIS Homepage =++== www.yeadontt.demon.co.uk =============

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=========== Phil Yeadon ====== phil@yeadontt.demon.co.uk ==========

# 2332. Re: NeST BBS Network closed (temporarily?)

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <648_9702031433@genesplicer.org>
Source record: 128446

On 31 Jan 97, after being hired by Jack Tramiel, Rich Tietjens said:

RT> In article <19970131131307424 37@tachyon.demon.co.uk>,
RT> frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>> ================================================================
>> I am sorry to say that until other arrangements can be made,
>> NeST is closed.
>>
>> Daron Brewood was raided this morning and all his equipment
>> impounded subject to an investigation into computer pornography.
RT>
RT> That's easily the most ridiculous thing I've ever read! If there's
RT> anything NeST has NEVER been used for, it's porno!
RT>
RT> Good Grief!

That's not what the post said. It said DARON (not NeST) is being investigated,
and NeST is down, not because it's being linked to pornography, but because
Daron's system has been confiscated because HE is being linked to pornography.
You seem to have read way too much between the lines.

* LED v1.50 * For Atari support call The Rebel BBS @ 702/736-2822!

# 2333. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d59o3$ep@login.freenet.columbus.oh.us>
Source record: 128522
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:
: In article <5ckffa$abl@login.freenet.columbus.oh.us>,
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

: >Brian Quinlan (quinlan@sfu.ca) wrote:

: >: It is implemented as a shared library.
: >
: >Then it's application level,since it's part of the process's code section.
: >(and and data and bss)
: >At least from a UNIX point of view.I didn't think they had libraries on
: >the Mac.(unless you're counting the "resources")

: As I pointed out before, many microkernel operating systems (including
: microkernel variants of UNIX) implement their file system as a user
: process. By all reasonable definitions, the file system is part of the
: operating system. The address space and CPU mode a piece of code run in
: do not determine whether it is part of the OS or not.

Like I said,it's not a application,it's a device driver.
It's denfinitly not built into the OS or anything.
On the old computers,you could get along without DOS even loaded.
(using cartridges or tapes)
--
The Doctor

# 2334. Re: Ant Mail doesn't change to editor's path

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk.spam-me-not>
Message-ID: <01bc11da$c720f5a0$80dfe49d@m_clemmetsen_pc.ac.uk>
Source record: 128523

I have found that putting a copy of a resource file in the root of your boot drive sometimes solves problems like this. If you use QED as an editor, you can now set a QED environment variable which gets round such problems.

Michael

Alan Forster <a.forster@clear.net.nz> wrote in article <5cgumq$nrq@fep4.clear.net.nz>...
:
: I have recently been trying to set up Ant Mail, and while it works
: fine other respects, it does not seem to change to the path of the
: editor at the right time, meaning that the editor is unable to find
: its resource file.
:
: Is there any way to avoid this problem? Any help would be appreciated.

## 2335. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5aoi$577@login.freenet.columbus.oh.us>
Source record: 128524

Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:
: In article <5ckjsc$cil@login.freenet.columbus.oh.us>,
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
: >
: >TOS is what makes the ST GO.If you restrict distribution you force
: >programmers to programme for TOS 1.0!

: Please explain what forces me, with TOS 2.06 and 3.06, to program for TOS
: 1.0 - so far, I haven't written anythign that won't run on TOS 1.0, but I
: also included hooks to check which version of TOS I am running under, and
: use the "new" features if they are available.

It's more a matter of older porgrammes not working with newer TOSes.
There are many games which work with TOS 1.0 that break with newer TOSes.

: Only an incompetent is restricted to TOS 1.0 programming; or someone who
: didn't bother to (a) upgrade his TOS or (b) register as an Atari developer.
: In fact, while he would not be able to test the results, it is perfectly
: possible for a programmer using TOS 1.0 (or even 0.98!) to write software
: that takes advantage of later versions. And there's hardly a lack of people
: willing to test such software - look at the traffic in here.

It would be easier if TOs were on disk so that you could switch between
TOS 1 and 3.The point is that since it can only be (legaly) on ROM,it's
time consuming to switch between versions.
--
The Doctor

# 2336. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d59r8$u6@login.freenet.columbus.oh.us>
Source record: 128525

Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:
: In article <5ckhhe$b8h@login.freenet.columbus.oh.us>,
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
: >
: >Rich Tietjens (atari@teleport.com) wrote:
: >
: >: >dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
: >: >
: >: >>How would I delete more than a single line with PICO!?!
: >: >>(PINE's editor)
: >: >
: >: >Change the editor to vi.
: >
: >: Or use the Pico "block" command (control-shift-6).
: >
: >If you mean the ^^ command,it doesn't work!
: >(I've just tried)

: It works for me when I use a dial-up connection; if I try it via Telnet,
: however, it locks up my terminal, so apparently it's more than a bit quirky.

Well even whan I call directly,I'm calling a "terminal server" which
telnets the REAL Freenet.So that could be it.
--
The Doctor

# 2337. Re: WHAT IS AN ATARI ST/FALCON!!!!????

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5a1c$1pc@login.freenet.columbus.oh.us>
Source record: 128526

Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:
: In article <Pine.BSI.3.95.970128114111.8737A-100000@usr04.primenet.com>,
: Katherine L Ellis <kellis@primenet.com> wrote:
: >
: >People, people, I have something to say there.
: >what about pc sucks!
: >why ?
: >coz my pc 286 8 mhz sucks. I can not run anything interesting.
: >thus pc sucks.

It's a business machine,It's supossed to be useful,not FUN.
That having been said,there are many arcade style games that you could
run.Also text games.(with COLOUR!)

: >WHAT IS THAT????
: >Atari is not the STf anymore!!!
: >SO, please...

: It's still an advocacy issue. Very boring.

It's not any kind of issue.It didn't make sense!
--
The Doctor

# 2338. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: !ynoT
Message-ID: <32f725dc.28232122@news.airtime.co.uk>
Source record: 128527

On Mon, 3 Feb 1997 13:49:35 GMT, ceebti@cee.hw.ac.uk (Brian Thomas
Innes) wrote:

>>Does anybody know what's going on with Bad Mood at the moment?
>>Will there be a new release ?

> Similarly, what is happening with Kill Things (Doom clone for STFMs)?

Looks like kill Thing has been killed off, the author is tidying up
the source to the game and the level maker and releasing it into the
public domain if anyone wants it, all in assembler I think?

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

## 2339. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5bn3$9h5@login.freenet.columbus.oh.us>
Source record: 128528

please@no.spam.mail.here (please@no.spam.mail.here) wrote:
: *Hi Daniel*, on 29 Jan 97 you wrote: ...respect, brethren

: d>
: d> Frank Charlton (frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk) wrote:
: d> : <!ynoT> wrote:
: : >> Is it illegal to copy and pass to someone a Tos Image? if so then who
: : >> would be the injured party? ie: who owns the Copyright ?
: d> : Of course it is. Whether Atari themselves exist or not, copyright is
: d> : still valid for something like 50 years unless Atari were to place
: d> : TOS in the public domain.
: d>
: d> Which,of course,is utter rubish!

: Eh?

: d> TOS is what makes the ST GO.If you restrict distribution you force
: d> programmers to programme for TOS 1.0!

: Eh?

: d> Rather than that,they'll probably just make it so it won't work with
: d> old STs or they'll violate the OS like everybody does on the PC.

: Eh?

: d> Look at the Atari,DOS usually came on a game disk (depends on the
: d> game), and always with a new disk drive. And while the OS was in ROM,it
: d> was a cartridge that could easily be swapped out.

: Eh?

: d> The newer XL didn't have the cartridge ROM OS,but it had RAM under the
: d> ROM which meant that you could load OSes from disk.Even better!!!

: Oh, I see!

: d> I assume that TOS is re-locatable,so I assume you can load other TOSes
: d> even on a machine with TOS built-in.(but it's kinda huge)
: d> Isn't there a OS that's like TOS but with no multi-tasking or anything
: d> else to get in the way?
: d> Of course games probably wouldn't work with it.The same problem occured
: d> with the atari but Atari corp. simply distributed a disk with the old
: d> OS on it.(don't know how much it was,though)
: d> And "translator" OSes are available from PD/shareware sources,as well.

: You are a little bit out of date, unfortunately. You are talking about the
: Atari Classic 8-bit machines, with their disk-loadable DOS 3, DOS 2.5 and the

: replacements of SpartaDOS etc. This is not for the Atari ST, which is a
: 16-bit, Motorola 68000-based machine, with TOS in ROM for 991f its life

The Atari also kept the OS in ROM.It's just that the original OS was out
there for everybody with a modem.

The ST also stores DOS in ROM.
(but aren't there alternative DOSes that you
can load.There must be if you want to read a CD)
--
The Doctor

# 2340. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5bbh$7md@login.freenet.columbus.oh.us>
Source record: 128529

Frank Charlton (frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk) wrote:
: Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:

: > : Of course it is. Whether Atari themselves exist or not, copyright is
: > : still valid for something like 50 years unless Atari were to place TOS
: > : in the public domain.
: >
: > Which,of course,is utter rubish!

: Oh, is it? So you're telling me that the dialog which shows up from the
: 'Desk' menu doesn't claim that TOS is (c) Atari Corp.?

Just because it's copyrighted doesn't mean that Atari couldn't let it be
distributed freely.

: > TOS is what makes the ST GO.If you restrict distribution you force
: > programmers to programme for TOS 1.0! Rather than that,they'll probably
: > just make it so it won't work with old STs or they'll violate the OS
: > like everybody does on the PC.

: So by your argument, MSDOS isn't copyrighted to Microsoft, since it's
: what makes the PC 'go'? What the hell makes you think programmers would
: program for TOS 1.0? TOS upgrades were always freely available from
: Atari dealers, in chip form. That's not 'restricting distribution', is
: it?

Yeah but since it's on disk,you can just boot up a new version.
Plus it's easier to copy!(copyright or not)
In school we used to copy the latest version of ProDOS all the time.
No one gave it a second thought.Or a first thought for that matter.
Since it came with the computer anyway.

: > Look at the Atari,DOS usually came on a game disk (depends on the
: > game),and always with a new disk drive. And while the OS was in ROM,it
: > was a cartridge that could easily be swapped out.

: What the hell has that to do with the issue of copyright? Absolutely
: nothing.

Well,nothing.The point is that it was distributed all over the place.
Of course DOS was copyrighted,but that didn't seem to stop game designers
from including it.(Atari was probably happy that they were suporting DOS
rather than bypassing it)

: > I assume that TOS is re-locatable,so I assume you can load other TOSes
: > even on a machine with TOS built-in.(but it's kinda huge) Isn't there a

: Ah... the keyword - assume. Do you have any experience of the ST series,
: or are you basing your 'this of course is utter rubbish' comments on
: experience of the 8-bit machines?

uh,the Atari OS was not re-locatable.

If TOS isn't relocatable,then how do you boot off of disk.Do you have to
replace your TOS chips with RAM chips?!?

: None of this has anything to do with my reply - which was that TOS is
: (c) Atari. It is. Period. People copy it, create images, run emulators
: and lots of things - but it's still copyrighted.

Of course the OS has always been stored in ROM from the beginning.It's
just that it never changed that much.And most all computers put RAM under
the ROM so that you could use a RAM OS.
On the Apple and Atari,you could load the old OS if you needed to.
(on the Apple,BASIC was part of the OS ROMs)
I dun't know if the Commodore OS ever changed.
(but it had RAM under the "kernal ROM" just in case)
--
The Doctor

## 2341. WTB: Atari hardware

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: slides@iabodia.com
Message-ID: <32f631f3.1206539@news.citynet.net>
Source record: 128530

Re: Atari Computer Parts

Please Help us !

We have a collection of Atari Mega ST, Falcon & TT Computers.
We need some spare parts.

Please note those that you have and or can get,
approx. price and estimated delivery date.

Please make these notes / codes to list below:

St in Stock
Ord can Order
/ 5 Deliver Time in days
$ 30 Price plus shipping

$ Price Capacity Order Code (from above

Atari Falcon
Internal Hard Drive, 20 MB or greater
__ MB
Internal Power Supply
Memory Expansion Socket
16 MB Memory Expansion
Screen Blaster or Overscan
to increase the screen resolution

Atari TT Computer
Internal Hard Drive, any capacity, also compatible with Mega STE
Hard Drive Interface Card
Internal Power Supply
Screen Blaster or Overscann
to increase the screen resolution

Atari Mega STE
4 MB Memory Simms Set
Hard Drive Interface Card
Internal Power Supply

Mega ST Computer
Replacement Supra Internal Hard Drive

Stand alone Hard Drive for an Atari ST computer
state capacity & price

Atari SLM 605 Laser Printer or equivalent Epson
Toner Cartridge Laser Drum Action Laser Printer

Parts

Phil Townsend
Elden Computers
PO Box 3201
Charleston WV 25332

tel 304 344-2335 fax 304 344-4764
e-mail slides @ abodia. com

## 2342. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5c1g$ata@login.freenet.columbus.oh.us>
Source record: 128531

```
please@no.spam.mail.here (please@no.spam.mail.here) wrote:
: *Hi Frank*, on 30 Jan 97 you wrote: ...respect, brethren

: FC> Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
: FC>
: >> : Of course it is. Whether Atari themselves exist or not, copyright is
: >> : still valid for something like 50 years unless Atari were to place TOS
: >> : in the public domain.
: >> Which,of course,is utter rubish!
: FC>
: FC> Oh, is it? So you're telling me that the dialog which shows up from
: FC> the 'Desk' menu doesn't claim that TOS is (c) Atari Corp.?

: Don't panic, Frank. I belive he thinks that we are talking about 8-bit
: Atari's with their disk-loadable operating systems. He's just more out of
: date than Sinclap...

From what people have told me,the ST could also load the OS from disk.
Perhaps I mis-spoke...

hmn,think you .sig is big enough?

: # Regards, Harry Sideras - UK Association of Atari User Groups #
: *#*#*#*
```

# 2343. Re: WebSpace HTML browser: PPP layer snapshots

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <854992196_OASIS_@flinny.demon.co.uk>
Source record: 128532

In article <5d3cdb$dpu@belzebul.imaginet.fr>
oxo@imaginet.fr (Zork) said:-

>The PPP layer for WebSpace arrives: PPP link.
>You can take a look at the snapshots of the preview
>at the following adress:

Will there be an online demo version of webspace.. ?
I for one would like to have a play with it online before I even think
about spending money on it.. a demo version without the online
capability is like a demo of a hard disk defragment program which
doesn't let you defragment your hard drive imho..

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

# 2344. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5c96$bsv@login.freenet.columbus.oh.us>
Source record: 128533

Frank Charlton (frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk) wrote:
: please@no.spam.mail.here <please@no.spam.mail.here> wrote:

: > Don't panic, Frank. I belive he thinks that we are talking about 8-bit
: > Atari's with their disk-loadable operating systems. He's just more out of
: > date than Sinclap...

: I gathered that from the rest of his posting, which is weird considering
: we're in comp.sys.atari.st rather than .8bit ;)

The point is that Atari shouldn't restrict the OS&DOS.
Obviously the ST just threw away the Atari technology rather than building
on it.(The Amiga almost seems like a sequel to the Atari)

Just look at the similarity of the 2600 to the Atari.
--
The Doctor

# 2345. Re: WebSpace HTML browser: PPP layer snapshots

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5d5e38$b3a@mn5.swip.net>
Source record: 128534

In article <854992196_OASIS_@flinny.demon.co.uk>, Nick@flinny.demon.co.uk says...

>Will there be an online demo version of webspace.. ?
>I for one would like to have a play with it online before I even think
>about spending money on it.. a demo version without the online
>capability is like a demo of a hard disk defragment program which
>doesn't let you defragment your hard drive imho..
>

I fully agree, and i have also told Oxo this, but they dont answer
E-mail it seems. I will not buy a browser i cant test online with
the Demo.

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 2346. Re: ST Mouse

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32F62DAC.15FB7483@fir.fbc.com>
Source record: 128535

You can buy an Atari ST mouse from Bruce at B&C Computervisions, they stock EVERYTHING ATARI.

408-986-9960

Curt

# 2347. Re: HELP! ATARI PRODUCTS IN BAY AREA?

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32F62D56.794BDF32@fir.fbc.com>
Source record: 128536

B&C Computervisions is in Santa Clara (about 5 blocks from the old Atari building) 408-986-9960, they have a store front and they deal totally in Atari.

Curt

# 2348. Re: ST Mouse

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32F66488.34CF@cfcsc.dnd.ca>
Source record: 128537

KPlatko wrote:
> I am new to the Atari Realm again, and am looking for a mouse for my
> 1040 ST, If anyone knows where I can find one, I would be deeply
> apreciated if you let me know. Thanks in advance.
> -Kevinlook for amiga mice. they may have a switch on the bottom to ,select
between Amiga and ST emulations. I don't know where you are but you
could try:
Computer Direct, 10338-59 Avenue, Edmonton, Alberta, Canada. T6H 1E6
e-mail: info@compdirect.com Info and Support:(403)496-2488
24 Hour Fax Line:(403)496-2489 Toll Free Orders:(800)547-9203
Visit us on the Internet! http://www.compdirect.com

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 2349. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5hot$9la@login.freenet.columbus.oh.us>
Source record: 128538
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

William Fisher (blackat@direct.ca) wrote:
: > Get a grip guys... I was once an Atari User and all I had to look
: > {lots of drivel deleted}
: > So in the meantime let's GET OVER IT. And use the machines of today
: > and quit wasting time and bandwidth and being hopeless romantic's
: > towards people who didn't really give a shit about you or me, or
: > anyone..except how to make a buck a run like a petty mugger off the
: > street...

Seeing as my only working system is the atari,I think not.

: > Reply's EXTREMELY welcome...
: >
: > Shellac...

: I suppose you could go play in comp.sys.ibm or comp.sys.mac for a while
: couldn't you?

At least on the IBM,you can just stick to MS-DOS.

: And before you tell me to go get a *real* machine I happen to own a
: P-120mHz and I do
: use Win95. I was also a programmer on both the AtariST and the Atari-8bit
: and let me
: tell you what a *NIGHTMARE* it is programming for Win95. GEM was baby-talk
: compared to
: the stupid API calls Win95 has and all the patches you need and the stupid
: format of the
: calls (half the system calls are derived from Pascal, the original language
: Windows was
: programmed in).

Johosephat!
Windows was writen in a LEARNING language?
Pascal was just created to start out in.It doesn't even have a command
equivilant to BASIC's POKE!!!
And people wonder why I hate it.
Like that little tiny window that you have to pick a file from when a
programme asks you for a file.
(this is built into Windows so EVERY programme will show this)

: I thought the post was quite interesting since I did not know that Atari
: Corp had
: 'officially' left us. But the important thing is that there are still
: people who

: enjoy using the machines and if it's good enough for them then why should
: they go out
: and spend 1000's of $$$ on an IBM or Mac?

For DOOM,what else!

--
The Doctor

# 2350. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d5gci$akk@ornews.intel.com>
Source record: 128539

In article <5d59gs$sha@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>
>: Hmmmm, did you ever actually see an Atari ST?
>
>I used one to write my messages on this newsgroup!
>Of course I accidently deleted PINHEAD,so now the ST starts up with NO
>memory.So now I'm using the Atari.At least it's small enough to put in
>your lap.

Uhhmmmm... Pinhead has nothing whatsoever to do with how much RAM your ST has - all it does is speed up program loading, by eliminating the "let's test all the RAM when we run so we'll know what's available" function (for the moment, I'm drawing a blank on what that's called "officially").

If your ST starts up with no RAM, you have either far too many AUTO folder programs and desk accessories (and you can't have more than 6 of those active no matter how hard you try under normal TOS), or you have a hardware problem.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

## 2351. Atari STuff for Sale (and More...)

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: srapp@chattanooga.net
Message-ID: <5d3l50$5q1@news.chattanooga.net>
Source record: 128540

For Sale:

#1 Atari Falcon 030
4MB RAM
85MB Hard Drive
68882 Math Coprocessor Installed
Reno 2X SCSI CD-Rom Drive
Screenblaster

#2 Atari 1040ST
720K internal floppy
Megafile 30 Hard Drive

#3 Roland MT-32 External MIDI Module

#4 Golden Image Hand Scanner for ST
Migraph Touch-up Software

#5 Atari Lynx II Handheld Video Game
AC Power Adapter
12V Car Adapter
Lynx Multiplayer Cable
Games: Battlewheels, Checkered Flag, Crystal Mines II,
Dracula, Rampart, Robotron 2084, Steel Talons,
Viking Child

#6 Sony Pyxis IPS-360
Global Positioning System

Interested parties send email to: srapp@chattanooga.net

## 2352. "Family Tree" type program?

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: fried@achilles.net
Message-ID: <5d5grt$aeg@hermes.achilles.net>
Source record: 128541

Can anyone reccomend a family tree type of program in which, along with text, one can include pictures(ie. of your relatives)? Thanks Mark Friedman

# 2353. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5i9t$cfd@login.freenet.columbus.oh.us>
Source record: 128542
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

Alastair J. Houghton (ajh8@doc.ic.ac.uk) wrote:
: Shellac wrote:
: >
: > On Tue, 14 Jan 1997 23:29:54 -0700, InfoMan <infoman@poboxes.com>
: > wrote:
: >
: > >Did you hear anyone say "Goodbye"?
: > >================================
: > >by Donald A. Thomas, Jr. (10/4/96)
: > >
: > >It's odd to imagine an institution, which was as big and as powerful as
: > >Atari
: > >once was, [Snip big over-melodramatic Sap Letter]
: >
: > Get a grip guys... I was once an Atari User and all I had to look
: > forward to was a lack of software, non-existant tech support, buggy
: > operating systems (TOS Ring a bell?) and always wanting to do what the
: > Mac and IBM (Not to mention AMIGA) could do..never really achieving
: > it. The real Evil was the Tramiels who couldn't get off their fat
: > white asses and market the machines they produced properly, or for
: > that matter at least care about their customers... I think when I had
: > to send away money for a floppy cable from Britain is when I woke up
: > and grabbed a clue... A big blue clue... So Windoze (and still isn't)
: > as bug free as they said it is. Well, you're dead wrong if you think
: > that TOS was some big model of perfection...Far from it.

Well,if you're going to buy everything new!
I always buy used from thrift shoppes and flea markets.

: No... but it's nicer than Windoze any day of the week. What you don't
: seem to understand is that all the extra functionality that you see in
: Windows is written into each an every application. For example, OLE.
: This is not some complex OS feature, but a standard communications
: interface implemented in many major programs.

Are you sure that it's not built into DLL files rather than the programme
files themselves?

I thought that OLE was a file format,not inter-process comunication.

: Also, Windows is a *PIG* to program, mostly due to the
fact
that, : unlike TOS (which seems to be unique in this respect), there's no
: systematic function naming (e.g. in GEMDOS, all file functions start
: with an "F", and all memory functions with an "M"). Under Windows,

: it's pot luck whether you even find the damn function you were looking
: for.

uh,that's really a matter of what programming language you use.The
functions aren't really named anything.

As for "file functions",Windows doesn't have any.That's what DOS is for.

: > In my opinion, the Jaguar was a hastily produced, crappy fragile
: > machine that was once again marketed half-assed with games that looked
: > like 2nd generation Genesis and SNES titles... Pretty sad for a
: > so-called 64-bit machine.. And here's a correction... The Jaguar was
: > one 32-bit and 2 16-bit Symettric multi-processors. There is nothing
: > 64-bit about the jaguar at all. Except if you add the processors's
: > together, which is one big cop-out.

: You're right, the Jaguar was hastily produced, and some of the games
: were rather... well, SNES-like... However, it *was* a 64-bit machine.
: The Jaguar has one MC68000 (16/32-bit), four 64-bit RISC processors,
: three of which are more or less completely dedicated to graphics, but
: could probably be used for processing as well, and one 32-bit RISC
: DSP chip to handle the sound subsystem.

: The 68000, contrary to popular belief (proliferated by the rather
: anti-Atari console press) is only actually used to process I/O, such
: as the joypad, and for "housekeeping tasks" - I assume this includes
: little things such as clocks.

I never did get a Jaguar!
And I have many,many different game systems and computers.

: > The only hope for Atari is that they don't lose even more money, or
: > for humanity's sake, the Tramiel's going into business again... I'd
: > certainly hate to see market share for another company jump from
: > thriving to downright pathetic. Monkey's could have managed Atari
: > better. BILL GATES could have managed Atari better...

: No - this is unfair. Bill Gates could probably have managed Atari
: better, but Atari was failing anyway; the major problem that they
: had was that the press were largely against them, resulting in the
: entirely juvenile behaviour of a large portion of their potential
: market (the "Oh - it's an Atari - well, it must be cr*p then"
: syndrome). Monkies, however, could not have managed it better. The

Why did the press hate Atari?

: Tramiels have actually done quite a good job; although you probably
: don't realise it, the Atari 2600 games system was the most popular
: console ever.

I concur!
--
The Doctor

## 2354. What books are good for

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <2c0_9702031415@conchbbs.com>
Source record: 128543

```
h > I want the learn the ins & outs of programming my Falcon in
h > assembler. Would anyone recomend a good bood on 68k
h > programming in assember or 68030 in assembler? A book that is
h > still in print specific to the Atari would be nice but not
h > required.

You will need at least 2 books: one on 68K assembler (such as 68030
Assembly Language Reference by Steve Williams, Addison-Wesley. 1989)
and one (or more) on programming the Atari (such as The Atari
Compendium by Scott Sanders, SDS Publishing, 1993). The Abacus
series (especially Tricks & Tips) would be useful for examples.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

# 2355. Re: Someone get the $125.00 MSTE?

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32F62C6D.446B9B3D@fir.fbc.com>
Source record: 128544

Actually Rob,

In a sense I am jumping ship on TOS and moving, yes the Mega STe sold super quick, I'm STILL getting mail and I wish I could delete that post. The reason I want a TT030 is that I am in touch with an old Atari programmer who work on the TT030 Unix team, he's sending me a finished copy of Atari Unix System V which is what the TT030 was originally designed to be used for, but I'll have dual HD's, one for Unix, one for TOS :)

Curt

## 2356. ST emulation

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32F67F23.2E10@cfcsc.dnd.ca>
Source record: 128545

Eberhard Haensler wrote:
> My ATARI ST (TOS 1.2) wants to retire.
> Where can I find an emmulator running on DOS or WINDOWS 95?
> THe operating system (TOS) must be included.
> Thanks and regards,
> E. Haensler

for MagicPC try (German)
http://cip2.e-technik.uni-erlangen.de:8080/hyplan/lafreund/magicpc.html
for TOS2Win try
http://www.aixit.com/tos2win/info.htm
for STiMul try
http://www.micronet.fr/~tenabis/anglais/qaemu_an.htm
for GEMulator try
http://www.emulators.com/
for any other emulation go to Matthias Jaap homepage at
http://www.hh.schule.de/hhs/computer/english/emulator.htm
fait fun!
P.S. you have no valid e-mail address!

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 2357. Re: (no subject)

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32F67ED3.C6F@cfcsc.dnd.ca>
Source record: 128546

Eberhard Haensler wrote:
> My ATARI ST (TOS 1.2) wants to retire.
> Where can I find an emmulator running on DOS or WINDOWS 95?
> THe operating system (TOS) must be included.
> Thanks and regards,
> E. Haensler

for MagicPC try (German)
http://cip2.e-technik.uni-erlangen.de:8080/hyplan/lafreund/magicpc.html
for TOS2Win try
http://www.aixit.com/tos2win/info.htm
for STiMul try
http://www.micronet.fr/~tenabis/anglais/qaemu_an.htm
for GEMulator try
http://www.emulators.com/
for any other emulation go to Matthias Jaap homepage at
http://www.hh.schule.de/hhs/computer/english/emulator.htm
fait fun!

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 2358. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d5htd$akk@ornews.intel.com>
Source record: 128547

In article <5d2m2n$cqo@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>Since the ST doesn't have a text mode,8 times as much data has to be moved
>than on a regular computer.

Actually, since a character is composed of either an 8x8 or 8x16 pixel matrix (in standard ST resolutions), the amount of data that must be "moved" is 64 times or 128 times one byte per character. However, that's misleading. In a PC with a text-based graphics display, the video adapter still has to generate that pixel matrix - it just does it internally. Keeping the data flow between the CPU and the video card low is very important in an 8086-based system, because you have only an 8 bit, 4.77 MHz bus for moving data between the CPU and the card. In the ST, you have a 16-bit, 8 MHz bus - almost 4 times as fast. Considering other overhead issues, the ST can actually be more than 4 times faster for some operations.

>And that assumes some text editor or other text programme.
>A term programme that has colour will have to move 32(!) times as much
>data as opossed to a regular computer.
>(this assumes that the ST uses planar graphics)

That's another incorrect assumption. The ST uses bit-mapped graphics.

>And the ST has a "BIOS" as well.

Well, gee, you know, any computer that DOESN'T have a BIOS doesn't have in/out capability - which makes it pretty useless for general-purpose computing.

Followups set - again.

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# 2359. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d5k3r$akk@ornews.intel.com>
Source record: 128548
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <854906708_OASIS_@jaubrey.demon.co.uk>,
jaubrey@jaubrey.demon.co.uk (James Aubrey) wrote:
>
>With the recent unfortunate news about Daron Brewood being linked with
>a porno racket on the Net, I have a few questions to ask concerning
>how the law stands. Is it illegal to download porn, keep it on your
>system, or upload it(from an external source) to say, your web page?

Laws regarding depictions of the naked human form vary from place to place,
James. In parts of the US, it's illegal to sell Playboy. In other parts,
it's illegal NOT to sell it (censorship being cited). I suppose the UK has
its own share of wierd laws regarding sex and images of it.

>I've only a few times come across pics I'd rather wouldn't have, and
>have deleted them from my system straight away. IMHO they weren't any
>worst than pics you would find in a mag, on the top shelf. Are there
>any other points to be aware of regarding this matter...? It was also
>said that Demon had been monitoring him for 2 years, are ISPs allowed
>to do this?

In the US, they are allowed to do it BUT if they reveal any information so
garnered to a third party (including law enforcement officials) without a
court order, they are violating a great number of laws. Again, the UK has
its own strange rules. I don't know what they are, but odds are good that
they are unique to your island nation.

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## 2360. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d5hh1$akk@ornews.intel.com>
Source record: 128549

In article <5d2lks$ale@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>
>Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:
>
>: The lack of a "textual display" means that it wasn't necessary to come up
>: with some wierd kludge to convert a text-based word processor into a
>: grpahics engine (like IBM eventually did, and now, some 12 years after
>: introducing the IBM PC, the average Intel-based system has roughly
>: similar capabilities that an ST had in 1984/85).
>
>Call me crazy,but text mode would probably be ideal for a TEXT editor.

OK, you're crazy. <G>

Seriously, the only time a plain-text editor would be useful for most people
is when editing batch files and config files; when writing letters it
usually is preferable to have a graphical display of boldface, italics,
underlines, and so on - which isn't possible using the IBM PC-style text
interface, without adding needless bloat to the application itself. For an
example of how to implement a word processor with the ability to
differentiate all the various text effects in a DOS-type application, see
Word Perfect for DOS - but don't complain to me when you can't remember what
blue text on a red field means.

>: I have no idea what you're attempting to say by "trying to be like
>MS-DOS." You may be referring to the file system - which was based on CP/M,
>the only

>Not really.CP/M kept the FAT for a file in it's directory entry.Since

Really. DR-DOS and MS-DOS both based their file system on CP/M - it wasn't
identical, for the reasons you outlined, but the general overview /is/
similar - which is why the 8.3 naming convention was perpetuated.

>: real "standard" there was when both IBM and Atari were selecting an
>: operating system.
>
>Are you talking about OSes or DOSes?!?

Do you know what "DOS" means?

>MS-DOS has nothing to do with CP/M.(besides having similar system
> calls,they're totaly incompatible.CP/M runs on a 8080,MS-DOS on a 8086)

Well, that's a rather awful mixture of facts and disinformation.

The type of chip that an OS runs on doesn't have much bearing on the OS architecture (although it obviously does affect which compiler you'd want to use).

The file /system/ used by CP/M, CP/M-86, MS-DOS, PC-DOS, DR-DOS, and TOS are all similar - note I did NOT say identical, just similar - for the very simple reason that, at the time all 5 of the latter were being developed, CP/M was the ONLY cross-platform OS (and file system) available - it ran on Kaypro and other brands of computer, whereas most "personal computers" of the time came with an OS that was custom designed for the computer maker, and totally incompatible with all other operating systems and file systems. In order to maintain some sort of continuity AND make it simpler for end-users to move up to the new computers, MS-DOS and its cousins retained much of the command structure and a lot of the file system used in CP/M.

>: Probably more by luck than any other way, TOS and MS-DOS
>
>Since MS-DOS is the only OS of it's kind,TOS obviously ripped it's DOS and

Really? Strange that Digital Research never knew their DR-DOS was completely different to MS-DOS, nor that IBM never realized that PC-DOS was different. Both DR and IBM advertised their OSes as compatible with MS-DOS. And at least one of the Gateway boxes I have in the lab uses PC-DOS at this very moment - and runs standard MS-DOS-compatible software.

>system call interfacing style off of MS-DOS.
>TOS's system calls are obviously set-up to look like MS-DOS ones just as
>MS-DOS's original system calls were made to be analogues of CP/M-80's.

But wait, you already said that MS-DOS is completely different than CP/M.

>(CP/M-86 came out long after MS-DOS was first created)

As it happens, I don't feel like looking this up, but the time frame was definitely contemporaneous. I was there.

>And the DOS ("file system") could only have been stolen from MS-DOS.
>No other computer (PC) would use such a useless DOS.

And you'll, of course, insist that this isn't an advocacy issue...

>: for many Atari users. IF you don't happen to like it, that's fine -
>: everyone is entitled to an opinion.
>
>But not to falsehoods!

Indeed. There's a significant difference between opinions and facts. I suspect you and Peter Sinclair-Day could have a wonderful conversation. I hope you have it in some other newsgroup.

>: But this is appraently an advocacy issue, so I have set followups.
>
>I wish you'd stop doing that.

Then stop moving this advocacy issue to the main discussion group.

Followups set.

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# 2361. Re: Running ATARI ST games on a PC

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d5k66$akk@ornews.intel.com>
Source record: 128550

In article <19970202200901.PAA11834@ladder01.news.aol.com>,
cainswo210@aol.com (CAinswo210) wrote:
>
>Is there software available for the PC which will run ST games.

Yes - but probably not copy-protected games. I suggest the TOS2WIN demo
from aixit to see what is possible.

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# 2362. Need E-mail address for COMPO

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <854987108_OASIS_@harold.eastky.com>
Source record: 128551

```
Hi All,

Anyone have the e-mail address for COMPO Software here in the states?
Reply in e-mail please.

--

E-Mail---> phantomm@harold.eastky.com
-------------------------------------
```

# 2363. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d5i94$akk@ornews.intel.com>
Source record: 128552

In article <5d2mhh$f8l@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>Since you need TOS 1 to run games.I doubt that I7ll upgrade the ROMs.

Buuuzzzzz! Wrong! There are about 3 or 4 games that simply won't run on later version of TOS. And, since you can easily use a switchable TOS stack, and restore TOS 1.0 if you ever need it, there's no good reason other than money to NOT upgrade (although, if the only reason you have an ST is to play games, there's no reason to upgrade at all).

>I'd more likely get a later TOS on disk than ROM,but that's supossed to be
>impossible.

Not impossible, just illegal.

>: NVDI stands for New VDI (VDI stands for Virtual Device Interface). NVDI
>: replaces the VDI of the ST with a much faster version. It will make all
>: your software appear to run incredibly fast compared to the normal VDI.
>: It't not just a small difference, but a _huge_ difference. NVDI also
>: supplies a SpeedoGDOS compatible outline font manager supporting Speedo,
>: Truetype and (at extra cost) Postscript fonts.
>
>I'd probably want to have more RAM before I start using RAM-based TOSes.

This has what to do with NVDI or GDOS?

>: There is no 14 line limit. If the typeface is too big to fit onscreen,
>: use a smaller typeface.
>
>You could never have it full screen since the desktop menu bar takes up a
>line.You'd think that it could do like a amiga,where the contents of a
>window can overwrite the buttons and gadgets and menu bar and such.
>(you can get a 80x25 CLI window on the Amiga with a simple ANSI sequence)

It's quite easy to get a fullscreen display in GEM as well - if the programmer thought there was a need for it. Since I get 25 lines with 80 columns in a window, with a menu bar and a status bar, and a little bit of desktop showing around the window, I don't see what the problem is, but a few of the program I have written do take over the full screen (it's easier than adding window gadgets and so on, and if I just want a program to do something soon, that's more important than making it pretty).

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# 2364. Re: Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Kim Andersen <dksoft@image.dk>
Message-ID: <VA.00000055.0017f922@kim->
Source record: 128553

> 
> 
> Well, the author is still alive (taking part in discussions in the
> maus.sys.atari.software group) and still programming (at least for
> CBHD). Your talking about Stefan Engel ?
> 

Yep, thats the guy. Though i wasnï¿½t wondering if he were still alive 8-)

Greets
Kim

## 2365. Re: cartridge drive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d5ibe$akk@ornews.intel.com>
Source record: 128554

```
In article <28263_please@no.spam.mail.here>,
please@no.spam.mail.here (please@no.spam.mail.here) wrote:
>
>Out of the ether, the following was mentioned by Rich...:
>
> RT> ... There was one cartridge ... that had
> RT> a battery-backed realtime clock, some utilities, and a bunch of
> RT> desk accessories in it.
>
>Wasn't this called something like BackPack and came from the same people as
>Fast Basic (Computer Concepts?)

That sounds about right. Probably a British product, if memory serves.

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# 2366. Re: NeST BBS Network closed (temporarily?)

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d5ifl$akk@ornews.intel.com>
Source record: 128555

In article <32f53f67.2667817@news.airtime.co.uk>, !ynoT wrote:
>
>On Fri, 31 Jan 97 14:14:51 GMT, atari@teleport.NO.SPAM.com (Rich
>Tietjens) wrote:
>
<SNIP>
>
> Rich!!!!!!! purely as a matter of feedback to your goodself :))
>
> I read Franks original post,I then read his reply to your comments on
>I think Friday,
> But your comments only arrived on c.s.a.st at between 12 01 a.m.
>Monday to 1.00 am Monday 3rd Febuary, definatly not before Monday
>12.01 a.m.

Wierd. Let's see how long THIS one takes. I suspect a slow feed via PIPEX.

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# 2367. Re: Dealers/Support

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d5jh5$akk@ornews.intel.com>
Source record: 128556

In article <19970202064000.BAA09499@ladder01.news.aol.com>,
chippy5040@aol.com (Chippy5040) wrote:
>
>Does anyone have a catalog, or know where i can get support for my ST? I
>haven't used it in years but would like to use it again. Any new info
>would be great.

See my Web page and click on the "Vendors" link.

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# 2368. Re: test

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d5irk$akk@ornews.intel.com>
Source record: 128557

In article <Pine.SGI.3.93.970201020505.15363C-100000@freenet.npiec.on.ca>,
<bcampbel@via.Starbase.Aragain.mil> wrote:
>
>On Fri, 31 Jan 1997 bcampbel@via.Starbase.Aragain.mil wrote:
>
>>
>> IF you're reading this and you know how, expand(go to full)
>> headers and send back via Sender/X-Sender and tell me where you
>> read it. I need to know if this setup is working.
>>
>Thanks everyone to my plea, my newsserver is notoriously slow in
>displaying posts and I'm a week behind here. Now, anybody know how
>to issue a cancel for Pine messages? Looks like eXclude, but docs
>are pretty thin.

copy the message-ID into the Subject line after the following words:

cmsg cancel

Add a Control: header and put "cancel" on that line followed by the
message-ID

make sure the newsgroups: header contains control and at least one of the
newsgroups where the original message was posted.

You can leave the body blank, or put some comment about why you're
cancelling.

So, your header should now look something like:

From: harry@the.bat.com
Newsgroups: control,alt.binaries.atari.d
Subject: cmsg cancel <Pine.SGI.3.93.970201020505.15363C-100000@freenet.npiec.on.ca>
Control: cancel <Pine.SGI.3.93.970201020505.15363C-100000@freenet.npiec.on.ca>
---------------------------------(body seperator)---------------------------------
Ooops! I didn't mean to say that!

You have to edit your .pinerc file to add a control header, BTW.

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# 2369. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d5j73$akk@ornews.intel.com>
Source record: 128558

In article <5cuobl$4lf$1@preeda.internex.net.au>,
johnmoon@connexus.apana.org.au (John Moon) wrote:
>
>In comp.sys.atari.st Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:
>
>: RATsoft (dormant developer, requires extra modules for Fido-style
>: networking and I dunno what
>
>Rich.....dunno where you get the "extra modules" type of thing...unless
>you mean a mailer and a tosser.....i didnt know Octopus came with it's
>own inbuilt mailer and tosser!
>
>Ratsoft 2.x already has it's own fido/qbbs style message modules included.

Ah, I stand corrected - the last RatSoft board I saw required external
modules to read fido message bases.

>But you are correct about the "dormant" developer...we Rat Sysops are
>still waiting with baited breath for Vers 3.....should be due any
>year now!

I have my own opinions about Mr. Hughey which are best left unpublished due
to libel laws (keeping in mind that legally speaking, libel can be true but
damaging to the subject };^> ).

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# 2370. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970203221346122083@tachyon.demon.co.uk>
Source record: 128559

Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:

> Just because it's copyrighted doesn't mean that Atari couldn't let it be
> distributed freely.

So why didn't you just say that instead of passing my comments off as
'utter rubbish'? All I said was that Atari owned the copyright to TOS,
and that's how you responded ;/

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2371. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970203221345122005@tachyon.demon.co.uk>
Source record: 128560
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

John S. Gray <ag352@chebucto.ns.ca> wrote:

> Had he been surfing with a pentium or whatever, presumably he might have
> been able to indulge in his kink by just browsing the images online. The
> legal complications occur when you download the images and save them.

Very true, as that would be classed as 'possession' rather than a quick
peek. Having said that, if he was using a browser like Netscape and
they'd checked his cache folder...

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2372. Re: HELP! Falcon speed problem

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970203221342121847@tachyon.demon.co.uk>
Source record: 128561

Thomas R. Mccartney <tmccartn@freenet.calgary.ab.ca> wrote:

> I have a falcon speed board which right now is safetly nestled inside my
> Falcon. The problem is that I have sold the board and I I must remove it
> from my machine. When I do the Falcon stops working. The symptoms are

You probably forgot this, but you will have removed a small jumper from
the Falcon's internal expansion port when you fitted the FalconSpeed
board. Without the jumper, the Falcon won't boot. Unfortunately I don't
have my Falcon handy so I can't tell you which pins need the jumper -
but I'm sure someone else in here will do such a thing ;)

Anyone fancy popping their Falcon's lid to help Thomas? or for that
matter, anyone who has an Expose digitiser can look it up in the manual.

ATB, Frank.
--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2373. Re: NeST BBS Network closed (temporarily?)

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970203221344121933@tachyon.demon.co.uk>
Source record: 128562

<!ynoT> wrote:

> I am on Airtime.co.uk who get there newsfeed through PIPEX?

Say no more, then! <g> Rich's post arrived on Demon's server about 6
hours after he posted - a minor miracle, considering Demon's recent
record ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2374. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970203221340121718@tachyon.demon.co.uk>
Source record: 128563
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

<!ynoT> wrote:

> IMHO that was well out of order, you are presuming far more than has
> already been said, the person in question has NOT been linked with
> porno on the net at this time?

Well said, Tony. It's wise to remember that the person in question is
*innocent* until proven otherwise in a Court of Law.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2375. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d5j1k$akk@ornews.intel.com>
Source record: 128564

In article <5d0rkf$9i2$1@mhadf.production.compuserve.com>,
J. R. Lensbower <72074.2542@CompuServe.COM> wrote:
>
>Yes, my vote is for FoReM for the BBS program of choice for the ST!
> (PayBax BBS 302-836-4816 Node 307)

Not to knock FoReM (Ricky Moose was always one of may favorite people!), but it should be noted that FoReM is long out of support, that fnet is shrinking daily, and that adding Fido capability (or Internet capability, for that matter) is going to be nearly impossible, with the author of FIFO out of the Atari scene.

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----------ftp://ftp.teleport.com/users/atari----------

# 2376. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d5jmo$akk@ornews.intel.com>
Source record: 128565

In article <5d5c96$bsv@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>
>Just look at the similarity of the 2600 to the Atari.

I am afraid, Daniel, that you have spelt your own name incorrectly. You
seem to have left the "less" off the end.

Welcome to my killfile.

<*PLONCK!*>

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

## 2377. STiK oddities/questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <5d5ikb$1jt@freenet-news.carleton.ca>
Source record: 128566

Hi! I have StiK connecting, and I am able to run CAB, and retrieve pages. I do not seem to be able to get any of the other packages to work. Finger always gives errors, telnet never seems to get connected, and antmail and newsie never connect to the servers. I am running the latest Stik. Could it be the packet sizes and MRu that I have selected?
--
Mark Montreuil (ai066@freenet.carleton.ca)
World Wide Web (WWW) page creation/consultation and posting
http://www2.magmacom.com/~montreum/index.html and megaste.html

# 2378. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32F68211.7815@cfcsc.dnd.ca>
Source record: 128567

Daniel Klugh wrote:
> It would be easier if TOs were on disk so that you could switch between
> TOS 1 and 3.The point is that since it can only be (legaly) on ROM,it's
> time consuming to switch between versions.
> --
> The Doctor

I'm not sure about that.
It may be a legal requirement for you to _own_ the ROM's, onve owned
could you not then use the TOS image from those ROM's?

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 2379. Re: WebSpace HTML browser: PPP layer snapshots

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970203221348122161@tachyon.demon.co.uk>
Source record: 128568

J Kock <kock@kockens.pp.se> wrote:

> I fully agree, and i have also told Oxo this, but they dont answer
> E-mail it seems. I will not buy a browser i cant test online with
> the Demo.

They've never answered mine - including quite a few where I asked them to remove an image of mine from their older web pages as they used it without permission :/

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2380. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5d5ols$7h9@scanner.worldgate.com>
Source record: 128569

skr@dcs.ed.ac.uk (Steven Rodgers) wrote:
>In article <5co8u8$l1p@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>> skr@dcs.ed.ac.uk (Steven Rodgers) wrote:
>> >Does anyone have any info on the Baracuda Falcon 040 board?
>> >
>> >--
>> >
>> >:=----+Steve.
>>
>> Doesn't exist, probably never did exist. Vapourware.
>>
>> Afterburner 040 does exist though.
>>
>>
>> All the best,
>> Chris @ Computer Direct
>>
>>
>>
>Does exist - I know somebody who has one.
>--
>
>:=----+Steve.

A Barracuda or Afterburner? Barracuda has been promised in two weeks for
four years now. About two years ago, Wizztronics announced it was scrapping
the Barracuda in favour of hawk, an 030 card which has been in final beta
for two years now.

If you know somebody with a Barracuda, then perhaps you should ask him
for information on it and share this info with all of us. I am sure
many would be interested in hearing about it.

All the best,
Chris @ Computer Direct

# 2381. Re: WebSpace HTML browser: PPP layer snapshots

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: oxo@imaginet.fr
Message-ID: <5d5okq$39p@belzebul.imaginet.fr>
Source record: 128570

kock@kockens.pp.se (J Kock) wrote:

>I fully agree, and i have also told Oxo this, but they dont answer
>E-mail it seems. I will not buy a browser i cant test online with
>the Demo.

Yes there will be an online version demo but maybe limited to the
access of the OXO web site.

regards
Pascal Barlier

# 2382. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970203221339121616@tachyon.demon.co.uk>
Source record: 128571
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

James Aubrey <jaubrey@jaubrey.demon.co.uk> wrote:

> With the recent unfortunate news about <NAME CUT> being linked with
> a porno racket on the Net, I have a few questions to ask concerning
> how the law stands. Is it illegal to download porn, keep it on your
> system, or upload it(from an external source) to say, your web page?

AFAIK, it's illegal under the Obscene Publications Act in the UK to have any pornographic material in your possession, no matter how it's stored. The illegality obviously doesn't include topless or nude photos, and begins with anything depicting the sexual act.

> have deleted them from my system straight away. IMHO they weren't any
> worst than pics you would find in a mag, on the top shelf. Are there

If you're talking about the sort of nudes you see in mags like Playboy or lower-end junk like Razzle, then you should be OK.

> any other points to be aware of regarding this matter...? It was also
> said that Demon had been monitoring him for 2 years, are ISPs allowed
> to do this?

I'd take that with a pinch of salt. Demon have always made a stand against Internet censorship, and I doubt they would do so without a High Court order. I also can't believe that the UK Police would monitor an individual's internet access for such a long period of time, either.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2383. Re: Adding SCSI Devices

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn5f9p3l.v5h.mlake@melake.erols.com>
Source record: 128630

>: I was finally able to get the system to recognize the scanner attached to
>: the external SCSI port thanks to Rich Tietjens. I was using SCSI ID 6 for
>: the scanner which the ICD Link II uses which I have attached to the ACSI
>: port. Once I changed the SCSI ID on the scanner to 5 the system recognized
>: it fine.

>Hmmm...does this mean that one can't have identical device numbers on the
>ASCI and SCSI buses? If not, why not? Aren't they completely separate
>subsystems?

From what I gather, the SCSI host adapter attached to the ACSI port needs to
have one of the 8 (0-7 ?) allowable SCSI IDs. The Link uses the ID of 6. A
chain of SCSI devices can be attached to the Link and all the I/O to these
devices goes through ID 6 which the system handles. None of the other main
SCSI devices (those attached to the external SCSI port) can use the ID of 6.

--
Marshall Lake - TEAM Software - mlake@melake.erols.com
http://melake.erols.com http://melake.erols.com/~team
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

# 2384. ST Software FS

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn5f9pvv.v5h.mlake@melake.erols.com>
Source record: 128631

Atari ST Software for sale (all come with docs unless otherwise noted):

The Gold of the Aztecs $5
Oids $5

All the rest are 2 for $5 or 1 for $3:
Kings Quest II
Vampire's Empire
Black Lamp
Targhan
Anarchy
Lost Dutchman Mine
Terrapods
Baal
Warlock
Defender of the Crown (no docs)
C.O.L.R. Object Editor (docs on disk)

Please add $1 per order to help cover shipping.

--
Marshall Lake - TEAM Software - mlake@melake.erols.com
http://melake.erols.com http://melake.erols.com/~team
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

# 2385. WebSpace HTML browser: PPP layer snapshots

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: oxo@imaginet.fr
Message-ID: <5d3cdb$dpu@belzebul.imaginet.fr>
Source record: 128632

```
Hello

The PPP layer for WebSpace arrives: PPP link.
You can take a look at the snapshots of the preview
at the following adress:

http://www.oxo.ch/altern/home.htm

bye

Pascal Barlier
```

# 2386. FS: TTM195 19" Monitor for TT030 $200

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-0302971643360001@i443.oro.net>
Source record: 128633

New price. I just sold my TT030 so I decided to reduce the price on the TTM195 to $200 plus freight. Great condition. Original box with shipping buns also.

Tom

## 2387. FS: ATARI 520STFM with 720K drive $20+ Shipping

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: ccrok@netway1.mdc.net
Message-ID: <32f93ad4.374936@news>
Source record: 128634

520 STFM with extra 720K Drive with original box and docs. Also
included in a Practical Solutions monitor cable to allow the machine
to be used witha composite monitor. $20 + shipping from
Massachusetts.

# 2388. Re: ET4000 upgrade HELP!

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Jonas Andreasson <jonas.andreasson@mbox2.swipnet.se>
Message-ID: <32F54A50.6135@mbox2.swipnet.se>
Source record: 128635

Mark Duckworth wrote:
>
> I plan to put in an et4000 card to my Mega ST. It seems somewhat straight
> forward and requires the card and a lot of wires :) It uses the Mega BUS but
> I don't know all that much about the upgrade because it is in German
> instructions and has Platine files (what is platine?). Can someone give me a
> better idea of what this upgrade is and how hard it is and what work is i
> involved?? Thanks.

My German is probably as bad as yours :( , but I think 'platine' is PCB
and the files are the PCB layout(s)?

J.

# 2389. Re: NeST BBS Network closed (temporarily?)

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: !ynoT
Message-ID: <32f53f67.2667817@news.airtime.co.uk>
Source record: 128636

On Fri, 31 Jan 97 14:14:51 GMT, atari@teleport.NO.SPAM.com (Rich
Tietjens) wrote:

>>I am sorry to say that until other arrangements can be made,
>>NeST is closed.

>That's easily the most ridiculous thing I've ever read! If there's anything

Rich!!!!!!! purely as a matter of feedback to your goodself :))

I read Franks original post,I then read his reply to your comments on
I think Friday,
But your comments only arrived on c.s.a.st at between 12 01 a.m.
Monday to 1.00 am Monday 3rd Febuary, definatly not before Monday
12.01 a.m.

It seems strange that Franks post arrived, his comments to your
comments arrived, yet your actual comments posted by you on Friday,
only arrived at just after midnight Sunday/Monday

Alright the problem could be at this end,( no suprise) but just
thought you may like to know,

I am on Airtime.co.uk who get there newsfeed through PIPEX?

This post is intended as feedback only, anyone passing comment as
otherwise (lesley) are sad gits .......;-)

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 2390. Re: ISDN on a TT?

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f55e54e443f0@sn.no>
Source record: 128637

On Sat 01-02-97 19:41, Martin Byttebier (Martin.Byttebier@ping.be) wrote:

>Hello world
>
>I just wondering if it is possible to use ISDN on a TT. What do I
>need?
>Will programs like Oasis 1.35E and CAB (under mintnet) works?

I don't know much about ISDN so I can't really answer those questions, but
I did read in a magazine ("ST Computer" Jan-97) that an ISDN board was
available for all Atari computers, so I guess that includes the TT as well
then!
It's available from Hard & Softwareentwicklung N. Wieczorek
Try the following web page:

http://members.aol.com/NorWiecz/index_e.html

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2391. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E50Est.8AJ@iglou.com>
Source record: 128638

John Moon (johnmoon@connexus.apana.org.au) wrote:

: Ratsoft 2.x already has it's own fido/qbbs style message modules included.

That reminds me... I was looking for the FidoDoor program, but so far,
haven't been able to find it. Where would this be found?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 2392. Re: Gemulator Classic

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E50F7y.9pA@iglou.com>
Source record: 128639

Tom (the.northerner@awinc.com) wrote:

: If you don't have the virtual hard drives, you probably should take that
: stuff out of the .ini file. The virtual hard drives should be able to be
: had from the old Gemulator Windows 95 demo, which can be found here:

Thanks for the mention of the URL. However, people in the
comp.emulators.misc group are asking about it, since Darek's place doesn't
have the file that the swipnet place has. You have to run it, get the .vhd
files, then go from there. At least some of us don't have Win95. I don't.
Not all of us want to download a large file to get to the virtuals.

: I just received an e-mail from Darek Mihocka that he would be posting
: complete instructions soon

Right, but how soon is soon? We've all already figured this out, way
before he even decides to post it. Heck, I could even go so far as to
write a FAQ file telling how to install it and send it to him. Then
depending on his mood of the day, he'll either blast me for doing that or
say thank you.

What the heck... I'll go ahead and write it. I've already started doing
it, anyway. Any takers for me to post it? As we all know, it's going to be
a work in progress.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 2393. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <5d3tg2$phs@News.Dal.Ca>
Source record: 128640
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

References: <854906708_OASIS_@jaubrey.demon.co.uk> <32f51208.14681945@news.airtime.co.uk>
Organization: Chebucto Community Net

The civill libertarian in me gets quite annoyed at all the hue & cry.
Here in Canada a fellow was busted for possession of porn (apparently he
was into 13 year old males) when the cops raided his hard drive and
found the images he downloaded. He was using a text-based LYNX/PINE/TIN
server via a freeNet. He would therefore have had to downlosd the files
and view them off-line.

Had he been surfing with a pentium or whatever, presumably he might have
been able to indulge in his kink by just browsing the images online. The
legal complications occur when you download the images and save them.

# 2394. Re: GDOS Fonts...

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5d405d$ngq@einstein.ebicom.net>
Source record: 128641

please@no.spam.mail.here (please@no.spam.mail.here) wrote:
: This message from atari@teleport.NO.SPAM.com to All came in on a wing and a
: prayer...
:
: Hi Rich!
:
: >> very much appreciated in this. Also, was there a higher version of
: >> GDOS than 1.1 and is it any better?
:

I highly suggest you get NVDI rather than GDOS...
NVDI will allow you to use standard True Type, Post Script, Speedo, and
of course GDOS fonts. NVDI also greatly speeds up your Atari's screen
drawing, and will give you a host of more "up-to-date" printer drivers...
Even Color! NVDI also supports font caching (user choice on cache
size)...which means you don't have to wait for your fonts to load over and
over again to get a page printed out.

Speedo is good for a second look...it's a great GDOS supporting all the
same fonts as NVDI. Speedo doesn't speed up your screen however...but
it's a great GDOS that's easy and powerful to use.

Brian

# 2395. Re: Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Uwe Seimet <us@bruker.de>
Message-ID: <32F594BD.36E5@bruker.de>
Source record: 128642

Michael White wrote:

> That's the one. The email I have is: Steffen_Engel@pe.maus.de
> I'll try sending him mail again.

The address you used isn't up to date. Use Steffen_Engel@sz2.maus.de.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 2396. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <32F602F3.35B2@imperial.co.uk>
Source record: 128643

Chippy5040 wrote:
>
> i saw a post for gemulator96 v4.6. i went to the site listed and could
> not find it. would the emulator change my pc into an atari? please let
> me know here or at chipt@mrnet.com thank you

Hi,

The Gemulator is available from http://www.emulators.com
There are two versions available at present. Gemulator 96 for
Windows 95, and Gemulator Classic for DOS Whicj has now been released
as Freeware. Both these programs will allow you to Emulae an Atari
on Your PC. Neither of the Emulators provide an operating system,
so you will need to get hold of an image file of either TOS 2.06,
or MagiC

Yours,

Ben Hills.

# 2397. Re: I need Gemulator! (but 404 Not found...)

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <32F60364.5E14@imperial.co.uk>
Source record: 128644

Adam Foster wrote:
>
> Could someone help with a minor, niggling problem I've got at the
> moment? I've tried to download the file
> http://www.emulators.com/gem360.zip, but it always comes up with a
> 404 Not Found error message. Does anyone know what I'm doing wrong?
> If you want, you can UUencode and email me a copy.
>
> Loads of thanks and praise to whoever solves this problem; I've got a
> high-powered PC just itching to run some 'real' software! :-)
>
> Bye...
>
> Adam Foster

Hi Adam,

The Emulator Page has had a few changes made to it of late, so your
path for the gem360.zip may be out of date. Your best bet is to
visit the main page at http://www.emulators.com

Yours,

Ben Hills.
ben@imperial.co.uk

# 2398. BAD SITES FOR CAB/STIK?

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <5d4b5v$seu$1@mhadf.production.compuserve.com>
Source record: 128645

Here are a couple of sites I'm having trouble with
1. http://customhouse.com
2. http://www.telegames.com

CAB will exit and two bombs will de displayed when I try to visits these sites.Any ideas what's wrong.

# 2399. Re: Two Questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: see@address.below
Message-ID: <197_see@address.below>
Source record: 128646

wongck@ti.com previously gibbered to All ...

Hiya William ...

>> Is there anything which can read MS Word docs on the ST/Falcon ... I

w> Actually RTF was created by MicroSoft to be a portable text/document
w> file format. So you're correct to use it for file transfer. Let your
w> friend know that that it's THE MS way of transferring text/document
w> files. I am sure after he knows that he will support you the MS way.

I shall try and make him see some sense (again) .... you think it would be
easy having the option for both available .. but not yet!

I didn't know that though .. so thanks for the info!

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 2400. Re: WebSpace 1.45, new HTML WEB browser for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5d4at1$ui9@rs18.hrz.th-darmstadt.de>
Source record: 128647

Hi!

In article <5c9vak$uh@news.telebyte.net>,
csilver@kendaco.telebyte.com.no.bulk.mail (Charles Silver) writes:
> [...]
> P.S. HOWFAST says my RamDisk reads at 2200 kb/sec, what does this say about the
> DMA limit?
Nothing. A Ramdisk does not use DMA, it uses the CPU to access the RAM
(unless it uses the BLiTTER) and no DMA chip.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

# 2401. Re: cartridge drive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970203053912.18878E-100000@viking.cris.com>
Source record: 128648

Anybody remember the 1 meg polydisk, a battery backed ramdisk that also
went in the cartridge port? It was from a company in Macedonia, Ohio that
also did Beatbox and Switchback! the name escapes me right now.

On Sun, 2 Feb 1997, please@no.spam.mail.here wrote:

>Out of the ether, the following was mentioned by Rich...:
>
> RT> They did. There was one cartridge (the name escapes me) that had
> RT> a battery-backed realtime clock, some utilities, and a bunch of
> RT> desk accessories in it. Sort of a "poor man's hard drive" except
> RT> it was read-only.
>Wasn't this called something like BackPack and came from the same people as
>Fast Basic (Computer Concepts?)
>
>Spencer
>
> spencer@mettav.demon.co.uk
>
>--
>
>Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)
>
>
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>
>

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 2402. Re: Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Geir Oeyvind Vaelidalo <goev@hinux.hin.no>
Message-ID: <Pine.LNX.3.95.970203114633.15289A-100000@hinux.hin.no>
Source record: 128649

On Fri, 31 Jan 1997, Kim Andersen wrote:
> Hi Guyï¿½s.
>
> Is there still support for Gemar (the tapestreamer program) ?
Yes! You can contact the author of gemar (Steffen Engel) at:

Steffen_Engel@sz2.maus.de

He is very helpfull!

Regards
Geir...

# 2403. Re: BAD SITES FOR CAB/STIK?

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970203053139.18878D-100000@viking.cris.com>
Source record: 128650

Got another one for you!
http://www.cris.com/~Mtz/
I can only view this with animated gifs turned off! Otherwise the dreaded
2 bombs appear and back to the desktop! Annoying thing is, it's a friends
homepage.

On 3 Feb 1997, MICHAEL ROBILLARD wrote:

>Here are a couple of sites I'm having trouble with
>1. http://customhouse.com
>2. http://www.telegames.com
>
>CAB will exit and two bombs will de displayed when I try to visits these
>sites.Any ideas what's wrong.
>
>

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 2404. Re: GEMAR

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Geir Oeyvind Vaelidalo <goev@hinux.hin.no>
Message-ID: <Pine.LNX.3.95.970203115606.15289B-100000@hinux.hin.no>
Source record: 128651

On 2 Feb 1997, Johan Middendorp wrote:

> Address of Steffen Engel is: Steffen_Engel@pe.maus.de (10.06.96)

This should be his correct address I think! At least that's the address
I've got on replies from him, and that's the address I've replied to.
And it seems to work...

Steffen_Engel@sz2.maus.de

Regards
Geir...

# 2405. (no subject)

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Eberhard Haensler <haensler>
Message-ID: <5d4ggv$1cvl@rs18.hrz.th-darmstadt.de>
Source record: 128652

My ATARI ST (TOS 1.2) wants to retire.

Where can I find an emmulator running on DOS or WINDOWS 95?
THe operating system (TOS) must be included.

Thanks and regards,

E. Haensler

# 2406. WANTED: PHANTOM Dr. T's hardware for cart-slot

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: mazzeri@foxvalley.net
Message-ID: <mazzeri-0302970140090001@ttyc5.foxvalley.net>
Source record: 128653

W A N T E D :

I NEED a PHANTOM for my Atari..

The Dr. T's Phantom MIDI / SMPTE interface ...

Please respond via email...

--
_____/ You Know Who _____

# 2407. LINUX 68k Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: mazzeri@foxvalley.net
Message-ID: <mazzeri-0302970142300001@ttyc5.foxvalley.net>
Source record: 128654

I need detailed instructions (for a beginner) to install recent Linux FROM SCRATCH on a Falcon030 w/ 14MBram and a 500MB hd...

p.s. has the 68882 fpu...

Please respond via email..

--
_____/ You Know Who _____

# 2408. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv7mkqulcl.fsf@emw.ericsson.se>
Source record: 128655

skr@dcs.ed.ac.uk (Steven Rodgers) writes:

> Does anybody know what's going on with Bad Mood at the moment?

At the moment, not much.

> Will there be a new release ?

It will. The problem is that noone (Doug Little especially) hasn't
got any time to do anything on it. The project is not dead, it's
just running on the backburner right now. The "problem" is that
Bad Mood is a freeware project with free sources for anyone to
modify and use and therefor the developing speed isn't as high
as we would want it to.

The only program that is currently developed right now is GEM-DEU, the
great and magnificent WAD editor (currently it's sort of on the back
burner as well though ;-)).

If someone wants to help out the sources are freely available and
help is very much apreciated.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2409. Re: Gemulator Classic

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Theodore Georgopoulos <stud0772@di.uoa.gr>
Message-ID: <32F5DE13.40E1@di.uoa.gr>
Source record: 128656

Robert Goodwin wrote:
>
> Theodore Georgopoulos (stud0772@di.uoa.gr) wrote:
>
> : You had gemulator classic running??!!Using a ROM card or with a TOS
> : image?If with an image , how?
>
> Quite easily. Create a directory and place everything related to the
> Classic in there, including GEMUL8R.EXE, GEMUL8R.INI, and MAGIC_PC.OS,
> ......

Mega thanks,I'll try it!

## 2410. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <5d4n9i$q86$1@preeda.internex.net.au>
Source record: 128657

```
: We're a smaller country </UNDERSTATEMENT> :) but I know it was bad
: enough being the lone RATSoft SysOp in the UK, John ;)

True...but at least you are next to europe and there are some rat sysops
over there.

--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon
```

# 2411. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <5d4neh$q86$2@preeda.internex.net.au>
Source record: 128658

In comp.sys.atari.st Robert Goodwin <rsg0910@iglou.com> wrote:

: That reminds me... I was looking for the FidoDoor program, but so far,
: haven't been able to find it. Where would this be found?

it's called fidocomp.rat it's in the root directory. You can only
use it in ratdos.

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

# 2412. FS: ST Software

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: cgb9@ccddn1.em.cdc.gov
Message-ID: <854975167.18265@dejanews.com>
Source record: 128659

I have the following ST software for sale:
(All games have orginal documentation and diskettes)

D-Day - STE compatible Wargame $5
Fire Brigade - Wargame $5
Empire - Strategy Wargame $3
Warship - Wargame $3
Just Another War in Space $5
UMS - Wargame $3
Ogre - Wargame $3
Dungeon Master $3
Computer Software Classics (Adventure, pong, Eliza) $3
LED Storm - arcade $3
Star Command - rpg $3
Guild of Theive - Text/Graphic Adventure $2
Zany Golf arcade $3
Falcon+ Mission Disk simluation $5
Carrier Command strategy/simulation $3
F15 Strike Eagle simulation $3
Populous - strategy $5
Imperium - strategy $5
Silent Service - simulation $3
Wizard's Crown $3
Knight Orc - Text/Graphic Adventure $2
Midwinter $3
Ultima II $3

Add $1 for shipping...Unless you want the box then add $2

Curtis Blanton
cgb9@ccddn1.em.cdc.gov

----------====  Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 2413. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: skr@dcs.ed.ac.uk
Message-ID: <E513tC.Gz6.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 128660

In article <5co8u8$l1p@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
> skr@dcs.ed.ac.uk (Steven Rodgers) wrote:
> >Does anyone have any info on the Baracuda Falcon 040 board?
> >
> >--
> >
> >:=----+Steve.
>
> Doesn't exist, probably never did exist. Vapourware.
>
> Afterburner 040 does exist though.
>
>
> All the best,
> Chris @ Computer Direct
>
>
>
Does exist - I know somebody who has one.
--

:=----+Steve.

# 2414. Re: Minix and Win'95 long filenames

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5d4qsi$e03@m1.cs.man.ac.uk>
Source record: 128661

Hi simon...

In article <32F2D19D.27BC@zetnet.co.uk>, Simon Yardley <si@zetnet.co.uk> writes:
>I know its a silly idea in the first place but how do I view a CD that
>has been pressed with some directories that have Win'95 long filenames ?
>Minix didn't like it one bit but is there a work around.

Yea, MinixFS uses a different (read better) way of storing the long
filenames. However, Magic supports the VFAT (Win95) filenames, so
you might be able to use this to read the CD... not sure though...

>Any e-mails would be good ...

cc'd then. :)

Anthony

--
------------------------------------+----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------

# 2415. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5d4rn4$eai@m1.cs.man.ac.uk>
Source record: 128662

In article <yvv7mkqulcl.fsf@emw.ericsson.se>, Magnus Kollberg <emwoll@emw.ericsson.se>
writes:
>It will. The problem is that noone (Doug Little especially) hasn't
>got any time to do anything on it. The project is not dead, it's
>just running on the backburner right now.

Yep, but Laurent may re-started it, and maybe we can coerce Doug
into releasing 2.15... :)

>The only program that is currently developed right now is GEM-DEU, the
>great and magnificent WAD editor (currently it's sort of on the back
>burner as well though ;-)).

hehehe... yea, I ought to finish off multi-edit mode, and when are you
going to send me those patches on the wad-browser? :)
I'll do the AV_START support and maybe some other stuff soon...

Anthony
--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
---------------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
---------------------------------------------------------------------

## 2416. FS: TT030 & TTM195

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Rob.Schafrick@taf.to.org
Message-ID: <506_9702030900@to.org>
Source record: 128663

```
Is that price $US?
--
| Via: 1:250/98 - The Net 250 Gateway in Toronto, CANADA
|
| Standard disclaimer: The views of this user are strictly his own.
```

# 2417. Lacescan (Overscan) upgrade.

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E514Ks.218@cee.hw.ac.uk>
Source record: 128664
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi All!.

I'm just about to install an overscan board into my STFM (The Autoswitch lacescan version). The circuit I can make without any problem (its just one quad d-type flip flop IC and one triple 3 input nand gate). However, the connection details that are included in the file 'overscan.zoo' are only for revision 7. motherboard STs.

I have not opened my machine up yet, but it would be helpfull if anyone can give details of the glue chip (I.E. serial number/pinout etc, so that I can find the DisplayEnable signal for the overscan board.)

Thanks in advance,

Brian.

# 2418. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E5152u.2H8@cee.hw.ac.uk>
Source record: 128665

In article <E4w11H.C84.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>,
skr@dcs.ed.ac.uk (Steven Rodgers) wrote:
>Does anybody know what's going on with Bad Mood at the moment?
>Will there be a new release ?
Similarly, what is happening with Kill Things (Doom clone for STFMs)?

thanks, Brian T. Innes

# 2419. HELP! Falcon speed problem

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: "Thomas R. Mccartney" <tmccartn@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.93.970203083457.2118A-100000@srv1.freenet.calgary.ab.ca>
Source record: 128666

I have a falcon speed board which right now is safetly nestled inside my Falcon. The problem is that I have sold the board and I I must remove it from my machine. When I do the Falcon stops working. The symptoms are simple when the board is in the Falcon boots normaly, when the board is out the poer comes on the fan and internal drive spin up , but the atari logo does not appear and no memory test is performed; in short, the falcon is dead as a doornail. have repeated this test several times.

I wonder if something in the NVRAM is at fault - looking for the falcon speed and not fondong it it locks the system or perhaps there is a fault in on of the precessor direct pins? The Falcon worked fine BEFORE the bopard was originally installed (but that was almost four years ago).

Model: ATARI Falcon 030 TOS 4.04, with an internal 85 MB HD.

Any suggestions or comments would be gratefully accepted.

Tom McCartney

# 2420. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv6809vpno.fsf@emw.ericsson.se>
Source record: 128667

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>
> In article <yvv7mkqulcl.fsf@emw.ericsson.se>, Magnus Kollberg <emwoll@emw.ericsson.se>
writes:
> >It will. The problem is that noone (Doug Little especially) hasn't
> >got any time to do anything on it. The project is not dead, it's
> >just running on the backburner right now.
>
> Yep, but Laurent may re-started it, and maybe we can coerce Doug
> into releasing 2.15... :)

Oppsss.. I should never have said that. :-)

It looks like Doug has released a new version, 2.16. It now supports Nova
graphics cards and some bugfixes. I guess it's the first game on the
falcon to make use of the Nova cards. :-)

It looks like the sources are there as well.

If someone is interrested in getting the latest version and sources
point your browser at:

http://ourworld.compuserve.com/homepages/dmlittle/

You will also find some stuff on Apex 3 and the latest versions of POV 3.

> >The only program that is currently developed right now is GEM-DEU, the
> >great and magnificent WAD editor (currently it's sort of on the back
> >burner as well though ;-)).
>
> hehehe... yea, I ought to finish off multi-edit mode, and when are you
> going to send me those patches on the wad-browser? :)
> I'll do the AV_START support and maybe some other stuff soon...

I will send it one day. Promiss! :-)
I just havn't got the time and I have had alot of other interresting
things to do. :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2421. FS: ST Dive Bomber $15

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: markreed@postoffice.ptd.net
Message-ID: <5d54h9$fgc$4@news.ptd.net>
Source record: 128668

I have one copy of Dive Bomber ( Sink the Bismark) by Epyx for only
$15.00! plus 3.00 shipping.

512K and color monitor required, disk
Program unopened in original box in plastic wrap!

Its 1941, WWII, your the pilot of a WWII Dive Bomber with machine guns
and torpedos. Your mission is to sink the German battleship The
Bismark!
If interested, e-mail me at:
markreed@postoffice.ptd.net

# 2422. MiNT Multiuser Setup.

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Ben Hills <ben@imperial.co.uk>
Message-ID: <32F65899.17A9@imperial.co.uk>
Source record: 128669

Hi All,

I have recently installed MiNT 1.12h, MiNTOS 1.4.1 and MiNTNet on
my Atari Falcon030. I have an Atari 1040STE running Connect and
hanging off the MIDI Ports, and a rather old P.C. Running a VT100
Terminal emulator, which is hanging off the Serial Port. This runs
great. The problem I am having is with TCP/IP. I have MiNTNet running
on the Falcon, and STE but I do not seem to be able to establish a
TCP/IP Link between the Falcon and STE, on neither the MiDI, or Serial
Ports. I iwsh to be able to Telnet, Rlogin etc, from my STE to
my Falcon. I think I have all the correct files in /etc, but every
time I try to telnet, I receive an error message:

100.0.0.1 homer
Network is unreachable.

Can anyone help?

Thanks,

Ben Hills.
ben@imperial.co.uk

# 2423. FS: ST Hardware and Software at Reduced Prices!

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: Jeffrey Young <j-young@msys.net>
Message-ID: <01bc11e5$df71ee60$69d082cd@j-young>
Source record: 128670

Hi,

The following ST items are for sale at reduced prices.
Shipping is extra.

Email if interested. Thanks!

```
************
* HARDWARE *
************
$45 Marpet Xtra-RAM - Includes *4 MEGS OF RAM*, disk and manual.
$35 Adspeed ST - 16 Mhz accelerator. Includes disk and manul
$30 Chinon 2x CDROM - External. Kodak PhotoCD capable.
$27 SM124 monitor - Monochrome.
$27 SC1224 monitor - Color.
$15 Overscan board - This is a hardware board that will remove
the border around your screen and give you more screen pixels.
Includes disk and manual. (Not STe)
$7 Clock Cartridge - Includes disk
$3 ST Power Supply - External 'brick' type
$3 3.5 Power Supply- External 'brick' type

************
* SOFTWARE *
************
$5 GFA Basic 3.6 - Includes manual

*********
* Games *
*********
w/box and manual
$8 Chaos Engine - By Bitmap Brothers
$8 Magic Pockets - By Bitmap Brothers
$4 Torvak - By CORE
$4 Doodlebug - By CORE
$1 Wanted (Gunsmoke)

disk(s) only
$8 GODS - By Bitmap Brothers
$4 Wolfchild - By CORE
$1 Alien Syndrome
$1 Captive
$1 Leander
$1 Star Wars
$1 Rick Dangerous
$1 Battleship
```

$1 Strider
$1 Dynasty Wars
$1 Tiger Road
$1 Black Tiger
$1 Last Dual
$1 Night Shift
$1 St Dragon
$1 Turrican II

# 2424. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d59gs$sha@login.freenet.columbus.oh.us>
Source record: 128671

Paul Womar (Paul@pwomar.demon.co.uk) wrote:
: In article <5ckerc$a6p@login.freenet.columbus.oh.us>
: dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-

: >Rich Tietjens (Rich.Tietjens@atarinet.portland.or.NO.SPAM.us) wrote:
: >: In article <5cgqd7$b1t@login.freenet.columbus.oh.us>,
: >: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
: >: >The best VT100 emulator I used wasn't on the ST but the (REAL) Atari.
: >
: >: Excuse me? If an Atari ST computer isn't "real" then what, pray tell, is?
: >
: >It's REAL,just not the REAL Atari.I think Commodore made the Atari,but then
: >again Commodore BECAME Atari and...
: >Well,sufice it to say that it's all rather confusing.
: >
: >The whole design of the ST was always bizarre to me.The absence of a
: >textual display being the biggest one.Next to that is trying to be like
: >MS-DOS.(yuck!)

: Hmmmm, did you ever actually see an Atari ST?

I used one to write my messages on this newsgroup!
Of course I accidently deleted PINHEAD,so now the ST starts up with NO
memory.So now I'm using the Atari.At least it's small enough to put in
your lap.
--
The Doctor

# 2425. FS: Games (26 Games) $50 total!

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-0302971626030001@i498.oro.net>
Source record: 128447

```
Games
------------------------
The Pawn
Flight Simulator II
Vegas Gambler
Shanghai
Cards =
Hacker II
Strip Poker II
Professor Craps
Gunship
Time Bandit
Major Motion
Falcon
Silent Service
The Hunt For Red October
Tracker
LCS Wanderer
BasketBall
Micro League BaseBall
High Roller
Arena
Frozen Legacy
Mean 18 Ultimate Golf
Balance Of Power
Chess Master 2000
Super Cycle
StarGlider

All for $50 plus freight. What a deal... Separates, maybe....

Tom
```

# 2426. FS: ToadFile 44MB Syquest Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-0302971651270001@i498.oro.net>
Source record: 128448

Under the monitor style case with two bays, one bay has the 44MB Syquest drive, the other bay is open for your future needs. Power button on the front and it lights up when power up. Can use on really and SCSI compatible system. $100 plus freight.

I also have (1) new 44MB Cartridge for $25 and (2) used 44MB cartridges for $20 each.

Package deal if you buy drive plus all three cartridges is $150 plus freight.

Tom

# 2427. FS: Calamus SL $50

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-0302971653480001@i498.oro.net>
Source record: 128449

Calamus SL, all manuals and disks. $50 plus freight.
Outline ART 3 $25.00 plus freight.

$75 plus freight for both. Makes a fine DTP system for the Atari.

Tom

# 2428. FS: MagiCMac 1.2.5 $150 (like new)

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-0302971707490001@i511.oro.net>
Source record: 128450

Loaded once on my PowerMac. Lets you run many Atari programs on a Mac
68030, 68040, or PPC.

$150 includes free mail delivery in the USA.

Thomas

## 2429. NEC Multisync Cable

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: don@sonyx.com
Message-ID: <5d6a82$vna@news.accesscom.com>
Source record: 128451
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am trying to locate information on how to attach an ATARI ST computer to an NEC Multisync I monitor. If you have such information or know where it is located could you please email me at don@sonyx.com. Thanks!!!

# 2430. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc125f$058003c0$b4f7aecc@127.0.0.1>
Source record: 128452
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

> Johosephat!
> Windows was writen in a LEARNING language?
> Pascal was just created to start out in.It doesn't even have a command
> equivilant to BASIC's POKE!!!
> And people wonder why I hate it.
> Like that little tiny window that you have to pick a file from when a
> programme asks you for a file.
> (this is built into Windows so EVERY programme will show this)

Believe it or not, Windows was originally written in Pascal. And up until Windows 3.11 for Workgroups PASCAL was still in the source code. In Win95 tho there is no more PASCAL language. Just support for it's data structures for older programs.

Will

BTW: The source for this info is WINDOWS magazine.

# 2431. AT-ONCE 386SX emulators for Mega STe for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: fov1186@iperbole.bologna.it
Message-ID: <fov1186-0402970618130001@a01gw4.iperbole.bologna.it>
Source record: 128453

After I have sold my Mega STe it's remain to me .
Vortex AT-ONCE 386SX emulators , a real 386SX at 16 mhz board , running
DOS , Windows and all major Windows applications .
For sale at $75 plus $ 10 for shipment cost .

Thank

Paolo

--
Paolo

# 2432. Re: Help! I'm being attacked by an ST1040...

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <5d6ib2$cev@News.Dal.Ca>
Source record: 128454

The Hard drive port on the back is Atari's proprietary DMA 19-pin port.
You can plug in a SCSI drive if you have a good 3rd party translation
device. ICD's "THE LINK 2" is the best, while there are other ICD
adapters, plus one or 2 competing products from SUPRA.

If there is only 1 meg in it you are just about SOL. Most of the good
stuff for the Atari ST requires 2 megs & a high resolution (640 x 400)
monitor like Atari's SM 124. The computer itself will take 30-pin 1meg
SIMMS but only if it is a model 1040STe. The 1040 STf/STfm and earlier
vanilla 1040's all need a hard-to-find hardware add-on to upgrade the RAM.

I meg machines will run a nifty data base as an accessory: CardFile 1.1.
It is shareware. Downlod it from the umich archive or wherever.

If there is a users group, contact them.

TTFN

JG

# 2433. Re: Need E-mail address for COMPO

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: mike.harvey@worldnet.att.net
Message-ID: <32f6a614.3036748@netnews.worldnet.att.net>
Source record: 128455

On Mon, 3 Feb 97 16:25:08 GMT, phantomm@harold.eastky.com (Phantom)
wrote:

>Hi All,
>
>Anyone have the e-mail address for COMPO Software here in the states?
>Reply in e-mail please.
>
>
>__
>
>E-Mail---> phantomm@harold.eastky.com
>---------------------------------------

I believe I heard they went out of the Atari business.

# 2434. Audio Players...Suggestions?

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5d6obs$mm0@einstein.ebicom.net>
Source record: 128456

Aloha,
Looking to get a thread started about audio players for TOS machines. Here are some thoughts/questions to discuss.

For starters...is there a good sample player that can handle all of the popular formats? WAV, AU, MP3, AIF, SND, AVR, etc...
Hopefuly one that can support Falcon DSP and plug on sample clocks (for 44.1khz without coverting), and plug into CAB?
If no single program...can we run down a list of players that would complement one another well?

How about Real Audio?
I've heard that source is not avilable for a Real Audio Player...but that kits are avilable describing the sound file formats and how they work. Might someone be working on a Real Audio player for TOS?

Lets hear what you know here please...

Brian

## 2435. noDesk

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Greg Bjerga <georgeh2@wave.co.nz>
Message-ID: <01bc126e$2be17670$49bf32ca@dev1_nt4>
Source record: 128457

Is there a replacement desktop called noDesk? If so, where might I find a copy of it or at least some information?
--
Mark Bjerga
(gregbj@wave.co.nz)

# 2436. Re: MiNT Multiuser Setup.

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970204032430.1948D-100000@usr06.primenet.com>
Source record: 128458

hi there.
Edit your file /etc/ttytab
in the line ttye change the off to on.
Connect the ataris with the midi cables.
Run mint+mintos+ mintnet on the falcon and run connect from the ste
, Press a key and the login prompt shoudl be available from connect.
DO not forget to set the port to midi in connect :)
bye

On Mon, 3 Feb 1997, Ben Hills wrote:

>Hi All,
>
>I have recently installed MiNT 1.12h, MiNTOS 1.4.1 and MiNTNet on
>my Atari Falcon030. I have an Atari 1040STE running Connect and
>hanging off the MIDI Ports, and a rather old P.C. Running a VT100
>Terminal emulator, which is hanging off the Serial Port. This runs
>great. The problem I am having is with TCP/IP. I have MiNTNet running
>on the Falcon, and STE but I do not seem to be able to establish a
>TCP/IP Link between the Falcon and STE, on neither the MiDI, or Serial
>Ports. I iwsh to be able to Telnet, Rlogin etc, from my STE to
>my Falcon. I think I have all the correct files in /etc, but every
>time I try to telnet, I receive an error message:
>
>100.0.0.1 homer
>Network is unreachable.
>
>Can anyone help?
>
>Thanks,
>
>Ben Hills.
>ben@imperial.co.uk
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 2437. Screen-Artist uploaded

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-0402970933440001@macmax.irfmn.mnegri.it>
Source record: 128459

```
Uploaded "Screen-Artist" v.1.0 GEM screen saver for 68030/FPU TOS computer
in ftp.uni-giessen.de (pub/atari/incoming/s_art_10.lzh).
Does anyone could test it on Hades/Medusa/etc TOS clones ?
Thank you and let me know.

-------------------------------------------------------------------------------
| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |
-------------------------------------------------------------------------------
```

# 2438. TOS images and Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: STigma@not.here
Message-ID: <MPG.d611b05ff255a849896de@news.redestb.es>
Source record: 128460

I have several TOS images (made with the TOSDUMP program posted here some days ago) and would like to know if they can be used with Gemulator.

PS. Before anyone complains about copyright issues, they are taken from a couple of ST I actually own and from a set of Original ROMs

--

```
*====================================*
| ("`-''-/").___..--''"`-._ |
| `6_ 6 ) `-. ( ).`-.__.`) |
| (_Y_.)' ._ ) `._ `. ``-..-' |
| _..`--'_..-_/ /--'_.' ,' |
| (il),-'' (li),' ((!.-' |
*------------------------------------*
| STigma@madnetro.com |
*------------------------------------*
| DO NOT reply to REPLY-TO address |
*------------------------------------*
```

# 2439. Re: Tos Loader

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: STigma@not.here
Message-ID: <MPG.d607da8b8f41e119896d8@news.redestb.es>
Source record: 128461

El 28 Jan 1997 10:43:01 -0700, Satcom2 (svenhard@primenet.com) dijo:
> Does anyone out there have a TOS loader,a program that loads TOS
> from a file?I need to run TOS 1.4 on my STe that has 2.06 installed.I have
> an .img file,but it's no good without a program to load it,and these
> programs do exist according to several people I've talked to.If someone
> could e-mail me one I would really appreciate it,and if you like games I
> could send you some for that trouble,or whatever else you want,I have a
> huge collection of ST stuff.Thanks.-Satcom2

I have one of a Beta version of TOS 1.04 (spanish). If you are
interested, I can e-mail it to you (less than 1 kbyte)

--

```
*====================================*
| ("`-''-/").___..--''"`-._ |
| `6_ 6 ) `-. ( ).`-.__.`) |
| (_Y_.)' ._ ) `._ `. ``-..-' |
| _..`--'_..-_/ /--'_.' ,' |
| (il),-'' (li),' ((!.-' |
*------------------------------------*
| STigma@madnetro.com |
*------------------------------------*
| DO NOT reply to REPLY-TO address |
*------------------------------------*
```

# 2440. Re: Wanted: best terminal program for freen

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5d6top$3q9@due.unit.no>
Source record: 128462

Maurits van de Kamp (maurits@bassment.demon.nl) wrote:
: >>The whole design of the ST was always bizarre to me.The absence of a
: >>textual display being the biggest one.Next to that is trying to be
: >>like
: >>MS-DOS.(yuck!)
:
: Nonono, check your history books! MS-DOS is originally copied from
: CP/M, and
: TOS *IS* CP/M. So it's more or less the other way around, MS-DOS tries
: to be
: like TOS (or CP/M at least). :-)

Actually, GEMDOS *is* a MS-DOS clone! Atleast according to Tim Oren, and he should know as he's one of the original GEM-developers. The reason for this is that GEM was originally developed for DOS, and to make the port to the ST easy, GEMDOS is a DOS-clone.

The reason why so many thinks that GEMDOS/TOS is CP/M/based (They have probably never even seen CP/M...) is that the 68k-implementation of AES/VDI was first done on Apple Lisas running CP/M. As soon as the working prototypes of the ST was ready, GEMDOS was implemented and the AES/VDI/development was continued on that platform.

Jo Even Skarstein

# 2441. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HBELBHUQUp@tos.ak.planet.gen.nz>
Source record: 128463

In <0James-3101971309110001@128.187.141.103> "James Anderson" wrote :

>I'm not too familiar with atari ST BBS programs--what choices do I have and
>what features set them apart?

We use Octopus on our local user group BBS, and, IMHO, it is one of the
best.

Virtually every aspect of Octopus can be changed to suit you - almost the
whole BBS is run from a script, so basically you just write the BBS how you
like it. Of course Octopus supports Z-Modem, multiple lines, multitasking,
external "door" programs, ANSI, VT52 etc. One excellent feature is
automatic support for CD-ROMs - each time you start up Octopus it
automatically detects what CD is in each CD-ROM drive and sets itself up
for it! Best of all, Octopus is still supported and being developed. There
is a WWW page for Octopus, but I don't remember the URL.

Other current BBS software: Ratsoft, QBBS. I cannot comment on these,
although they are supposed to be very good too.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 2442. Re: Two Questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HBELBHUSUp@tos.ak.planet.gen.nz>
Source record: 128464

In <162_see@address.below> see@address.below wrote :

>1) SCSI Bus Arbitration:
>
> Using an ST, Falcon and HDDriver 6.x is it possible to link the Hard
>drives between these machines? Or do I need 2 Falcons?
>
> i.e Is this possible?
>
> ----- ----- ----- --------
> | ST |_____| HD0 |____| HD1 |_____| Falcon |
> | | | | | | | ID2 |
> ----- ----- ----- --------
>
> I can't get this clear in my mind.

Just plug them all in, and make sure you never write to the same partition
with both computers. If you do, you'll severely mess it up.

You probably also want to make the two computers boot off different drives.

I've regularly used the above setup with both HDDriver and AHDI.

>2) MS Word
>
> Is there anything which can read MS Word docs on the ST/Falcon ... I have
>to swap files with a PC owning friend who cannot grasp saving the files in
>RTF format so I can use them with Papyrus and it's a real pain.

You'll just have to use RTF format. It should work without any problems,
and it's easily done.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 2443. Re: BAD SITES FOR CAB/STIK?

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: csilver@kendaco.telebyte.com.no.bulk.mail.us
Message-ID: <5d7510$v0e@news.telebyte.net>
Source record: 128465

And Tom Lamparty said:

Message-Id: <Pine.SUN.3.95.970203053139.18878D-100000@viking.cris.com>

>Got another one for you!
>http://www.cris.com/~Mtz/
>I can only view this with animated gifs turned off! Otherwise the dreaded
>2 bombs appear and back to the desktop! Annoying thing is, it's a friends

Ditto, It seems the two mug shots on the home page are outside their boxes;
Using cab.ovl v1.18 with animation on, the wizard loads OK, but the other
animation jif's don't ;) No bombs, though.
Using cab.ovl v1.21, it did bomb(3).

On 3 Feb 1997, MICHAEL ROBILLARD wrote:

>Here are a couple of sites I'm having trouble with
>1. http://customhouse.com
>2. http://www.telegames.com
>CAB will exit and two bombs will de displayed when I try to visits these
>sites.Any ideas what's wrong.

Site 1) Using cab.ovl v1.18 all I get is a blank page. If it is a viable
site, it could be using Netscape cookies which CAB doesn't support.

Site 2) Using cab.ovl v1.18 the home page and links displayed OK. However,
ovl v1.21 would not resolve the links. Homepage OK. No bombs...

I'm using 14meg Falcon with CAB1.5_030/STiK1.12 various ovl's.
It might be interesting if people using CAB/MiNTNet get different results.

Charles

___ __
|~~_____/~~__ |
------------------------------------ |___ ------ )-+
csilver@kendaco.telebyte.com 0'--- ~~~| /~~ |
------------------------------------ (*)

# 2444. Re: Need E-mail address for COMPO

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5d6hua$ghd@ash.ridgecrest.ca.us>
Source record: 128466

```
>Hi All,
>
>Anyone have the e-mail address for COMPO Software here in the states?
>Reply in e-mail please.
>
>
>__
>
>E-Mail---> phantomm@harold.eastky.com
>-------------------------------------
>
>
>
>.
```

Search Yahoo for Neon Grafx. Go to the U.S.
site. The email address there is still the
same person that supports Compo in the U.S.
He told me recently that he can get or stocks
some items that are available for Compo in
Germany. His first name is Bob.

Mike

## 2445. Klisje Paa Klisje

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5d760g$71g@m1.cs.man.ac.uk>
Source record: 128467

One for the Norwegians around here... What does this mean? It's the name of a pretty cool tracker module by a guy from Norway (Tor Gausen) and I was curious since I was listening to it last night. Hallvard? :-)


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 2446. Nemesis/Blitter/RamDisk

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: csilver@kendaco.telebyte.com.no.bulk.mail.us
Message-ID: <5d78h5$v8r@news.telebyte.net>
Source record: 128468

Hi All,

I'm seriously considering the Nemesis board for my Falcon once it is available here in the USA. However, I'm curious as to how it would affect my usage of a RamDisk because of a post by Thomas Binder.

>> P.S. HOWFAST says my RamDisk reads at 2200 kb/sec, what does this say about the
>> the DMA limit?

Thomas replied:

>Nothing. A Ramdisk does not use DMA, it uses the CPU to access the RAM
>(unless it uses the BLiTTER) and no DMA chip.

As the upgrade disables the Blitter chip, yet speeds up the CPU, does anyone with the Nemesis or other accelerator board installed use a RamDisk and HOWFAST is it? I currently use MDisk at the above read rate.

Charles

P.S. If anyone would develop a cart for the Falcon as a battery backup RamDisk with say 32+meg of plugin simm's, I'd buy :) Even a schematic for a home built would be great. I know, cart ports are read only, but...

# 2447. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <5d7b1d$41a$2@preeda.internex.net.au>
Source record: 128469

In comp.sys.atari.st Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

: Ah, I stand corrected - the last RatSoft board I saw required external
: modules to read fido message bases.

Must've been an early unupdated version...afaik from v2.x onwards the
fido module came as part of the package.

: I have my own opinions about Mr. Hughey which are best left unpublished due
: to libel laws (keeping in mind that legally speaking, libel can be true but
: damaging to the subject };^> ).

ahhhhhh....jim me boy......thar she blows!

--

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```

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

# 2448. Re: Atari ST BBS programs

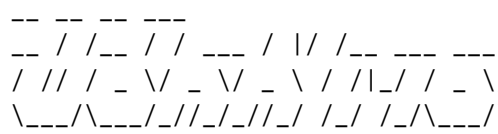
Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <5d7asn$41a$1@preeda.internex.net.au>
Source record: 128470

In comp.sys.atari.st Mario Becroft <mbecroft@tos.ak.planet.gen.nz> wrote:

: Other current BBS software: Ratsoft, QBBS. I cannot comment on these,
: although they are supposed to be very good too.

With Ratsoft you just use xtendos and the cdroms just become another
partition so to speak...all you do is just tell ratsoft where to find
such and such a file or group of files. It automatically searches for
any file_id.diz files and places them in the file descriptions...
easy as you please!

--



johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

# 2449. Re: noDesk

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Christof Donat <cdonat@in.tu-clausthal.de>
Message-ID: <32F7318E.2781@in.tu-clausthal.de>
Source record: 128471

Greg Bjerga wrote:

> Is there a replacement desktop called noDesk? If so, where might I find a
> copy of it or at least some information?

I got it from an FTP Server in Berlin. The Problem is that it is
Shareware, so you can only get a Demo Version with a Time limit.

Christof

## 2450. Doomcloon for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: R.G.SIMONIS@IO.TUDELFT.NL
Message-ID: <32f73594.78351144@news.TUDELFT.NL>
Source record: 128472

Hello i'm looking for a doomcloon for the atari-st
what's the name ?
do you have it ?
i want it

i have a lot to trade, some oldies but goldies

greetings rob.

Rob simonis
r.g.simonis@io.tudelft.nl

# 2451. REQ: Bluescreen

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <5d7ecr$a9u$1@preeda.internex.net.au>
Source record: 128473

Does anyone have or know where I can get Bluescreen?
It's a program to make the background Blue, on a multisync or large
monitor when running a colour emulation.........
Well, I think that's what it does! It's for a friend and he had a copy of
it once.........:-(

Thanks in advance,
Julian.

--

/| |\ o _, /`` o |\ |\ _ |
| | | | |/ | / | /|/| ( _ | |/ |/ / _|/`/`|
\|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
(| julian@connexus.apana.org.au |) |)

# 2452. Re: Two Questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Romuald.Jouffrey@imag.fr
Message-ID: <5d7fl5$9gf@imag.imag.fr>
Source record: 128474

see@address.below (see@address.below) wrote:

>1) SCSI Bus Arbitration:

> Using an ST, Falcon and HDDriver 6.x is it possible to link the Hard
>drives between these machines? Or do I need 2 Falcons?

> i.e Is this possible?

```
> ----- ----- ----- --------
> | ST |_____| HD0 |____| HD1 |_____| Falcon |
> | | | | | | | ID2 |
> ----- ----- ----- --------
```

Sorry to hack your post, but I have the same question between a Falcon and a PC (Sorry). My falcon is a standard one, the PC side scsi card is an adaptec 1522 ISA ... I would Like to do something like :

```
| PC |_| ZIP Iomega (Id5) |_| HD (Id2) |_| HD (Id3) |_| Falcon |
```

The falcon boot on the internal IDE hard drive !

Is this feasible ! What is the falcon side scsi id ! (7 ?) Should I change something on the adaptec card (controller ID set to 6 for example)

If somebody has any experience ! Please tell me ! I don't want to kill my scsi card, my zip and my two 640 MB hard disks, neither my falcon scsi bus !

I will use HDDRIVER to do this on the falcon side ! Because it allows me to access PC formatted partitions (for info;) I wait for it, does Hddriver will allow to do this !


```
**************************************************************************
* Romuald JOUFFREY - TIMC IMAG Email : Romuald.Jouffrey@imag.fr *
* Faculte de medecine de Grenoble http://www-cami.imag.fr/~jouffrey/ *
* 38706 LA TRONCHE CEDEX FRANCE Tel (33)76637139 FAX (33)76518667 *
* Numero de Kobby 0669151214 Par Minitel 0836097070/609090 operatrice *
**************************************************************************
```

## 2453. CD-Player...

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: thechyld@harold.eastky.com
Message-ID: <855048482_OASIS_@harold.eastky.com>
Source record: 128475

Can anyone list the CD-ROM players (Toshiba, etc,) that will work with Alexander Clauss's (sp?) CD-Player? I'm using a Pioneer 6-pack changer (double-speed) and it will start to record the current selection to disk but then always stops after about 10 or 15 seconds... (and its not hard drive space-I've got an 810 megger) Thanks! :)

--

```
_/_/_/
```

# 2454. Mega ST2 memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: "O.R.Williams" <owilliam@astro.estec.esa.nl>
Message-ID: <32F74EAC.38F7@astro.estec.esa.nl>
Source record: 128476

Is it possible to upgrade a Mega ST2 to four megabytes RAM? If so do
I need a kit for this and what is it called. Please don't just point me
in the direction of Toad Computers because it is a little too far from
teh Netherlands.

Thanks

Rees

# 2455. Atari internet software

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Paul Lantz <plantz@onlink.net>
Message-ID: <01bc1298$d74ce100$e95b65cc@paul.onlink.net>
Source record: 128477

My office is phasing out another Atari computer. I could probably get a MegaSTE with a mono monitor pretty cheaply.
I want a computer for my cottage, mainly for WP and internet access.
1. What kind of internet software is best for an Atari? At the minimum need email. Web browser would be nice also.
2. Any problems with MegaSTE and 14.4 or 28.8 modems?

I sold my last Atari computer, a MegaST that I bought in 87, a few years ago but the MegaSTE looks good, especially if I can get it for a nominal price.

Thanks for your thoughts and comments.

## 2456. Re: cartridge drive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: msujf@csv.warwick.ac.uk
Message-ID: <5d7li4$kiq@lily.csv.warwick.ac.uk>
Source record: 128478

> I don't think the BackPack cartridge ever came with a clock. At
>least the one I have didn't. But I did put the ROM's into a Magic Sac
>cartridge so I had both BackPack and the clock. I was always disappointed
>that the Back Pack software wasn't developed further. It was a nice
>package at the time.
>
> There was a similar cartridge with a clock called DeskPac from
>QMI. I saw it at a few Atari shows many years ago, but I'm not sure if it
>ever actually got to production.

I vaguely remember something like this...there was an article or a review
in STF way way back when it was back in single figures...I think it was
issue 8.I'd have to be at home to check though:)
Seeya,
Mark

# 2457. Re: HELP! Falcon speed problem

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970204145707502 44@tachyon.demon.co.uk>
Source record: 128479

Michael Grove <mgrove@owens.ridgecrest.ca.us> wrote:

> I emailed him and he indeed left the jumper off. I'm sure that was his
> problem. You mean that people actually do have an Expose digitiser :)
> Anyone have one for sale? How about a Screen Eye or Screen Eye Plus?
> I'm easy:).

Lots of people have An Expose, Mike ;) Get your wallet out and call
Titan ;))

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2458. Re: NEC Multisync Cable

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32F77F9A.839@cfcsc.dnd.ca>
Source record: 128480
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Don O'Neil wrote:
> I am trying to locate information on how to attach an ATARI ST computer to an
> NEC Multisync I monitor. If you have such information or know where it is
> located could you please email me at don@sonyx.com. Thanks!!!

check out Rich's page at
http://www.teleport.com/~atari
and look for
MULTISYNCH MONITORS, COLOR AND HIGH RESOLUTION MONOCHROME, DISPLAY FOR THE ATARI STs

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 2459. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32F753BA.41C67EA6@etlxdmx.ericsson.se>
Source record: 128481

OK, let's try and get this straight once and for all.

Daniel Klugh wrote:

> Since MS-DOS is the only OS of it's kind,TOS obviously ripped it's DOS and
> system call interfacing style off of MS-DOS.
When IBM went to MS to write an OS for their new PC, MS had no experience of writing an OS and very little time. They bought a CP/M based system called QDOS from Seattle Computers and used that as the basis for MS-DOS. It is not a coincidence that MS-DOS and CP/M are so similar. MS-DOS is not and never was original.

> TOS's system calls are obviously set-up to look like MS-DOS ones just as
> MS-DOS's original system calls were made to be analogues of CP/M-80's.
> (CP/M-86 came out long after MS-DOS was first created)
> And the DOS ("file system") could only have been stolen from MS-DOS.
> No other computer (PC) would use such a useless DOS.

It is a matter of record that GEM was originally created for the PC and therefore would use a compatible file system. Atari used GEM because it already existed and was therefore cheaper and quicker than creating a new OS from scratch. Allegedly the file system in TOS is based on MS-DOS 3. However, since MS-DOS is based on QDOS, which in turn is based on CP/M, created by Digital Research, the originators of GEM, there is a kind of natural justice there. TOS's file system is NOT original (nobody ever claimed it was) but then neither is MS-DOS's (and that they do claim.)

Regards
Martyn

# 2460. Re: WebSpace HTML browser: PPP layer snapshots

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5d7r44$pcq@mn5.swip.net>
Source record: 128482

In article <5d5okq$39p@belzebul.imaginet.fr>, oxo@imaginet.fr says...

>kock@kockens.pp.se (J Kock) wrote:
>
>
>>I fully agree, and i have also told Oxo this, but they dont answer
>>E-mail it seems. I will not buy a browser i cant test online with
>>the Demo.
>
>Yes there will be an online version demo but maybe limited to the
>access of the OXO web site.
>

Ok, thats fair enough. Thanks for the answer.

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 2461. Re: Doomcloon for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: amrat2000@aol.com
Message-ID: <19970204172700.MAA14473@ladder01.news.aol.com>
Source record: 128483

>Hello i'm looking for a doomcloon for the atari-st
>what's the name ?
>do you have it ?
>i want it

>i have a lot to trade, some oldies but goldies

>greetings rob.

> Rob simonis
> r.g.simonis@io.tudelft.nl

Substation is an excellent Doom-type game.
You can get a copy by calling Toad Computers at 1-800-448-8623

# 2462. Re: Audio Players...Suggestions?

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Theodore Georgopoulos <stud0772@di.uoa.gr>
Message-ID: <32F74686.4D56@di.uoa.gr>
Source record: 128484

Brian Roland wrote:
>
> For starters...is there a good sample player that can handle all of the
> popular formats? WAV, AU, MP3, AIF, SND, AVR, etc...
> Hopefuly one that can support Falcon DSP and plug on sample clocks (for
> 44.1khz without coverting), and plug into CAB?

Well...my absolute favorite is lps124.I don't remember where I got
it(umich??) but it's
great!It plays direct from disk with good quality,even on my ST(not
E).I'm sure it supports
WAV,AVR,AU,signed or not etc.I don't know if it works on Falcons,but for
ST's with a hard
drive,it's great!

Theodore

# 2463. Re: SIMMS

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: trek@ihgp114r.ih.lucent.com
Message-ID: <5d7sp8$b12@ssbunews.ih.lucent.com>
Source record: 128485

In article <5d5t4h$aet$1@news2.qtm.net>,
Edward S. Baiz Jr. <ebaiz@qtm.net> wrote:
>
>Isn't it true that SIMMS from different manufacturers are
>incompatible?

Can happen because of page mode or speeds.

> I recently bought some 8meg SIMMS for my Hades 060
>clone and could not get them to work with the 2 4meg SIMMS included
>in the machine when I bought it. I only get 16meg instead of 24meg.

I'd guess there may be jumpers to tell what size simm boards you are
using and these need to be set - There is usually just one or two
sets of jumpers per board but sometimes they have rules that allow
mixing and matching of pairs of different sized simms - depends on
how flexibly they built it - or as someone else said, maybe every slot
has to be filled with the same size simms. Wayne Booth

# 2464. Atari STand internet

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: STigma@not.here
Message-ID: <MPG.d61a5dcc16bd1c29896df@news.redestb.es>
Source record: 128486

I would like to know what programs are the best for conecting to internet
with an Atari STe with 4 Mb RAM, hard disk and mono monitor.

Any good URL will do.

Thanks in advance.

--

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*------------------------------------*
| STigma@madnetro.com |
*------------------------------------*
| DO NOT reply to REPLY-TO address |
*------------------------------------*
```

# 2465. Re: Atari internet software

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d7rur$mel@ornews.intel.com>
Source record: 128487

In article <01bc1298$d74ce100$e95b65cc@paul.onlink.net>,
"Paul Lantz" <plantz@onlink.net> wrote:
>
>My office is phasing out another Atari computer. I could probably get a
>MegaSTE with a mono monitor pretty cheaply.
>I want a computer for my cottage, mainly for WP and internet access.
>1.What kind of internet software is best for an Atari? At the minimum need
>email. Web browser would be nice also.

No problem - with a SLIP connection, you can use STiK as your dailer, and AntMail, Newsie, Crystal Atari Browser, MG-ftp, AtarIRC and some other little goodies (I especially like FORECAST even though it has a few minor bugs). With PPP, you can use MiNTnet and GlueSTiK for all of the above, or NOS and Oasis (version 1.35 is quite stable and reliable) for mail, news, ftp, and telnet (which permits the use of lynx to browse the Web in text-only mode).

>2. Any problems with MegaSTE and 14.4 or 28.8 modems?

None. You'll want HSmodem7, set for M1EMU, in order to use Modem2 at 57600 or faster.

>I sold my last Atari computer, a MegaST that I bought in 87, a few years
>ago but the MegaSTE looks good, especially if I can get it for a nominal
>price.

Do it! The high-rez monitor makes for good Web browsing, too.

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# 2466. Re: REQ: Bluescreen

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d7s1l$mel@ornews.intel.com>
Source record: 128488

In article <5d7ecr$a9u$1@preeda.internex.net.au>,
julian@connexus.apana.org.au (Julian Gifford) wrote:
>
>Does anyone have or know where I can get Bluescreen?
>It's a program to make the background Blue, on a multisync or large
>monitor when running a colour emulation.........
>Well, I think that's what it does! It's for a friend and he had a copy of
>it once.........:-(

It's a desk accessory, and if I remember to do so, I can copy it up to my
ftp site. Email me to remind me - I've had Starcall for days and I keep
forgetting to move it, even though I cleared out some space for it. %^<

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# 2467. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d7quq$mel@ornews.intel.com>
Source record: 128489
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st,comp.sys.atari.advocacy

In article <5d5p72$cku@ash.ridgecrest.ca.us>,
Michael Grove <mgrove@owens.ridgecrest.ca.us> wrote:
>
>Rich, where in the U.S is it that I can not purchase
>Playboy? I sure as hell don't want to move there:).

<SNIP>

Taken to email.

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# 2468. Re: NEC Multisync Cable

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d7r7e$mel@ornews.intel.com>
Source record: 128490
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <5d6a82$vna@news.accesscom.com>,
don@sonyx.com (Don O'Neil) wrote:
>
>I am trying to locate information on how to attach an ATARI ST computer to
>an NEC Multisync I monitor. If you have such information or know where it
>is located could you please email me at don@sonyx.com. Thanks!!!

(Posted and mailed)

Get ftp://ftp.teleport.com/users/atari/multsync.faq for details.

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# 2469. Re: Audio Players...Suggestions?

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d7rl3$mel@ornews.intel.com>
Source record: 128491

In article <5d6obs$mm0@einstein.ebicom.net>,
bjr@edison.ebicom.net (Brian Roland) wrote:
>
>Looking to get a thread started about audio players for TOS
>machines. Here are some thoughts/questions to discuss.
>
>For starters...is there a good sample player that can handle all of the
>popular formats? WAV, AU, MP3, AIF, SND, AVR, etc...
>Hopefuly one that can support Falcon DSP and plug on sample clocks (for
>44.1khz without coverting), and plug into CAB?

I've been using N_Player of late - it runs as either an accessory or an app,
and supports several formats. Others that work well are SWAV an LPS; 525
will convert most formats also. WAVplay2 is excellent for 8-bit mono waves.

>If no single program...can we run down a list of players that would
>complement one another well?

Hmm, I think I just did that.

>How about Real Audio?
>I've heard that source is not avilable for a Real Audio Player...but
>that kits are avilable describing the sound file formats and how they
>work. Might someone be working on a Real Audio player for TOS?

Here's a concept: LPS is designed to play "streaming" audio already (it can
play samples that are larger than memory without pausing, as long as you
have a fast (<15ms access) hard drive). How about a translator that expands
RA format to RIFF WAV Format and then passes the data to LPS?

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# 2470. Re: Mega ST2 memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d7s8j$mel@ornews.intel.com>
Source record: 128492

In article <32F74EAC.38F7@astro.estec.esa.nl>,
"O.R.Williams" <owilliam@astro.estec.esa.nl> wrote:
>
>Is it possible to upgrade a Mega ST2 to four megabytes RAM? If so do
>I need a kit for this and what is it called. Please don't just point me
>in the direction of Toad Computers because it is a little too far from
>teh Netherlands.

It's not only possible, it's easy. You need 16 DRAM chips, 1 meg x 1, and
(I think) 3 resistors, about 330 ohms. I would recommend 16 AUGAT sockets
for the DRAMs, but that's up to you. Just solder in the sockets (or DRAMs
if you're brave/foolhardy/cheap), follow the traces from RAS0 and RAS1 and
CAS back towards the MMU chip, and when you find a gap in the trace, that's
where the resistors go. You may need some bypass capacitors, also - I
recommend tantalum, 50Vdc rating minimum, and I can't recall the value, but
look at the existing caps (there should be 8 ro 16 of them next to the
installed RAM) to fingure out what value capacitance you need.

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# 2471. Re: cartridge drive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970204132841.15715B-100000@moose.erie.net>
Source record: 128493

On Mon, 3 Feb 1997, Tom Lamparty wrote:

> Anybody remember the 1 meg polydisk, a battery backed ramdisk that also
> went in the cartridge port? It was from a company in Macedonia, Ohio that
> also did Beatbox and Switchback! the name escapes me right now.

Alpha Systems, wasn't it?

# 2472. Re: WebSpace HTML browser: PPP layer snapshots

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <855042130_OASIS_@flinny.demon.co.uk>
Source record: 128494

In article <19970203221348122161@tachyon.demon.co.uk>
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) said:-

>They've never answered mine - including quite a few where I asked them
>to remove an image of mine from their older web pages as they used it
>without permission :/

I got one a while back about getting hold of the stik dev kit.. sent
them it and a few updates to it.. didn't get one response to it...

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

# 2473. Re: Atari internet software

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32F7AC89.1DE7@cfcsc.dnd.ca>
Source record: 128495

Paul Lantz wrote:
> My office is phasing out another Atari computer. I could probably get a
> MegaSTE with a mono monitor pretty cheaply.
> I want a computer for my cottage, mainly for WP and internet access.
> 1. What kind of internet software is best for an Atari? At the minimum need
> email. Web browser would be nice also.
> 2. Any problems with MegaSTE and 14.4 or 28.8 modems?
> Thanks for your thoughts and comments.

check out garfields pages for Internet software
http://zippy.spods.dcs.kcl.ac.uk/~garfield/
no problems with MegaSTe and 14.4 or 28.8 modems. I advise the use of
HSmodem though(now up to version.7)

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 2474. FS: Atari Magazines (qty 175) All for $50

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-0402971116220001@i508.oro.net>
Source record: 128496

Many different magazines. Great for a new or veteran Atari user.

Tom

Email me for a list..

# 2475. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: REMOVE-TO-REPLYJames@grunt.demon.co.uk
Message-ID: <33058fd2.265906@news.demon.co.uk>
Source record: 128497

On Mon, 03 Feb 1997 07:23:31 -0800, Ben Hills <ben@imperial.co.uk>
wrote:
>Chippy5040 wrote:
>>
>> i saw a post for gemulator96 v4.6. i went to the site listed and could
>> not find it. would the emulator change my pc into an atari? please let
>> me know here or at chipt@mrnet.com thank you
>
>Hi,
>
>The Gemulator is available from http://www.emulators.com
>There are two versions available at present. Gemulator 96 for
>Windows 95, and Gemulator Classic for DOS Whicj has now been released
>as Freeware. Both these programs will allow you to Emulae an Atari
>on Your PC. Neither of the Emulators provide an operating system,
>so you will need to get hold of an image file of either TOS 2.06,
>or MagiC

Not accurate.

Gemulator96 is an ST/STE/TT emulator
Gemulator 3.6 (a.k.a. Gemulator Classic) is an ST emulator. It will
use TOS images from 1.62+ but won't reliably (according to Darek).

U can get a demo of Gem96 but the current demo has the Atari disk
format read option blocked but can run full screen. The older demo
won't run full screen but will allow the Atari format option. I for
one prefer full screen.

I'm in the process of testing some games.....

# 2476. Re: Atari STand internet

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d80nt$pnm@ornews.intel.com>
Source record: 128498

In article <MPG.d61a5dcc16bd1c29896df@news.redestb.es>,
STigma@not.here (user) wrote:
>
>I would like to know what programs are the best for conecting to internet
>with an Atari STe with 4 Mb RAM, hard disk and mono monitor.
>
>Any good URL will do.

http://www.teleport.com/~atari/internet.htm will get you started.

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# 2477. Re: noDesk

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <855088212_OASIS_@ping.be>
Source record: 128499

In article <01bc126e$2be17670$49bf32ca@dev1_nt4>
"Greg Bjerga" <georgeh2@wave.co.nz> said:-

>Is there a replacement desktop called noDesk? If so, where might I find a
>copy of it or at least some information?

yes, this desktop exist. I think you can find a demoversion of it at
Berlin. I've use it for a while and I must say it has some very nice
features but AFAIK this desktop isn't supported anymore as the makers
of it, noI Software GmbH doesn't support the Atari platform nowadays.
BTW: noI Software are the designers of Wordplus 5 and Arabesquex 2
too.

CU
Martin
--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
****************************

# 2478. Re: Need E-mail address for COMPO

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f79ee6152e51@sn.no>
Source record: 128500

On Mon 03-02-97 16:25, Phantom (phantomm@harold.eastky.com) wrote:

>Hi All,
>
>Anyone have the e-mail address for COMPO Software here in the states?
>Reply in e-mail please.

I don't have the US mail address, but the UK address might help you at
least contact someone at Compo...

compo@cix.compulink.co.uk

Hallvard
--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2479. Re: "Family Tree" type program?

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f79ee6152470@sn.no>
Source record: 128501

On Mon 03-02-97 20:12, Mark Friedman (fried@achilles.net) wrote:

> Can anyone reccomend a family tree type of program in which, along with
>text, one can include pictures(ie. of your relatives)? Thanks Mark Friedman

Yes! there is a program called just that; "Family tree".
I can't remember where I downloaded it from, but if you use one of the FTP
search engines available on the net you should try to search for "ftree"
(I believe it was called).
One of my pages has such search engines installed, so unless someone else
tells you exactly where you can find it, try:

http://home.sn.no/~hallvart/pages/atari_ftp.html

Good luck!

Hallvard
--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2480. WTB Mega ST4 or Mega STE4

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@pacbell.net>
Message-ID: <32F79943.5B57@pacbell.net>
Source record: 128502

I will pay $100.oo for a Mega ST4 or $135.00 for a
Mega STE4... I will also pay all shipping costs
in the US. Of coarse it must be working.....

If interested Email

RClaunch@Pacbell.Net

# 2481. Gemulator Classic - how may it work??

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Manfred Vogelgesang <mvogel@coli.uni-sb.de>
Message-ID: <Pine.GSO.3.93.970204223950.15109A-100000@coli-gate>
Source record: 128503

Hi,

I followed the thread about Gemulator Classic and the detailed
instructions in order to make it work with a tos image (2.06).
Nevertheless, pressing the key "g" I only get a white screen and nothing
else happens. After some seconds, the emulator crashes.

So my question is:
Once I enter emulation mode and see the white screen, what do I have to do
in order to start an Atari program??

Many thanks;
it seems that an answer would be interesting for a lot of
people here in this group

Manfred

**********
Manfred Vogelgesang
Universitaet des Saarlandes - Phonetik und Phonologie
e-mail: mvogel@coli.uni-sb.de - WWW: http://www.coli.uni-sb.de/~mvogel
**********

# 2482. Re: Klisje Paa Klisje

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f7aabca921c2@sn.no>
Source record: 128504

On Tue 04-02-97 11:19, S94 (lais@cs.man.ac.uk) wrote:

>One for the Norwegians around here... What does this mean? It's the name
>of a pretty cool tracker module by a guy from Norway (Tor Gausen) and I
>was curious since I was listening to it last night. Hallvard? :-)

Yes, I'm here! ;-)
Directly translated it means "cliche on cliche".
Weird name for a program....

Hallvard

--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 2483. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5d85u9$sl3@ornews.intel.com>
Source record: 128505

In article <855009544_OASIS_@pwomar.demon.co.uk>,
Paul@pwomar.demon.co.uk (Paul Womar) wrote:
>
> In article <5d5c96$bsv@login.freenet.columbus.oh.us>
> dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-
>
>>Just look at the similarity of the 2600 to the Atari.
>
>Meaning?

Meaning they both have a little Fuji on 'em someplace, I suppose. Poor
Daniel has been worshipping at the altar of the All-Knowing Sinclap, judging
from the tremendous amount of misinformation he has amassed.

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--------------------ftp://ftp.teleport.com/users/atari--------------------

# 2484. Support B&C Computervisions!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32F7A3B0.2781E494@fir.fbc.com>
Source record: 128506

If you REALLY want to support a company that cares about its Atari customers, patronize B&C Computervisions !!!!!

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Falcon030
STacy
Atari ABC PC-1 to PC-5
Atari ABC Laptops

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Curt

## 2485. STiK/DIAL.SCR

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970204205838.18092B-100000@moose.erie.net>
Source record: 128507

Our ISP has recently added terminal servers which require
responding to a different prompt than entering directly through a shell
account. When you call you may get in directly or you may connect to
one of the servers. Will the STiK DIAL.SCR file support conditional
responses so I can connect whether I get the terminal server or not?

# 2486. CAB/STiK/1040 STe Help

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970204204957.18092A-100000@moose.erie.net>
Source record: 128508

Three members of our user group are having continuing problems trying to run CAB 1.5 with STiK 1.12 on 4 Meg 1040 STe's, all with TOS 2.06. I'd appreciate replies from anyone successfully running this combination without encoountering bombs regularly. I think a half hour without bombing is our record! Generally we get two or three bombs or a lockup at the "resolving host" prompt. We've had bombs with MG-FTP also.

We are running HSMODEM07 (DRVIN, MFP) and STIK_TSR in the AUTO folder in that order. We're running CAB with images off, which I expect anyone with an 8MHz Atari is doing!

Which versions of CAB.OVL and CAB_JPEG.OVL should we be running? How many bytes are they? Should the DEFAULT.CFG file parameters be changed (MTU, etc.)?

Help!

Dennis McGuire
President
Spectrum Atari Group of Erie

## 2487. Manual SLIP connection with STiK?

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970204212108.26108A-100000@moose.erie.net>
Source record: 128509

Can a SLIP connection be made manually with STiK? Our ISP offers
a SLIP option from the shell account menu. Obviously the dialing commands
in DIAL.SCR aren't needed. What should be left in or out?

Also, when you try to make a manual connection, it lists the SLIP
parameters as MTU=1006 MRU=1006. Are these critical? Should DIAL.SCR
have the same values?

# 2488. Re: Help! I'm being attacked by an ST1040...

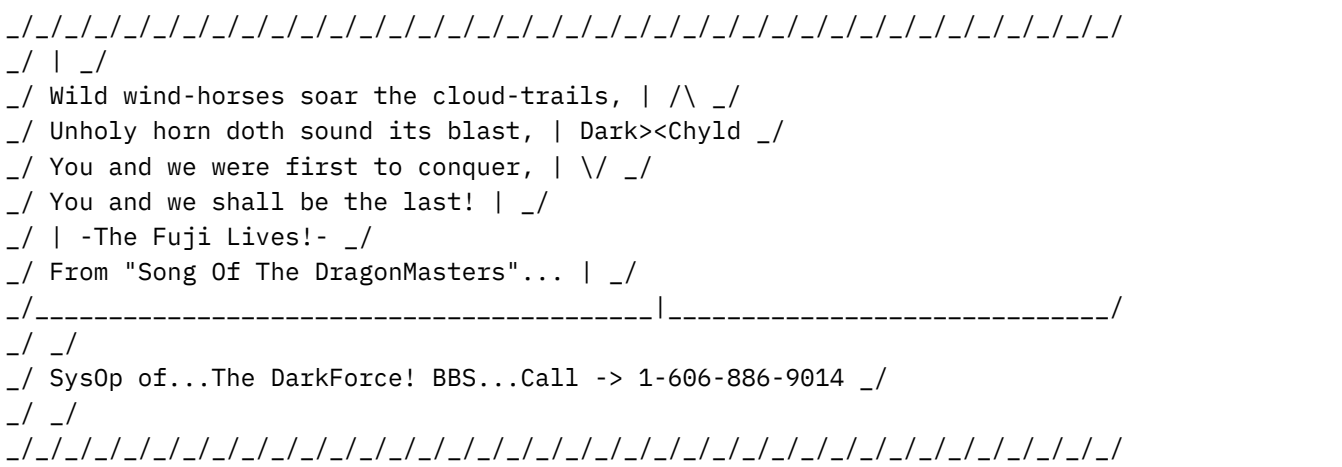
Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: thechyld@harold.eastky.com
Message-ID: <855075428_OASIS_@harold.eastky.com>
Source record: 128510

In article <5d6ib2$cev@News.Dal.Ca>
ag352@chebucto.ns.ca (John S. Gray) said:-

>SIMMS but only if it is a model 1040STe. The 1040 STf/STfm and earlier
>vanilla 1040's all need a hard-to-find hardware add-on to upgrade the RAM.

That "hard to find" item is available from Toad Computers, runs around
$49.00 (on sale-minus SIMMs) and is basically plug 'n play... :)

--



# 2489. Re: HELP! Falcon speed problem

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: thechyld@harold.eastky.com
Message-ID: <855075616_OASIS_@harold.eastky.com>
Source record: 128511

In article <19970204145707502440@tachyon.demon.co.uk>
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) said:-

>Lots of people have An Expose, Mike ;) Get your wallet out and call
>Titan ;))
>
>ATB, Frank.

Well, now I'm confused... The last chat I had with Toad computers/E-mail
with Titan themselves was that they had to recall the Expose cards here in
North America because they were not working with NTSC machines... Has this
situation changed? Thanks in advance for any info...! :)

--

```
_/_/_/
```

# 2490. Re: HD Driver 6.1 demo, et al

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <855095324_OASIS_@mbedford.demon.co.uk>
Source record: 128512

In article <JdBVWbT.greg_evans@delphi.com>
greg_evans@delphi.com said:-

>
>
>I once had HD Driver version 4.51 but sold it when it would not
>recognize my Quantum Fireball 1 gb drive. Recently I downloaded
>the demo of 6.1 and decided to try again. I don't know what I'm
>doing wrong but it still won't recognize the drive.
>What can possibly be wrong?

Who knows. My version of the demo complained about Drive S of all things and wouldn't install. I tried this because when I upgraded to V6 everything fell over. However, the problem was down to the upgrade disk which seemed to been corrupted. The disk was, eventually, replaced and V6 is fine now. (Falcon030, Seagate IDE, Quantum 130, Syquest ezflyer, & Sony CD all properly recognised)

--

---
mike@mbedford.demon.co.uk
---

# 2491. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-04 00:00:00 UTC
From: dave.lee@to.org
Message-ID: <51a_9702051700@to.org>
Source record: 128513

In message 0/32/1402, atari@teleport.NO.SPAM.com writes:

> From: atari@teleport.NO.SPAM.com (Rich Tietjens)
> Subject: Re: Atari ST BBS programs
> Date: Mon, 03 Feb 97 17:48:32 GMT
> Organization: Portland Atari Club
>
> In article <5d0rkf$9i2$1@mhadf.production.compuserve.com>,
> J. R. Lensbower <72074.2542@CompuServe.COM> wrote:
> >
> >Yes, my vote is for FoReM for the BBS program of choice for the ST!
> > (PayBax BBS 302-836-4816 Node 307)
>
> Not to knock FoReM (Ricky Moose was always one of may favorite people!),
> but it should be noted that FoReM is long out of support, that fnet is
> shrinking daily, and that adding Fido capability (or Internet capability
> for that matter) is going to be nearly impossible, with the author of FI
> out of the Atari scene.
>
Now stop that Rich. I run TAF ONLINE on Friends Of Ricky Moose. And as
you know, I can send I-Net E-Mail by using Fidodoor. It's receiving the
messages through Fidodoor that has me beat. While the program is no
longer supported by anyone.... the alternatives are not that easy to set
up. I have never liked the script language of Ratsoft and while Octopus
IS supported, it's a bear to set up. Why can't somebody come up with a
real nice BBS program for the 16/32 bit Atari machines that's easy to set
up and allows for "easy" file transfers and "easy" I-Net ability? Must be
because "we" are a dieing breed. Hmnnfff!

Dave Lee - TAF ONLINE BBS - (416) 42-18-999 - Toronto, Canada
Internet: dave.lee@to.org - Fidonet: 1:250/823 (Metronet 250/TAF
Atarinet: 51:5/6 - The Atari Federation - North America, Earth.
--
| Via: 1:250/98 - The Net 250 Gateway in Toronto, CANADA
|
| Standard disclaimer: The views of this user are strictly his own.

# 2492. Re: Lascan and ET4000 Upgrade!

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28392_please@no.spam.mail.here>
Source record: 128322

FROM: SSweet@mettav.demon.co.uk
SUBJ: Lascan and ET4000 Upgrade!

a> Hello Mark,
a> I have build the MEGA4000 graphic adapter (from Torsten LANG) and it
a> works very well in me MegaST.

Have you any docs, or a location for them please ???..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= "Worf! Is that your face or did your neck throw up???"
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2493. Re: GDOS Fonts...

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28394_please@no.spam.mail.here>
Source record: 128323

*Hi Brian*, on 04 Feb 97 you wrote: ...respect, brethren

b>
>>>> Also, was there a higher version of GDOS than 1.1 and is it any
>>>> better?
b>
b> I highly suggest you get NVDI rather than GDOS...
b> NVDI will allow you to use standard True Type, Post Script, Speedo, and
b> of course GDOS fonts. NVDI also greatly speeds up your Atari's screen
b> drawing, and will give you a host of more "up-to-date" printer
b> drivers... Even Color! NVDI also supports font caching (user choice on
b> cache size)...which means you don't have to wait for your fonts to load
b> over and over again to get a page printed out.

While this is all true, it should be appreciated that Timeworks Publisher was produced prior to NVDI becoming established and Twks2 implemented its own very successful font-caching and font-family support to compensate for the abject failure of Atari's FSMGDOS.

Certain versions of Timeworks can be made to work with certain versions of NVDI, but tbh it's far more likely to be successful with GDOS release 1.1 (the last of the original versions) and something like Quick STe v3.03 or Warp 9.

When I finally upgraded to NVDI I found I had a reasonable screen accelerator (slower than I was used to) and a font system that rendered excellent fonts but were incompatible with the applications I wanted to use them with - Timeworks mainly among them.

What I'm saying is, if Timeworks is the application then only use GDOS because that's what it was designed for. If Papyrus is the application, don't waste time with GDOS when it's designed to take advantage of NVDI/S

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 2494. WTB: ICD Link for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28391_please@no.spam.mail.here>
Source record: 128324

FROM: SSweet@mettav.demon.co.uk
SUBJ: WTB: ICD Link for Atari

J> I want a ICD Link SCSI adapter for an Atari ST

Perhaps you'd better decide wether you need SCSI 1 or 2, and advertise for a Link II if you intend to use a CD-Rom or SCSI 2 drive at some point in the future.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= This was supposed to have been a 5 minute job!.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2495. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28398_please@no.spam.mail.here>
Source record: 128325

```
In a previous message 72074.2542@CompuServe.COM wrote
> Organization: CompuServe, Inc. (1-800-689-0736)
>
> Yes, my vote is for FoReM for the BBS program of choice for the ST!

Nah....Octopus any day...

--

Send email replies to :pbaker@mettav.demon.co.uk (Paul Baker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 2496. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28395_please@no.spam.mail.here>
Source record: 128326

*Hi Daniel*, on 04 Feb 97 you wrote: ...respect, brethren

d>
d>>> I assume that TOS is re-locatable,so I assume you can load other
d>>> TOSes even on a machine with TOS built-in.(but it's kinda huge) Isn't
d>>> there a OS that's like TOS but with no multi-tasking or anything else
d>>> to get in the way?
d>>> Of course games probably wouldn't work with it.The same problem
d>>> occured with the atari but Atari corp. simply distributed a disk with
d>>> the old OS on it.(don't know how much it was, though) And
d>>> "translator" OSes are available from PD/shareware sources,as well.
h>>
h>> You are a little bit out of date, unfortunately. You are talking
h>> about the Atari Classic 8-bit machines, with their disk-loadable DOS
h>> 3, DOS 2.5 and the replacements of SpartaDOS etc. This is not for the
h>> Atari ST, which is a 16-bit, Motorola 68000-based machine, with TOS in
h>> ROM for 99pc of its life.
d> The Atari also kept the OS in ROM.

Of the 8-bit machine? Yes, ISTR that was necessary for those who only had a
cassette (single-sided floppy disks were expensive and rarely owned). The
disk OS (DOS) was software only.

d> It's just that the original OS was out there for everybody with a
d> modem.

Partly because DOS 3 was so crap that they had to reintroduce DOS 2.5 IIRC
-they did it to stop all the complaints AIUI. That partly explains the
attraction for replacement DOS's as well.

d> The ST also stores DOS in ROM (but aren't there alternative DOSes that
d> you can load. There must be if you want to read a CD).

All manner of utilities are available to patch the OS by intercepting (not
relocating the original) OS calls to replace them with better alternatives.
They're implemented using the Auto folder, usually.

DOS (Disk Operating System) is an outdated term with the ST, though. GEMDOS
is only one part of the OS on the Atari ST, along with BIOS, XBIOS, GDOS
(TOS) and the AES and VDI (GEM). GDOS (the Graphical Device Operating
System) has *always* been a software extension and people have been replacing
it almost from the outset (NVDI, G+Plus, AMC etc). There's replacement VDI's
(NVDI), replacement AES's (MagiC, Geneva, N.AES) et al.

The very first ST's (before the STF or STM and certainly before the STFM) had
a disk loadable TOS, but the number of machines we're talking about here is
minimal - certainly before mass-marketing of the ST, when it reverted to TOS

in ROM.

There's little point in a replacement single-tasking OS, but those like MagiC can run single-tasking just as well as co-operatively multitasking or pre-emptively multitasking.

Device dependent drivers required to access hard disks or CDROM's are also readily available (ICD, HDDriver, CBHD, SCSITools, Extendos etc). These add features to the built-in BIOS rather than replace them AIUI.

Does that answer your questions?

Here comes my enormous sig again... <g>


# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 2497. Re: Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28399_please@no.spam.mail.here>
Source record: 128327

```
In a previous message michael@fastlane.net wrote
>
> That's the one. The email I have is: Steffen_Engel@pe.maus.de
> I'll try sending him mail again.
>

try Steffen_Engel@sz2.maus.de

I did get a reply and a key from him about 4 months back...

--

Send email replies to :pbaker@mettav.demon.co.uk (Paul Baker)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 2498. Than's Write using landscape mode w/HP-520 printer

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28390_please@no.spam.mail.here>
Source record: 128328

FROM: SSweet@mettav.demon.co.uk
SUBJ: Than's Write using landscape mode w/HP-520 printer

r> I can't get That's Write to print in landscape mode on my HP-520 using
r> The Deskjet+/500 driver. Any ideas?

Bit short on memory perhaps, you could try a print to file, then dump that
from the desktop?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Don't walk through the screen door, you might strain yourself.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 2499. Lattice C 5.5 or 5.6?

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5d90t0$q0o@news2.nkn.net>
Source record: 128329

Hi all!

I've ordered and received Lattice C from Oregon Research. One problem -
I ordered 5.6, but the box, manuals, and floppy disks are all labeled 5.5.
So, is it 5.5 or 5.6? The floppies are still unopened, so I have no problem
shipping it back.

BTW, I've tried repeated through email, FAX, and phone to get hold of Oregon
Research, but they refuse to return my calls or my email. I've told them
that if I do not receive a response by this Friday, I'm shipping the entire
package back and refusing payment on my credit card. Another fine example
of customer service :(. I guess next time I'll order from a UK software
house.

Thanks,

Mike White (michael@fastlane.net)

# 2500. Re: Klisje Paa Klisje

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f827541a91661@sn.no>
Source record: 128330

On Wed 05-02-97 02:42, Frank Charlton (frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk) wrote:

>Hallvard Tangeraas <hallvart@sn.no> wrote:
>
>> Directly translated it means "cliche on cliche".
>> Weird name for a program....
>
>Actually, that name would make a good word processor for magazine
>journalists to use ;-)

hehe... you're right ;-)

Hallvard

--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2501. Re: Need E-mail address for COMPO

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32f827541a92052@sn.no>
Source record: 128331

On Wed 05-02-97 02:42, Frank Charlton (frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk) wrote:

>Hallvard Tangeraas <hallvart@sn.no> wrote:
>
>> I don't have the US mail address, but the UK address might help you at
>> least contact someone at Compo...
>>
>> compo@cix.compulink.co.uk
>
>Er, COMPO UK went out of business in the middle of last year ;/

Oops! I'll erase that address from my list then.
Sad when Atari dealers/companies close down, isn't it.
But hopefully new ones will emerge.

Hallvard
--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2502. Re: WTB Mega ST4 or Mega STE4

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970205032932.20064A-100000@usr09.primenet.com>
Source record: 128332

Ok with me. :)
I will sell you my megaste but I'll remove:
the screen and the keyboard.
Coz obviously they are so cheap that I am sure you'll find these for
10 bucks. (together)
And I'll pay for the shipping.
Bye.

On Tue, 4 Feb 1997, Richard Claunch wrote:

>I will pay $100.oo for a Mega ST4 or $135.00 for a
>Mega STE4... I will also pay all shipping costs
>in the US. Of coarse it must be working.....
>
>If interested Email
>
>RClaunch@Pacbell.Net
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 2503. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvraivwsgy.fsf@emw.ericsson.se>
Source record: 128333

james.pirie@zetnet.co.uk (James Pirie ) writes:

> 
> 
> >Hello!
> >
> >Does anyone know, if STIK is still alive?
> 
> 
> Alive and kicking, I'm using it to send this. Support grows every
> day. At least from where I'm standing :-)

Who will need STiK after this?

Sorry if you all already has read it.

---

> The following stuff was extracted from the Atari area on CIX last night:
> 
> ==========
> 
> (From the Canadian MagiC Support list)
> 
> Well I have some news that should make all of your ears prick up. This is
> straight from the horse's mouth (Bob Luneski) and was mailed to me only
> hours ago. We will see a NEW FULL BSD socket compliant TCP/IP stack very
> soon now with integrated PPP support! RELEASED BEFORE APRIL! So read
> on......
> 
> Greetings,
> 
> Re: TermiteTCP
> 
> Although we have not officially announced it(working on the press release
> before I got sick) the port is already in progress. It is a 100% BSD
> socket compliant implementation of TCP/IP with integrated PPP driver. It
> fully supports all of the current Internet standards as specified in the
> RFC's. Setting it up is brain dead as all you need to know is your ISP's
> phone number and your user name and password and the ability to click on
> the Connect button. Everything else is automatically negotiated with the
> host. The base system will ship with FTP, Telnet, and e-mail clients as
> well as a Software developers kit for third party clients. We are worknig
> the the CAB people to have CAB support TTCP on release. It has been
> commercially available on the Amiga for over a year and the core stack and
> PPP drivers are rock solid. All of the critical routines are implemented

> in hand optimized assembly making it the highest performance stack
> available for micro computers. The target release is somthime before
> April. Target price is not set yet but will probably be the same as the
> Amiga version which is $69.95 retail ($49.95 street) and will include a
> 150+ page printed manual including "Reggies Guide to the Internet" a
> comprehensive tutorial on the Internet and Internet resources.
>
> Feel free to pass this information on to whomever you wish.
>
> Best regards,
> Bob Luneski
> ------------------------------------------------------------------------
> Oregon Research Orders/Info: (503) 620-4919
> 16200 SW Pacific Hwy. Ste 162 Tech Support:(503) 968-9250
> Tigard, OR 97224 FAX: (503) 624-2940

--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 2504. Re: Need E-mail address for COMPO

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5d9ico$334@ash.ridgecrest.ca.us>
Source record: 128334

Like I said (you just can't trust these guys:)

Re: Falcon Speed (Robert Engberson/COMPO Software , 1/1/97 1:00 AM)
To:
mgrove@ridgecrest.ca.us

Greetings,

At 09:10 AM 12/30/96 +0000, you wrote:
>Sorry to ask such a dated question,
>but do you still carry Falcon Speed
>for the Atari Falcon?
>I just received Atari Inside from
>Germany and Compo is still advertising
>Atari products. Any chance that they
>could be ordered through you or is
>ordering direct the best method?

No, we don't have Falcon Speed anymore. The developer stopped
manufacturing
them. I'd be surprised if you could find one anywhere. However, most of
our
other products are still available. There isn't anything the German
office
has that we don't, so we should be able to take care of you. Please ask
if
you have any questions.

Thanks, and take care.

Robert Engberson
COMPO Software
compousa@neongrafix.com

Here is an interesting link as well
http://www.j3comp.com/proddes/neonstorybook.html
http://www.j3comp.com/proddes/neongrafix.html

# 2505. Re: Help! I'm being attacked by an ST1040...

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-0502970900320001@47.85.0.99>
Source record: 128335

In article <01bc1221$2d1b0ee0$b39f1ecf@bill.brevard.cc.fl.us>, "Bill"
<bliss.b@a1.brevard.cc.fl.us> wrote:

> Ok, well, maybe it's not attacking me...it's just being very mysterious...
>
> Anyway, I'm an Intel PC person who has been given an Atari ST 1040. . .and
> being the frugal person that I am, I hate throwing anything useful away.
> So, since I don't have any documentation for it, and either most of the
> disks are corrupted or the drive is going bad (machine and disks were
> sitting in a garage, in boxes for about 2 years, but everything seems to be
> ok with it...except for many of the disks...), I thought I'd ask all you
> Atari Gurus...
>
> 1) Is this thing worth bothering with? (looks so very MAC like that this
> IBM/Intel guy is made vaguely nervous by it... ;)

Only you can really answer that one !

It depends on how much time you have or want to invest in a machine that
is really only supported by users. If you are into collecting cool
computers, then yes.

> 2) I notice that it has a port on the back marked "hard drive." What kind
> of hard drive? Where can one be gotten?

You need an a host adapter, to convert the (almost SCSI) "hard drive."
interface into something that can talk to SCSI disks.
>
> 3) As best as I can figure, it has about 1 meg of memory...can that be
> upgraded? If so, how...etc.?

You need a memory expansion board, used to be available from Marpet, may
be harder to get nowadays. You could do your own.
>
> 4) What other types of upgrades (if any) can be done to it?

A short list.

Put it into a bigger case
Expand the memory
Expand the graphics.
Add more serial ports.
Add an accelerated processor + FPU.
Add a high performance graphics card.
Add an IDE controller.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

# 2506. Re: Audio Players...Suggestions?

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: daymon@mammoth.psnw.com
Message-ID: <5d8ldk$5hr@alpine.psnw.com>
Source record: 128336

```
: >How about Real Audio?
: >I've heard that source is not avilable for a Real Audio Player...but
: >that kits are avilable describing the sound file formats and how they
: >work. Might someone be working on a Real Audio player for TOS?

: Here's a concept: LPS is designed to play "streaming" audio already (it can
: play samples that are larger than memory without pausing, as long as you
: have a fast (<15ms access) hard drive). How about a translator that expands
: RA format to RIFF WAV Format and then passes the data to LPS?

Where can I get this translator? Can it be configured so that it
can be used with CAB such that it reads the data online, translates it,
then passes it to LPS124 straight through? Or do I have to download the
file, translate it into another file, then run it through LPS124 offline?
Thanks for any info!

Mike Freeman
daymon@psnw.com
```

# 2507. Re: WebSpace HTML browser: PPP layer snapshots

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: oxo@imaginet.fr
Message-ID: <5d9kui$3bo@belzebul.imaginet.fr>
Source record: 128337

frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>It'll be curious to see if either of us recieve a response here, then ;)

I cant make responses to all the messages i receive.
I must limit my responses to the most important, sorry
but if I reponse to all, WebSpace developpement will
slow down.

regards

Pascal Barlier

# 2508. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Gary Priest <Gary@the-gap.demon.co.uk>
Message-ID: <m3PYyCAw9G+yIwfT@sotnops.demon.co.uk>
Source record: 128338

This sounds like very good news! Have you any web addresses pointing to
info on this (or the Amiga version)?

If it's as good as it sounds I shall definately be purchasing it. Wonder
who's going to be selling it in the UK? Any ideas?

Regards, Gary

In article <yvvraivwsgy.fsf@emw.ericsson.se>, Magnus Kollberg
<emwoll@emw.ericsson.se> writes
>> Well I have some news that should make all of your ears prick up. This is
>> straight from the horse's mouth (Bob Luneski) and was mailed to me only
>> hours ago. We will see a NEW FULL BSD socket compliant TCP/IP stack very
>> soon now with integrated PPP support! RELEASED BEFORE APRIL! So read
>> on......
>>
>> Greetings,
>>
>> Re: TermiteTCP
>>
>> Although we have not officially announced it(working on the press release
>> before I got sick) the port is already in progress. It is a 100% BSD
>> socket compliant implementation of TCP/IP with integrated PPP driver. It
>> fully supports all of the current Internet standards as specified in the
>> RFC's. Setting it up is brain dead as all you need to know is your ISP's
>> phone number and your user name and password and the ability to click on
>> the Connect button. Everything else is automatically negotiated with the
>> host. The base system will ship with FTP, Telnet, and e-mail clients as
>> well as a Software developers kit for third party clients. We are worknig
>> the the CAB people to have CAB support TTCP on release. It has been
>> commercially available on the Amiga for over a year and the core stack and
>> PPP drivers are rock solid. All of the critical routines are implemented
>> in hand optimized assembly making it the highest performance stack
>> available for micro computers. The target release is somthime before
>> April. Target price is not set yet but will probably be the same as the
>> Amiga version which is $69.95 retail ($49.95 street) and will include a
>> 150+ page printed manual including "Reggies Guide to the Internet" a
>> comprehensive tutorial on the Internet and Internet resources.

--
Gary Priest

# 2509. PTC1426 still for sale cheap!

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: thechyld@harold.eastky.com
Message-ID: <855132976_OASIS_@harold.eastky.com>
Source record: 128339

Okay, a previous deal fell through... So now I still have this Atari PTC1426 monitor for sale for only $100.00 plus COD/S&H... Excellant shape, its in the original box, although I don't have the manual. Comes with a base, and power supply cord/video cable-plug for a standard VGA or TT030 hookup. Can be used with a PC in VGA mode or with the TT030 (TT mode) or as I've been using it-with my Falcon 030 with the VGA adaptor. Gives 640 x 480 res with upto 256 colors... Very nice condition. Send E-Mail with offers...! Thanks.

PS The only reason I'm selling
it is because I got a NEC-3D
Multisynch for my Falcon...!

--

```
_/_/_/
```

# 2510. Re: Nemesis/Blitter/RamDisk

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: James R Morrissey <J.R.Morrissey-CSSE94@cs.bham.ac.uk>
Message-ID: <32F892D7.47B3@cs.bham.ac.uk>
Source record: 128340

Charles Silver wrote:

> I'm seriously considering the Nemesis board for my Falcon once it is
> available here in the USA. However, I'm curious as to how it would
> affect my usage of a RamDisk because of a post by Thomas Binder.

<snip>

> As the upgrade disables the Blitter chip, yet speeds up the CPU, does anyone
> with the Nemesis or other accelerator board installed use a RamDisk and
> HOWFAST is it? I currently use MDisk at the above read rate.

I'm afraid I don't have any speed test figures for Nemesis with a
RAMdisk handy, but I do know that it is possible to use Nemesis with the
Blitter half-clocked, rather than completely disabled, as that's how
I tend to run Nemesis by default. It's not as fast as normal of course
( 12.5 MHz max. on my 50Mhz Nemesis 'high' clock ) but it works.

I can't remember whether MDisk uses the blitter, but the acceleration
of the CPU & bus is such that straightforward data transfers are likely
to be faster when the blitter is _not_ used. ( Ask Douglas Little
of BSS for a more complete description of the blitter's failings. )
If MDisk is STFM compatible it will have ordinary CPU data transfer
code which, presumably, will be used in the event that the blitter
is unavailable.

In short, I wouldn't worry too much about the speed of the blitter
under Nemesis. I had a few concerns regarding compatibility initially,
but the half-clocking option means that you can't really lose.

James Morrissey

'J.R.Morrissey-CSSE94@cs.bham.ac.uk'

## 2511. Looking for the game called XENON for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Daniel Prantl <dprantl@vax.clarku.edu>
Message-ID: <01bc1370$50299aa0$0f02000a@dprantl.clarku.edu>
Source record: 128341

```
If anyone has it, or knows where to find it, please e-mail me at:
dprantl@vax.clarku.edu.
Thanks!
```

# 2512. [Ach] ATARI STE ⍰quip⍰

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Yves Gablin <gabliny@ufrima.imag.fr>
Message-ID: <32F8A050.6DB8@ufrima.imag.fr>
Source record: 128342

Bonjour ï¿½ tous!

Je recherche un ordinateur Atari STE ï¿½quipï¿½ d'au moins :
- un disque dur SCSI
- un adaptateur SCSI/DMA
- 2 Mo de Ram

Faire offres.
Merci,
Yves Gablin.
--
Yves Gablin : gabliny@ufrima.imag.fr

# 2513. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32F8CC47.3729@cfcsc.dnd.ca>
Source record: 128343

Gary Priest wrote:
> This sounds like very good news! Have you any web addresses pointing to
> info on this (or the Amiga version)?
> If it's as good as it sounds I shall definately be purchasing it. Wonder
> who's going to be selling it in the UK? Any ideas?
> Regards, Gary

here are some reviews
http://www.omnipresence.com/Amiga/News/AR/ar305_Sections/review3.HTML
http://www.nmt.net:80/Retail/Software/Amigaonly/termite.html
http://ftp.uni-erlangen.de:80/public/pub/amiga/aminet/biz/demo/TermiteDemo.readme
http://www.pp.ph.ed.ac.uk:80/~gowdy/Amiga/AmigaReport/ar317_Sections/news11.html
http://www.globaldialog.com:80/AdventureCentral/brad/960920

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 2514. WTB ATARI

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Yves Gablin <gabliny@ufrima.imag.fr>
Message-ID: <32F8A7A3.3976@ufrima.imag.fr>
Source record: 128344

Hello !
(This is a translation of a previous message)

I'd like to buy an Atari STE (or better) with at least :
- A SCSI Hard disk drive
- A SCSI/DMA adaptator (in case of a STE)
- 2 Mb of RAM

To conclude, it would be better if coming from France or any
French-speaking country (mainly for the keybord).
Thanks for reading,
make offers at the following adress.

Yves Gablin.

--
Yves Gablin : gabliny@ufrima.imag.fr

# 2515. Re: mailme

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Biblioteca Comunale Collesalvetti <colle@sysnet.it>
Message-ID: <32F8A3E3.5187@sysnet.it>
Source record: 128345
Cross-posted to: nl.test,relcom.test.swnet.test,alt.college.college-bowl,comp.sys.atari.st,alt.games.mk,alt.fan.rosieodonnell,control.newgroup,alt.gothic,news.software.nntp,news.groups,news.admin.misc,news.admin.net-abuse.misc,news.newusers.questions,alt.test,misc.test,uk.test,han.test,swnet.test,microsoft.test,uk.test,de.test,nl.test,se.test,it.test,alt.religion.scientology,rec.games.trivia,ne.general,ne.internet.services,alt.usenet.offline-reader.forte-agent,harvard.general,harvard.house.dunster,Intel.motherboards,netcom.test

BHO

# 2516. Re: HELP! Falcon speed problem

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: "Thomas R. Mccartney" <tmccartn@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.93.970205085049.45644A-100000@srv1.freenet.calgary.ab.ca>
Source record: 128346

My thanks to everyone ho helped solve this problem. The Falcon speed is now out of my machine and will shortly be on its way to its new home. The location of the jumper is marker clearly on the smaller bank of connectors with a white outline. I couldn't find the original jumper, but one off an old IDE controller card in my junk drawer worked just fine.

It just goes to show when in doubt RTFI. Or ask the freindly folks here at CSAS.

Thanks again.

(now I have to decide if I want the CD-Rom drive or more RAM)

Tom McCartney

# 2517. Re: SIMMS

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.comREMOVE.TO.REPLY>
Message-ID: <32F8A011.67A8@huey.cadvision.comREMOVE.TO.REPLY>
Source record: 128347

Ed.... you may want to email Chris and get his input on how to configure your RAM with varying size SIMMs. He could tell you right away whether what you want to do can be done.

Keith

# 2518. Re: noDesk

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.comREMOVE.TO.REPLY>
Message-ID: <32F8A211.637A@huey.cadvision.comREMOVE.TO.REPLY>
Source record: 128348

Greg Bjerga wrote:
>
> Is there a replacement desktop called noDesk? If so, where might I find a
> copy of it or at least some information?
> --
> Mark Bjerga
> (gregbj@wave.co.nz)

Yep.... you can find it at:

gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/Utilities/Desktop

You'll need both "NoDsk301.lzh" and "NoSys100.lzh" archives.

It's a really nice looking desktop too - very 3D and modern looking.

Keith

# 2519. Re: PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: marcelv@stack.nl
Message-ID: <5daavb$mdr@snail.stack.nl>
Source record: 128349

Bruno Kozlowski (bkozlowski@nordnet.fr) wrote:
: In article <5c85gj$mbb$1@texas.nwlink.com>
: caesar@nwlink.com (Joel Enbom) said:-

: > "Open a window on U:\BIN\. Install the application
: > SH.TTP and give it 'SCR' as document type. Change the
: > path of this window to U:\CAB\. Open a new window on
: > U:\ETC\SCR\."
: >
: >Well, I opened the window and installed the application. But this whole
: >window path changing thing has got me just a bit confused.

: That's only a different wording for "close the U:\BIN\ window and open
: one on U:\CAB\". Clic on the closer, find the CAB folder, double clic it.
: Nothing else!

: BTW, if you don't want to have 2 copies of sh, one named SH and the
: other SH.TTP: after you installed SH.TTP as an application and saved the
: DESKTOP.INF (or NEWDESK.INF), edit the *.INF to remove the ".TTP" extender
: in sh filename, and delete the file SH.TTP, you'll never require it again.

: Bye! Bruno.
: --
: /* Bruno Kozlowski <bkozlowski@nordnet.fr> */
: /* -==- A happy Falcon owner from France -==- */

Ok, I got all of this.
But what if your sh.ttp crashes with every mint version you tried?
I use mintnet 1.10,hsmod7,freemint1.12.5 did everything with was documented.
But it wont work because sh crashes?
Can anyone post his working mint.cnf file. (or email it to me?)
I have some nice additions in mine mint.cnf file (with xboot and a startup
screen picture (for fun)). If your interested I'll post it.
In the mean time I'll be trying to fix this.

Bye bye!

# 2520. **NEW** Big Atari Sale Remains at final lower prices!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: ercorp@aol.com
Message-ID: <19970205162901.LAA15236@ladder01.news.aol.com>
Source record: 128350

***Blow-Out on my remaining Atari product.***

I have sold a good supply of my Atari stuff over this last week and now comes the blow-out sale. I will show the package deals for all of certain categories and single prices.

Volume Buys:
All software and magazines and books on this page = $200.00 plus freight.
(another words, all non hardware)

Hardware
---
Atari TTM195 19" Monochrome High Resolution Monitor = $175 plus freight.
I will not go lower than this unless your buying everything else on this page. $175 is my breaking point and an excellent deal at that.

Master (External 720k) Floppy Drive $20.00
Toadfile 44MB Syquest Drive (Dual Under Monitor Case) = $125.00
(Toadfile Includes: (3) 44MB Syquest Cartrdiges)
Apple External 2X CD ROM (SCSI) in External Case = $75.00
MaxxYoke Flight Yoke = $10.00
SteroTek 3D Glasses = $5.00
ComputerEyes Digitizer = $5.00

*****Non Game Software****** More professional kind
All (12) titles below for $100.00
or individual prices below......
---
WordPerfect = $10.00
PageStream 2.2b = $10.00
PageStream 1.8 = $10.00
Calamus SL = $50.00
Calamus 1.09 = $15.00
TimeWorks Publisher 2 = $15.00
LDW Power = $10.00
Accounts = $10.00
SpeedoGDOS 5.0 = $10.00 (disks only)
TouchUp = $15.00
GFA Basic 3.0 = $10.00
Atari Gemini (CD) = $10.00

*****Non Game Software******
$2.50 each or all (40) titles for $50 plus freight
---
Desktop Publisher
Data Manager

Cyber Paint
Cyber Studio 3D
Cyber Sculpt
Drafix Cad
Phaser 4.01
VIP Professional
SpeedoGDOS 4.2 (disks only)
Copy II ST
ProCopy
Personal Pascal
Easy Draw
Easel/ ST
Certificate Maker
Degas Elite
Aegis Animator
Flash
Easy Tools
MultiDesk
Label Master Elite
PrintMaster Plus
Sublogic Scenery Disk
The Music Studio
CornerMan
G+Plus
Generation Gap
Tune Up
First Word
HabaView
Music Construction Set
Atari Chemistry 1
Atari Planetarium
The Computer Guide To The Solar System
SuperCharger
Quick ST 3.0
NeoDesk 3.0
Generation Gap

*****Games******
All (26) games below for $25 total plus freight
---
The Pawn
Flight Simulator II
Vegas Gambler
Shanghai
Cards
Hacker II
Strip Poker II
Professor Craps
Gunship
Time Bandit

Major Motion
Falcon
Silent Service
The Hunt For Red October
Tracker
LCS Wanderer
BasketBall
Micro League BaseBall
High Roller
Arena
Frozen Legacy
Mean 18 Ultimate Golf
Balance Of Power
Chess Master 2000
Super Cycle
StarGlider

**** Books & Magazines ****
All (6) Books and (175 estimate) magazines for total of $50.00
or Books are $1.00 each
or Magazines are .50 cent each
---
Flight Simulator Adventures
Flying Flight Simulator
Atari ST Internals
The Atari ST Users Guide
OH! Pascal!
Compute!'s ST Artise with Disk

Start Disks (25 to 50 or so) = $.50 cents each
Many Magazines (over 175 issues) .50 cents each

**all items are plus freight**

Email tj@oro.net
Thomas Ferreira

## 2521. Free Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Jarrod Whelan <whelafam@kersur.net>
Message-ID: <01bc1383$160681e0$996cc3d0@Whelan.kersur.net>
Source record: 128351

I live in Massachusetts, and I have an old Atari ST sitting up in my attic. Something is wrong with one of my disk drives, but the monitor [color] is fine and so aren't most of the other components. You just need to pick it up.

If you are interested e-mail me at: whelafam@kersur.net

# 2522. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970205163643119 51@tachyon.demon.co.uk>
Source record: 128352

Gary Priest <Gary@the-gap.demon.co.uk> wrote:

> If it's as good as it sounds I shall definately be purchasing it. Wonder
> who's going to be selling it in the UK? Any ideas?

HiSoft would the the obvious choice, as they sell all other Oregon stuff
in the UK, including the Amiga version of TermiteTCP. Might be worth a
mail to sales@hisoft.co.uk here ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

## 2523. BTfax and USR Sportster

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: mike@bbsgate.interware.it.STRIP.THIS
Message-ID: <2584_mike@bbsgate.interware.it.STRIP.THIS>
Source record: 128353

In the end I was able to buy a new USR Sportster 33600, so I need to configure my BBS to receive faxes.

I had a ZyXEL U-1496E before and I was using this configuration in Semper:

```
; ----
; Modem settings:
Init |~ATH0M0&D3+FAA=1+FLID="De.Petris"|~
ReInit 5
Reset ATM0H1|
Dial ATX3DT
Answer AT+FDCC=1,3,0,2,0,0,0,0;+FCR=1|~ATA
HangUp v~^|+++ATH|
Busy ATH1|

Port Serial 2
Speed 57600
TxBuffer 8192
RxBuffer 32767

FaxReceiver D:\SEMPER\BTFAX099.TTP
FaxCmd -pD:\ -d10 -q -m
```

But I got an error from the Sportster now.

Have anybody a ready configuration setting ?

Btw, the above is good for a zyxel 8^)

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The new Pentium Overheat, CPU and water boiler in a single chip!

--

Send email replies to :mike@bbsgate.interware.it (Mike De.Petris)

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

# 2524. Re: HELP! Falcon speed problem

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970205163642118 90@tachyon.demon.co.uk>
Source record: 128354

Ronald J. Hall <thechyld@harold.eastky.com> wrote:

> Well, now I'm confused... The last chat I had with Toad computers/E-mail
> with Titan themselves was that they had to recall the Expose cards here in
> North America because they were not working with NTSC machines... Has this
> situation changed? Thanks in advance for any info...! :)

No, I think you're right, Ronald. AFAIK it still isn't available in an
NTSC format ;/

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2525. Re: WTB Mega ST4 or Mega STE4

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970205163644120 25@tachyon.demon.co.uk>
Source record: 128355

Katherine L Ellis <kellis@primenet.com> wrote:

> Ok with me. :)
> I will sell you my megaste but I'll remove:
> the screen and the keyboard.
> Coz obviously they are so cheap that I am sure you'll find these for
> 10 bucks. (together)
> And I'll pay for the shipping.

Do I detect a note of sarcasm here? :)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2526. Re: **NEW** Big Atari Sale Remains at final lower prices!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970205164625469 52@tachyon.demon.co.uk>
Source record: 128356

ERCORP <ercorp@aol.com> wrote:

> ***Blow-Out on my remaining Atari product.***

I appreciate you want to sell this stuff, but do you really have to post
it so often? ;/

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2527. Re: Looking for the game called XENON for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: bales@garonne.stortek.com
Message-ID: <E55286.3Bx@gazette.stortek.com>
Source record: 128357

In article <01bc1370$50299aa0$0f02000a@dprantl.clarku.edu>, "Daniel Prantl"
<dprantl@vax.clarku.edu> wrote:
>If anyone has it, or knows where to find it, please e-mail me at:
>dprantl@vax.clarku.edu.
>Thanks!
The atari version really sucked... Xenon II however was pretty good at the
time, but you needed an autofire joystick to finish it.

Nick

--
/___ OOO ___\ Nicholas BALES, Toulouse, France
//o \ <> /o \\
||_____|_____|_____|| A VOUS D'INVENTER LE WEB QUI VA AVEC
| ___/ mmmmmmmmmmm ___/ | http://www.geocities.com/MotorCity/2090
_________[Twingo]_________/ bales@garonne.stortek.com

## 2528. Adaptec 4520

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: terryb@bloomington.in.us
Message-ID: <5dad2k$knm@news.hoosier.net>
Source record: 128358

I need an Adaptec 4520 SCSI to ESDI controller.
Can anyone help??

terryb@bloomington.in.us

## 2529. Falcon for sale...

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: thechyld@eastky.com
Message-ID: <855144030_OASIS_@eastky.com>
Source record: 128359

F O R S A L E I M M E D I A T E L Y !!

Atari Falcon 030 with 4 megs of RAM, DeskTopper case/keyboard, TT-Touch key kit installed, TOS 4.04, 2.5" hard drive kit (but no hard drive), a SCSI II cable, VGA/RGB/Multisynch Gizmo video adaptors, tons of software including CalAppt/AFM/SAM/MultiTos/ExtenDos Pro/ICD Pro Hard Drive Utils/ Ping 2000, etc,... All in like brand new condition.

Best offer approaching $500.00... Shipping via UPS-COD-CASH only.

Replies via E-Mail only, please. Thank you.

# 2530. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5dafds$772@ash.ridgecrest.ca.us>
Source record: 128360

While going to an unnamed site to download
a new release I discovered two versions
of TOS posted there. 2.06 and 3.06.
Also included were patches to run them
on the PAK030. I wonder if the manufactures
of the PAK had permission to do this
(not that the patches were provided by them)?.
I can see that when you purchase a PAK, normally
you would buy the ROMS, but I guess you could
cheat and boot off the 2.06 ROMS and load 3.06
into RAM without really owning 3.06.

What i'm wondering is, if Wizztronics statement
is true, why was it ok for the PAK manufactures
to modify TOS and sell the product and why did
Wizztronics feel so insecure about using a patched
version of TOS in their product (s)?.

This isn't suppose to startup a Wizztronics is
full of it thread, just the differences between
patent respects between countries.

Mike

Please don't ask where the site was.

# 2531. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Mr.Maddog@Microserve.com
Message-ID: <9702051746.AA15961@Microserve.com>
Source record: 128361

>: Don't panic, Frank. I belive he thinks that we are talking about 8-bit
>: Atari's with their disk-loadable operating systems. He's just more out of
>: date than Sinclap...
>
>From what people have told me,the ST could also load the OS from disk.
>Perhaps I mis-spoke...

Now children... :)

The only TOS on a disk is the old 1.0 and a few betas, but yes TOS
'does' come on ROM chips and to use them on any emulator you must
have a image file of the ROM on a disk(short of using the Gemulator
card).

Magic and Mint are loaded from the disk, but that's beside the
point...

Now back to the issue at hand, the only thing that worries me is
sending and receiving the TOS image like it's a PD program. I don't
think it is. There might be some dealers who can sell the TOS ROMs.

I knew as soon as emulation first came out, people will eventually
have to copy ROM programs and put them on a PC disk to use them. The
only "ethincial" way I can see of handling this is to copy your own
programs and keep them. Of course, there is no NEED to make any
backups of ROM programs...until emulation.

If you choose to use TOS images, it don't matter to me. Just try to
use your own TOS instead of something like putting it on a web site
for the whole world.

Eric Noss
a.k.a
Mr. Maddog

Now at 'MrMaddog@microsevre.com', for nice friendly private chats.

All spammers subjected to $500 charge for solicition, manual or
automatic.

## 2532. Spectrum Emulator for Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: skr@dcs.ed.ac.uk
Message-ID: <E55672.CH6.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 128362
Cross-posted to: comp.sys.atari.st,compy.sys.sinclair

Has anyone managed to get a spectrum emulator running on an Atari falcon?

--

:=----+Steve.

# 2533. Re: Manual SLIP connection with STiK?

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <855142504_OASIS_@swampdog.demon.co.uk>
Source record: 128363

In article <Pine.LNX.3.95.970204212108.26108A-100000@moose.erie.net>
Dennis McGuire <mcguired@moose.erie.net> said:-

>
>
> Can a SLIP connection be made manually with STiK?

Usually.

>Our ISP offers a SLIP option from the shell account menu. Obviously
>the dialing commands in DIAL.SCR aren't needed. What should be left
>in or out?

Just leave it as it is. All you need do once you have the ISP end in
"SLIP mode" is enable stik and it should start working.

> Also, when you try to make a manual connection, it lists the SLIP
>parameters as MTU=1006 MRU=1006. Are these critical? Should DIAL.SCR
>have the same values?

Tricky one, there is no definitive answer. The general answer is "no,
the values don't matter" but this is only true if both ends implement
the protocol correctly so it is best to have them matching just in
case - it can also be more efficient.

In any case, something is wrong with one of the above values - there
should be a difference between them. MTU is always greater than MRU
(almost certainly by 40) so if you know one you know the other.

The staff at many ISP's don't know what they are talking about. If you
suspect this then (assuming one of the values is right) one of the
following should work ...

MTU=1006
MRU=966

MTU=1046
MRU=1006

If memory serves I think STiK now ignores MRU for the above reason but
it does no harm to set it in case I'm wrong.

You might also want to ask your ISP what their timeout period is and
if it can be manually set. For instance, the default demon timeout is
1 minute which I've now increased to 4 minutes. Firstly this gives me
time to perform a complete reboot without dropping the line (I just
enable stik after the boot). Secondly and more importantly, demon no
longer drops the line when Cab is formatting a complex page.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 2534. Re: Need E-mail address for COMPO

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <855152918_OASIS_@pwomar.demon.co.uk>
Source record: 128364

In article <32f79ee6152e51@sn.no>
hallvart@sn.no (Hallvard Tangeraas) said:-

>On Mon 03-02-97 16:25, Phantom (phantomm@harold.eastky.com) wrote:
>
>>Hi All,
>>
>>Anyone have the e-mail address for COMPO Software here in the states?
>>Reply in e-mail please.
>
>I don't have the US mail address, but the UK address might help you at
>least contact someone at Compo...
>
> compo@cix.compulink.co.uk

The UK Compo went bust quite a while ago I'm afraid :-(

--

---

Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring

---

# 2535. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <855153094_OASIS_@pwomar.demon.co.uk>
Source record: 128365

In article <32F68211.7815@cfcsc.dnd.ca>
Ken Macdonald <macdonald@cfcsc.dnd.ca> said:-

>Daniel Klugh wrote:
>> It would be easier if TOs were on disk so that you could switch between
>> TOS 1 and 3.The point is that since it can only be (legaly) on ROM,it's
>> time consuming to switch between versions.
>> --
>> The Doctor
>
>I'm not sure about that.
>It may be a legal requirement for you to _own_ the ROM's, onve owned
>could you not then use the TOS image from those ROM's?

Quite right, just like virtually any sofware on this earth you are
buying a licence to use it rather than actually buying the product,
you can use and boot it from whatever you like.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

# 2536. Re: Looking for the game called XENON for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5dap16$i3j@lyra.csx.cam.ac.uk>
Source record: 128366

Nicholas Bales, Toulouse, France <bales@garonne.stortek.com> wrote:
> In article <01bc1370$50299aa0$0f02000a@dprantl.clarku.edu>, "Daniel Prantl"
<dprantl@vax.clarku.edu> wrote:
> >If anyone has it, or knows where to find it, please e-mail me at:
> >dprantl@vax.clarku.edu.
> >Thanks!
> The atari version really sucked... Xenon II however was pretty good at the
> time, but you needed an autofire joystick to finish it.

No way! The atari was the first version of Xenon and at the time it was one
of the best games around. They *almost* converted it into an arcade. The
video clip at the beginning of each level was cool, but the 3rd level was so
hard it was near impossible. I don't know where you can get it though, try a
independant computer dealer to see if they have any old games.

Adrian
--
adrian.bridgett@poboxes.com www.netforward.com/poboxes/?Adrian.Bridgett
finger apb25@apb25.emma.cam.ac.uk for PGP public key
---
Windows95 - the world's first NON-operating system.

# 2537. Re: Screen-Artist uploaded

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5daoqc$54m@scanner.worldgate.com>
Source record: 128367

massimo@irfmn.mnegri.it (Max Farina) wrote:
>
>Uploaded "Screen-Artist" v.1.0 GEM screen saver for 68030/FPU TOS computer
>in ftp.uni-giessen.de (pub/atari/incoming/s_art_10.lzh).
>Does anyone could test it on Hades/Medusa/etc TOS clones ?
>Thank you and let me know.
>
I will give it a whirl and let you know.

All the best,
Chris @ Computer Direct

# 2538. Re: Audio Players...Suggestions?

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dap9t$hi7@ornews.intel.com>
Source record: 128368

In article <5d8ldk$5hr@alpine.psnw.com>,
daymon@mammoth.psnw.com (Mike Freeman) wrote:
>
>: Here's a concept: LPS is designed to play "streaming" audio already
>... How about a translator that expands
>: RA format to RIFF WAV Format and then passes the data to LPS?
>
> Where can I get this translator? Can it be configured so that it
>can be used with CAB such that it reads the data online, translates it,
>then passes it to LPS124 straight through? Or do I have to download the
>file, translate it into another file, then run it through LPS124 offline?

You can't get it, yet. That was a proposal - I was hoping someone who works
in C or Assembly more than I do would take it and run with it.

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# 2539. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5darti$78n@login.freenet.columbus.oh.us>
Source record: 128369
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

William Fisher (blackat@direct.ca) wrote:
: > Johosephat!
: > Windows was writen in a LEARNING language?
: > Pascal was just created to start out in.It doesn't even have a command
: > equivilant to BASIC's POKE!!!
: > And people wonder why I hate it.
: > Like that little tiny window that you have to pick a file from when a
: > programme asks you for a file.
: > (this is built into Windows so EVERY programme will show this)

: Believe it or not, Windows was originally written in Pascal. And up until
: Windows 3.11 for Workgroups PASCAL was still in the source code. In Win95
: tho there is no more PASCAL language. Just support for it's data structures
: for older programs.

Well,except for the part of Windows 3.11 that are still in 4(aka 95).
Like I said,it's like a Win32s deal.32-bit programme system calls just get
converted to 16-bit ones.
--
The Doctor

# 2540. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5das52$8s1@login.freenet.columbus.oh.us>
Source record: 128370
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: In <bwanga-2901970321400001@metricom46.ucsc.edu> Timothy A. Seufert wrote:
: >The Jag has a MC68000 and two identical 32-bit RISC processors (one of
: >which was intended to handle sound processing). It also has a couple
: >coprocessors to accelerate things like blitting, sprites, etc. The 64-bit
: >element in the whole affair was the memory bus connecting the various
: >processing elements and the 2MB DRAM memory together.
: >
: >Does it really matter that none of the processors in the machine cannot
: >handle 64-bit instructions?

: You are talking bullshit. The Jaguar _does_ handle 64-bit
: instructions. Would you accept Marc Rosocha as a reference?

I think the point is if it has 64-bit registers (and data bus) it can move
64-bits at a time.I don't really see the point of 64-bit instructions.
--
The Doctor

# 2541. Re: Manual SLIP connection with STiK?

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5dar6m$jbd@lyra.csx.cam.ac.uk>
Source record: 128371

In article <Pine.LNX.3.95.970204212108.26108A-100000@moose.erie.net>,
Dennis McGuire <mcguired@moose.erie.net> writes:

> Can a SLIP connection be made manually with STiK? Our ISP offers
>a SLIP option from the shell account menu. Obviously the dialing commands
>in DIAL.SCR aren't needed. What should be left in or out?

Set CDVALID to DIRECT I think (that's from memory, perhaps someone with some
docs on them will correct me). This makes it skip all the dialing, the dial
script, the carrier check and everything else.

Then all you have to do is select the connect button in the STiK
dialogue box, and after a few seconds it will close without doing any
dialing, and STiK should then be active.

Be careful that the terminal software doesn't hang up when you quit it!

> Also, when you try to make a manual connection, it lists the SLIP
>parameters as MTU=1006 MRU=1006. Are these critical? Should DIAL.SCR
>have the same values?

Normally the MTU isn't critical; I've no idea about SLIRP or TIA connections
as I've never used one. It wouldn't do any harm to set them to match in
stik.cfg (I think they're in there and not dial.scr)

# 2542. Re: "Family Tree" type program?

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5darse$jbd@lyra.csx.cam.ac.uk>
Source record: 128372

In article <5darkv$jbd@lyra.csx.cam.ac.uk>,
mnb20@cam.ac.uk (Mark Baker) writes:
In article <32f79ee6152470@sn.no>,
hallvart@sn.no (Hallvard Tangeraas) writes:

>> Can anyone reccomend a family tree type of program in which, along with
>>text, one can include pictures(ie. of your relatives)? Thanks Mark Friedman
>
>Yes! there is a program called just that; "Family tree".

It doesn't include pictures yet. I still think it's the best genealogy
program for the Atari. Well, I would say that, wouldn't I, since I'm
one of the authors :)

Pictures may be added at some point, but they're not especially useful to
most users, as the ST won't display them very well and not many of our users
have Falcons.

>I can't remember where I downloaded it from, but if you use one of the FTP
>search engines available on the net you should try to search for "ftree"

ftp.cnam.fr in /pub/Atari/Applications

You want family_tree-v2.27-english.lzh (there's also a French version,
translater by Didier Briel), and if you have Papyrus, you might also want to
get family_tree-english-papyrus-format-manual.zip.[1]

Mark.[2]

[1] I like long filenames. It's thanks to me uploading family tree like that
that my ftp client can only fit one column on the screen when it lists that
directory instead of four.

[2] I don't normally "sign" usenet posts, but the footnotes look silly
otherwise.

# 2543. Re: HELP! Falcon speed problem

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dap76$hi7@ornews.intel.com>
Source record: 128373

In article
<Pine.A32.3.93.970205085049.45644A-100000@srv1.freenet.calgary.ab.ca>,
"Thomas R. Mccartney" <tmccartn@freenet.calgary.ab.ca> wrote:
>
> (now I have to decide if I want the CD-Rom drive or more RAM)

More RAM. CD-ROM drives are as cheap as they are ever likely to be, but
they may go down again next week if something faster comes out. RAM, OTOH,
can't go down much further; it's almost at production cost now.

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# 2544. Re: Than's Write using landscape mode w/HP-520 printer

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Oliver Skelton <skelton@gatwick.geoquest.slb.com>
Message-ID: <32F8DD01.D00@gatwick.geoquest.slb.com>
Source record: 128374

From memory (and with respect to a DeskJet500)...

That's Write can use dummy fonts which are aliases (screen copies) for
built-in printer fonts (and also possible downloadable fonts).

Some of the DeskJet built-in fonts can print in portrait mode only.

Thus I think one possible cause is trying to print a document using such
built-in fonts in landscape mode. If that is the case then changing to
other fonts might fix it... especially if they are not built-in to the
printer as they then will be downloaded in graphics mode.

--
Regards,
Oliver oskelton@cix.compulink.co.uk

## 2545. disk images

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Toni Oliveros <akane@cyberweb.es>
Message-ID: <01baa714$26073120$b6b8e0c2@internet>
Source record: 128375

hi, can somebody say me how I can make a disk image in my atari 1040 ste,
the purpose is store the disk images of my software in a PC, thanks all :-)

Toni Oliveros
akane@ctv.es

# 2546. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: daymon@mammoth.psnw.com
Message-ID: <5db1o3$4ah@alpine.psnw.com>
Source record: 128376

Where can I find WAD files compatible with the newer bad mood versions?
The ones I have founds give an error when I try to use them. Am I doing
anything wrong? What determines if a file is Bad Mood compatible or not?
Thanks!

Mike Freeman
daymon@psnw.com

## 2547. 2 gig 2.5" HD for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: glenzabr@xmission.com
Message-ID: <5db290$6@news.xmission.com>
Source record: 128377

I have a 2 gig EIDE laptop hard drive for sale. It was out of a fujitsu laptop. Used for only 10 hours. Make offer... Should work in a FALCON

## 2548. GFA Basic 3.0 with manual - $17.50 shipped

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: brianj@iwl.net
Message-ID: <5dadg4$alu@news.iwl.net>
Source record: 128378

I have GFA Basic 3.0 with the original box and docs along with an extra programming book titled "Programming with GFA Basic 3.0". Will sell for $17.50 and I pick up shipping. Email brianj@iwl.net if interested.

# 2549. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <855176884_OASIS_@pwomar.demon.co.uk>
Source record: 128379

In article <m3PYyCAw9G+yIwfT@sotnops.demon.co.uk>
Gary Priest <Gary@the-gap.demon.co.uk> said:-

>This sounds like very good news! Have you any web addresses pointing to
>info on this (or the Amiga version)?
>
>If it's as good as it sounds I shall definately be purchasing it. Wonder
>who's going to be selling it in the UK? Any ideas?

HiSoft normally stock their stuff but I'm not sure how much Atari
support they still do, System Solutions probably will too.

--

---

Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring

---

# 2550. Re: Scott Adams?

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: gjw@netcom.com
Message-ID: <gjwE55Kst.A1D@netcom.com>
Source record: 128380

In article <BvEVX+-.ckormos@delphi.com>, <ckormos@delphi.com> wrote:
>Does anybody know if the Scott Adams who does the comic strip is the
>same Scott Adams who did the old S.A.G.A.'s - that's the
>Scott Adams Graphic Adventures - from years ago?????

According to the e-mail newsletter the Scott Adams of "Dilbert" fame
puts out periodically, he is not related to the other Scott Adams.

--
-Greg
----

Man, is my cat a pain. I go to sit down on the couch, he's there.
Going to bed, he's on my pillow. Trying to read the newspaper, he's
in my face.

So, I'm changing his name to "Visa", because he's everywhere I want to be!

# 2551. Re: "Family Tree" type program?

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: ddc@imaginet.fr
Message-ID: <5db5if$h6n@belzebul.imaginet.fr>
Source record: 128381

>On Mon 03-02-97 20:12, Mark Friedman (fried@achilles.net) wrote:
>
>> Can anyone reccomend a family tree type of program in which, along with
>>text, one can include pictures(ie. of your relatives)?
> Hallvard wrote:
>Yes! there is a program called just that; "Family tree".
>I can't remember where I downloaded it from, but if you use one of the FTP
>search engines available on the net you should try to search for "ftree"
>(I believe it was called).
The new version 2.27 of Family Tree is available from ftp.cnam.fr
/pub/Atari/Applications/family_tree-v2.27-english.lzh
Papyrus manual is in
/pub/Atari/Applications/family_tree-english-papyrus-format-manual.zip

While I must admit that Family Tree is one the finest genealogy program
ever made :) (I am the French translator), it will not allow you to store
pictures.

Regards,

Didier BRIEL
ddc@imaginet.fr

# 2552. Re: Two Questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: All@Sea
Message-ID: <248_All@Sea>
Source record: 128382

76031.1247@CompuServe.COM previously gibbered to All ...

Hiya ...

> Yes you ca use two scsi initiators on the same bus with HDDriver but
> better yet get a SMART active sensing scsi switcher (cost ~$400.00)
> could be cheaper.

That's a very expensive option when I have all the necessary hardware / software already though.

If money were no object I'd be happy but as it is I'm stuck with making the best of what I have available to me.

Thanks for the reply though ... if I inherit some money tomorrow I know what to spend it on ;-)

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 2553. Re: Two Questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: All@Sea
Message-ID: <247_All@Sea>
Source record: 128383

mbecroft@tos.ak.planet.gen.nz previously gibbered to All ...

Hiya Mario ...

>> 1) SCSI Bus Arbitration:
>> i.e Is this possible?

m> Just plug them all in, and make sure you never write to the same
m> partition with both computers. If you do, you'll severely mess it
m> up.

That's pretty normal for any of the 'networking' programs really, midinet,
Duet etc. so that's not a problem!

m> You probably also want to make the two computers boot off different
m> drives.

I would have to as I use Stoop on the Falcon and SuperBoot on the ST!

m> I've regularly used the above setup with both HDDriver and AHDI.

And it works ok? Silly questionm, but what about switching it all on? The ST
is on 24hrs a day (running a BBS) and the Falcon as and when ..

>> 2) MS Word
m> You'll just have to use RTF format. It should work without any
m> problems, and it's easily done.

It would be easy if I was saving the files at his end! ;-( Seems a good
thumping is in order <g>

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 2554. Re: New Product Announcement: Microtek Scanner Driver

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.comREMOVE.TO.REPLY>
Message-ID: <32F91A06.4A4D@huey.cadvision.comREMOVE.TO.REPLY>
Source record: 128384

Nima... how ya' doin' guy?! Will your ScanX support the Epson line upto the 1200 that I have? I like GT Look II but it could use some additional features - particularly, I'd like the ability to save scans in 8bit colour, not just 24 bit.

Thanks...

Keith

# 2555. Re: Atari IFF Files Conversion

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: john@whalley.demon.co.uk.NOSPAM
Message-ID: <855183662_OASIS_@whalley.demon.co.uk>
Source record: 128385

In article <5cj4vv$i6n@dfw-ixnews8.ix.netcom.com>
rsrice1@ix.netcom.com (Rob S. Rice) said:-

<snip1>

> I need a convertor. Oh, gad, do I need a convertor.

<snip2>

> HELP! HELPHELPHELP! Anybody know ANYTHING about this format? Stephen
>White, are you OUT there? Has anybody written a graphics convertor for the
>format? GIF, PCX, I'm not fussy--I JUST NEED Heeeeeeeellllllllp!

Well, the Imagecopy manual states explicitly that it will read Deluxe
Paint ST IFFs, so that may well be a solution.

HTH
John

Email address in header mangled to avoid spam mail: please use the one
below.

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

## 2556. 2.5" drives in 3.5" spaces

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <5dbapq$o89@nnrp1.news.primenet.com>
Source record: 128386

I have seen posting mentioning 2.5" drives sobstituted for the original
3.5" drives in Mega machines and TTs. What does it take to do that?


---_----------
jimd1 __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

# 2557. touble w/Atari Works/Speedo GDOS 4.x

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <5db2m6$l66@freenet-news.carleton.ca>
Source record: 128387

After years of craving it, I picked up Atari Works and Speedo GDOS
ver.4.x? AW looks fine, but I can't print anything. I just get
gobbledegook ASCII, along with pitiful beeps. I'm using a MegaSTe
TOS 2.05, Canon BJ5 in Epson LQ emulation. I vaguely remembered something
about Speedo clashing with Warp 9, so I disabled W9. Still no go. In fact,
it locks up so completely, that a CTRL-ALT-DEL warm boot won't work!

Any ideas?

--
Songshop Musical Productions / Two wrongs don't make a right...
Box 266, Shawville, Que. / But three lefts do!
J0X 2Y0

# 2558. Re: Two Questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5db9lu$qsb@ornews.intel.com>
Source record: 128388

In article <247_All@Sea>, All@Sea (All@Sea) wrote:
>
>mbecroft@tos.ak.planet.gen.nz previously gibbered to All ...
>
> Silly questionm, but what about switching it all on? The ST
>is on 24hrs a day (running a BBS) and the Falcon as and when ..

Having a device attached to the SCSI bus that is not powered up while the system is in use is, bluntly, a Bad Idea. Especially if that device is a bus master when it /is/ turned on. I would advise leaving the Falcon turned on (you can shut down the monitor if you're not using it).

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# 2559. Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Dan Cox <village1@lightspeed.net>
Message-ID: <32F94033.30F9@lightspeed.net>
Source record: 128389

We bought an st in 1985 and as a kid I found the graphics to be
incredible. Thinking back on it I still think they're pretty
fantastic. And, I love the interface. Our version has the GEM
operating system hardwired in the computer. I remember games like
TestDrive and some bowling game, starglider,dungeon master etc. By the
way we still have it along with the color and black and white monitors
with the two drives. The monitors are what really blow me away. the
resolution is incredible. And, they weren't too terribly expensive at
the time really. I hadn't thought about it for years until I started
looking at mac world and then typed in atari st for a search.
Apparently it still has a huge following.
Question to anyone:
Why do you think it died in the US? And, will it ever return?
I mean who wants to type copy a:example.dat b: when you can just drag
and drop? It was so much better than the stuff then and now that I
don't understand why were not all using sts.
dan

# 2560. Re: noDesk

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: "K. Brooks" <newhoriz@huey.cadvision.comREMOVE.TO.REPLY>
Message-ID: <32F95F5B.6AE9@huey.cadvision.comREMOVE.TO.REPLY>
Source record: 128390

Didn't no|Software also do Speedo 5.0x as I recall? Can you still register the desktop software and get a key for it to be fully functional? BTW Greg, if you're multitasking with MagiC of MTOS, make sure you don't run NODESK.PRG. All you do is modify your MAGX.INF or MINT.CNF to define the shell to be used as at Drive x:\NODESK\NODESK.OVL and then MagiC/MTOS will load the desktop automatically. I have it up and running now on my TT but I'd sure like to know how to add icons to the default icon library. Anyone got that info?

Keith

# 2561. The Jaguar, Was Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5db4id$q47@nyheter.chalmers.se>
Source record: 128391
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

In article <bwanga-2901970321400001@metricom46.ucsc.edu>,
Timothy A. Seufert <bwanga@cats.uc*sc.edu> wrote:
>In article <32EF1789.794BDF32@doc.ic.ac.uk>, "Alastair J. Houghton"
><ajh8@doc.ic.ac.uk> wrote:
>
>>Shellac wrote:
>
>>> In my opinion, the Jaguar was a hastily produced, crappy fragile
>>> machine that was once again marketed half-assed with games that looked
>>> like 2nd generation Genesis and SNES titles... Pretty sad for a
>>> so-called 64-bit machine.. And here's a correction... The Jaguar was
>>> one 32-bit and 2 16-bit Symettric multi-processors. There is nothing

Symmetric multiprocessing with several different kinds of processors?
Hmm...

>>> 64-bit about the jaguar at all. Except if you add the processors's
>>> together, which is one big cop-out.
>>
>>You're right, the Jaguar was hastily produced, and some of the games
>>were rather... well, SNES-like... However, it *was* a 64-bit machine.

The bitness of a machine depends on what definition you use.
I'd be inclined to call the Jaguar a 64 bit games system, but I wouldn't
call a normal computer based on the same chips anything but 32 bit.

>>The Jaguar has one MC68000 (16/32-bit), four 64-bit RISC processors,
>>three of which are more or less completely dedicated to graphics, but
>>could probably be used for processing as well, and one 32-bit RISC
>>DSP chip to handle the sound subsystem.
>
>You both got it wrong.

And so did you, but you were rather close. ;-)

>The Jag has a MC68000 and two identical 32-bit RISC processors (one of

They're not identical, but very similar.
They both have some instructions that the other doesn't.
Also, the 'DSP' has more local memory and according to some people a
16 bit wide bus (I'm not quite sure about that).

>which was intended to handle sound processing). It also has a couple
>coprocessors to accelerate things like blitting, sprites, etc. The 64-bit
>element in the whole affair was the memory bus connecting the various
>processing elements and the 2MB DRAM memory together.

It's not only the bus that's 64 bit. Both the object processor (a sort of complicated sprite engine) and the blitter can operate on 64 bit values. Those two are in no way RISC processors, though, as some people have claimed. One of the RISCs can read (and write IIRC) 64 bits of data with one instruction as well.

>Does it really matter that none of the processors in the machine cannot >handle 64-bit instructions? No. The only reason the N64 to has a 64-bit >CPU is that SGI designed the thing, and they're partial to the 64-bit MIPS

Quite right. Most of the instructions for the Jaguar RISCs are actually 16 bit, though, even if they do operate on 32 bit values. Naturally, the instruction size has little to do with anything.

>There were clear benefits for game consoles to move from 8 to 16 to 32 bit >CPUs. These jumps allowed larger address spaces and quicker computation >(because 16 and 32 bit calculations are very useful). But 32-bit address >spaces are overkill for games in the immediate future, and 32-bit numbers >have a large enough range that you don't really need more except in very >rare cases.

Quite right again. There _are_ cases when you can profit from 64 bit wide operations, though, but I'd be very surprised if they were very common for game console code.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

# 2562. Re: WTB Mega ST4 or Mega STE4

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5dc1aq$e5e@ash.ridgecrest.ca.us>
Source record: 128392

Frank Charlton wrote:
>
> Katherine L Ellis <kellis@primenet.com> wrote:
>
> > Ok with me. :)
> > I will sell you my megaste but I'll remove:
> > the screen and the keyboard.
> > Coz obviously they are so cheap that I am sure you'll find these for
> > 10 bucks. (together)
> > And I'll pay for the shipping.
>
> Do I detect a note of sarcasm here? :)
>
> ATB, Frank.

Maybe dry French humor:)

Mike

>
> --
> Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
> frank@tachyon.co.uk http://www.netkonect.net/tachyon/
> PGP key available - mail pgpkey@tachyon.co.uk

## 2563. article cancelling (was: test)

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <855151800_OASIS_@nordnet.fr>
Source record: 128393

In article <5d5irk$akk@ornews.intel.com>
atari@teleport.NO.SPAM.com (Rich Tietjens) said:-

>Add a Control: header and put "cancel" on that line followed by the
>message-ID

If the used newsreader don't allow a "Control:" header, you can (but
test it before in a local test group) perhaps just put the "cmsg cancel
<message-ID>" in the "Subject:", as some newsservers add automatically the
"Control:" line (not all, and this can be changed in it's config).

>make sure the newsgroups: header contains control and at least one of the
>newsgroups where the original message was posted.

No, just the original's message group(s), no crosspost to control,
it's not a real standard group. In fact on some servers it could be named
control.cancel (and control.newgroup, control.rmgroup, etc...), or even
some servers have a completely different way to store cancels.

When it exists, this control group is not shared with other servers
(if the server is well configured), so the only way to have the cancel
message distributed on all servers where the original message is gone, is
to put exactly the same "Newsgroups:" line, with exactly the same group or
list of groups as the original.

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -===- A happy Falcon owner from France -===- */

# 2564. Re: Manual SLIP connection with STiK?

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <855124868_OASIS_@bassment.demon.nl>
Source record: 128394

In article <Pine.LNX.3.95.970204212108.26108A-100000@moose.erie.net>
Dennis McGuire <mcguired@moose.erie.net> said:-

> Can a SLIP connection be made manually with STiK? Our ISP offers
>a SLIP option from the shell account menu. Obviously the dialing commands
>in DIAL.SCR aren't needed. What should be left in or out?

You can make a connection using a normal terminal programme, and enable STiK
after you have done so.

> Also, when you try to make a manual connection, it lists the SLIP
>parameters as MTU=1006 MRU=1006. Are these critical? Should DIAL.SCR
>have the same values?

I suppose you mean DEFAULT.CFG. Well, for the best performance, set the MTU
in DEFAULT.CFG to 1006, and the RCV_WND to 2898.

Greetz,

Maurits.

--

Change is inevitable, except from a vending machine.


```
=============================================================================
= Postmaster (postmaster@bassment.demon.nl) =
=---------------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=---------------------------------------------------------------------------=
= Black Currant (Live rock, soul & dance) : bc@bassment.demon.nl =
= Purple Trance (Mellow & Trance house) : pt@bassment.demon.nl =
= Bassment Studio Productions : productions@bassment.demon.nl =
=============================================================================
```

# 2565. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: jaubrey@jaubrey.demon.co.uk
Message-ID: <855105466_OASIS_@jaubrey.demon.co.uk>
Source record: 128514
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,demon.ip.support.atari

In article <91279350_000001_OASIS_NEWS@yeadontt.demon.co.uk>
phil@yeadontt.demon.co.uk (Phil Yeadon) said:-

> In article <854906708_OASIS_@jaubrey.demon.co.uk>
> jaubrey@jaubrey.demon.co.uk (James Aubrey) wrote:-
>
>>With the recent unfortunate news about Daron Brewood being linked with
>>a porno racket on the Net
>
> First of all, Daron has NOT been linked with any 'porn racket on th
>Net'.
> Secondly, this kind of speculation/reactionary bull shit is the lasr
>thing we need, or Daron deserves.
>
> Thirdly, I personally have know Daron for over four years, he visits
>my house once a week and rarely a day goes by without a phone conversation,
>and I KNOW Daron is not invovled in any kind of racket. Of course this kind
>of close association with Daron will make me a ring member in the 'porn
>racket on the Net'.
> Be vary careful before you make statements like this, unless someone
>changed the law, Daron is innocent until proven guilty. Such comments could
>be considered libelous.
>

I'm am sorry to Daron and anyone else I might have offended in my
original post, for the record he has not been linked with a porno
racket on the net. It was very bad wording, and I hope I've not
offended anyone. All I wanted was to ask the questions...

James

--

---
jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
jaubrey@cix.compulink.co.uk | #Aubrey on IRC 20-23hrs GMT
New web address: http://www.jaubrey.demon.co.uk
---

# 2566. Re: Need E-mail address for COMPO

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970205024207177955@tachyon.demon.co.uk>
Source record: 128515

Hallvard Tangeraas <hallvart@sn.no> wrote:

> I don't have the US mail address, but the UK address might help you at
> least contact someone at Compo...
>
> compo@cix.compulink.co.uk

Er, COMPO UK went out of business in the middle of last year ;/

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2567. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970205024209178070@tachyon.demon.co.uk>
Source record: 128516

Phil Yeadon <phil@yeadontt.demon.co.uk> wrote:

> Be vary careful before you make statements like this, unless someone
> changed the law, Daron is innocent until proven guilty. Such comments could
> be considered libelous.

That's what I was trying to say all along, Phil. Well said. When Colin Fisher-McAllum rang me last week to tell me the news, he said that Daron had asked him to post to this ng with the news, because of the ramifications re NeST. Colin wasn't sure how to, having just switched ISPs and not explored Usenet at all. Colin and I both worked on a very carefully worded message which informed people while attempting to kill any 'shock horror' threads before they started. Sadly, people didn't read that bit and decided that speculation about Daron was permissable ;/

The intention was to pass the news as Colin told me Daron had requested, and to attempt to stem the flow of rumour and speculation before it started. As the poster of the original, I agree with Phil's above comments 100%.

> Storing of 'porn' in any electronic or magnetic format is illegal under
> various UK laws. Of course you must first define 'porn', this is where the
> law becomes vague.

Not always the case. Anything involving 'explicit depictions of the sexual act' is illegal here in the UK. NO COMMENTS from International users on our 'weird' censorship laws, please, that's not the issue here.

> FACTS, that is what you are seeking here, but before you ask other
> people to supply facts, get yours RIGHT.

I'm sorry you feel annoyed at the previous posting (not mine, and I've forgotten who's it was). As I said, the intention was to *stop* that sort of shit from happening ;/

Phil, please tell Daron that those of us who know him are behind him 110% here. We know him well enough, and we all look forward to seeing him back here and in NeST - something which wouldn't exist without Daron.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2568. Re: WebSpace HTML browser: PPP layer snapshots

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970205024212178254@tachyon.demon.co.uk>
Source record: 128517

Nicholas Flintham <Nick@flinny.demon.co.uk> wrote:

> I got one a while back about getting hold of the stik dev kit.. sent
> them it and a few updates to it.. didn't get one response to it...

It'll be curious to see if either of us recieve a response here, then ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2569. Re: Klisje Paa Klisje

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970205024213178356@tachyon.demon.co.uk>
Source record: 128518

Hallvard Tangeraas <hallvart@sn.no> wrote:

> Directly translated it means "cliche on cliche".
> Weird name for a program....

Actually, that name would make a good word processor for magazine
journalists to use ;-)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2570. **NEW** Big Remaining Atari Product Sale!!!!! Low prices!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: ercorp@aol.com
Message-ID: <19970205025500.VAA16703@ladder01.news.aol.com>
Source record: 128519

***Blow-Out on my remaining Atari product.***

I have sold a good supply of my Atari stuff over this last week and now comes the blow-out sale. I will show the package deals for all of certain categories and single prices.

Volume Buys:
All software and magazines and books on this page = $200.00 plus freight.
(another words, all non hardware)

Hardware
---
Atari TTM195 19" Monochrome High Resolution Monitor = $175 plus freight.
I will not go lower than this unless your buying everything else on this page. $175 is my breaking point and an excellent deal at that.

Master (External 720k) Floppy Drive $20.00
Toadfile 44MB Syquest Drive (Dual Under Monitor Case) = $125.00
(Toadfile Includes: (3) 44MB Syquest Cartrdiges)
Apple External 2X CD ROM (SCSI) in External Case = $75.00
MaxxYoke Flight Yoke = $10.00
SteroTek 3D Glasses = $5.00
ComputerEyes Digitizer = $5.00

*****Non Game Software****** More professional kind
All (12) titles below for $100.00
or individual prices below......
---
WordPerfect = $10.00
PageStream 2.2b = $10.00
PageStream 1.8 = $10.00
Calamus SL = $50.00
Calamus 1.09 = $15.00
TimeWorks Publisher 2 = $15.00
LDW Power = $10.00
Accounts = $10.00
SpeedoGDOS 5.0 = $10.00 (disks only)
TouchUp = $15.00
GFA Basic 3.0 = $10.00
Atari Gemini (CD) = $10.00

*****Non Game Software******
$2.50 each or all (40) titles for $50 plus freight
---
Desktop Publisher
Data Manager

Cyber Paint
Cyber Studio 3D
Cyber Sculpt
Drafix Cad
Phaser 4.01
VIP Professional
SpeedoGDOS 4.2 (disks only)
Copy II ST
ProCopy
Personal Pascal
Easy Draw
Easel/ ST
Certificate Maker
Degas Elite
Aegis Animator
Flash
Easy Tools
MultiDesk
Label Master Elite
PrintMaster Plus
Sublogic Scenery Disk
The Music Studio
CornerMan
G+Plus
Generation Gap
Tune Up
First Word
HabaView
Music Construction Set
Atari Chemistry 1
Atari Planetarium
The Computer Guide To The Solar System
SuperCharger
Quick ST 3.0
NeoDesk 3.0
Generation Gap

*****Games******
All (26) games below for $25 total plus freight
---
The Pawn
Flight Simulator II
Vegas Gambler
Shanghai
Cards
Hacker II
Strip Poker II
Professor Craps
Gunship
Time Bandit

Major Motion
Falcon
Silent Service
The Hunt For Red October
Tracker
LCS Wanderer
BasketBall
Micro League BaseBall
High Roller
Arena
Frozen Legacy
Mean 18 Ultimate Golf
Balance Of Power
Chess Master 2000
Super Cycle
StarGlider

**** Books & Magazines ****
All (6) Books and (175 estimate) magazines for total of $50.00
or Books are $1.00 each
or Magazines are .50 cent each
---
Flight Simulator Adventures
Flying Flight Simulator
Atari ST Internals
The Atari ST Users Guide
OH! Pascal!
Compute!'s ST Artise with Disk

Start Disks (25 to 50 or so) = $.50 cents each
Many Magazines (over 175 issues) .50 cents each

**all items are plus freight**

********** send emails to below email address ********
Email tj@oro.net
Thomas Ferreira

# 2571. Re: Two Questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: none-set <76031.1247@CompuServe.COM>
Message-ID: <5d8vbf$546$1@mhafn.production.compuserve.com>
Source record: 128520

Yes you ca use two scsi initiators on the same bus with HDDriver but better yet get a SMART active sensing scsi switcher (cost ~$400.00) could be cheaper.

Check this web page: damm sorry can't find it but the company is called Granite _____ they advertise in the back of MAC World, they make all sorts of hardware to solve most scsi problems.

Now I have to find that web page.... (BTW the company is in California )

Rich

# 2572. Re: ET4000 upgrade HELP!

Newsgroup: comp.sys.atari.st
Date: 1997-02-05 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28387_please@no.spam.mail.here>
Source record: 128521

This message from jonas.andreasson@mbox2.swipnet.se to All came in on a wing
and a prayer...

Hi Jonas!

>> I plan to put in an et4000 card to my Mega ST. It seems somewhat
>> straight forward and requires the card and a lot of wires :) It uses
>> the Mega BUS but I don't know all that much about the upgrade because
>> it is in German instructions and has Platine files (what is platine?).
>> Can someone give me a better idea of what this upgrade is and how hard
>> it is and what work is i involved?? Thanks.
ja>
ja> My German is probably as bad as yours :( , but I think 'platine' is
ja> PCB and the files are the PCB layout(s)?

Yep, further to this you can get the demo of Platine (the PCB layout prog
responsible for designing the layout) in German or French from ftp.cnam.fr

Also the demo version of Scooter (another PCB layout prog) will print out
these Platine produced files, I don't have an ftp site address for the latter
I'm afraid.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2573. Magnum ST Erfahrungen

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: aixit@aol.com
Message-ID: <19970206132300.IAA29263@ladder01.news.aol.com>
Source record: 128272

Magnum ST

Die ersten Erfahrungen.

Durch die Ank�ndigung, dass die Magnum ST nun bei aixit lieferbar ist
wurden etliche Karten an Leser der Atari Gruppen verkauft. Einige Karten
wurden in Aachen in diverse Computer eingebaut.

Folgende Erfahrungen sind sicherlich von breiterer Interesse:

Wodurch unterscheidet sich die Magnum ST von der Karte,
die der Software Service Seidel anbietet?
Durch nichts. Es handelt sich um das gleiche Produkt vom gleichen
Entwickler.

Wie wird die Magnum ST eingebaut?
Die Magnum kann auf oder unter den Prozessor gesteckt werden. Dazu ist es
notwendig, das entweder der Prozessor gesockelt wird oder das ein Sockel
auf den Prozessor aufgel�tet wird.

Sind weitere L�tungen im Computer erforderlich?
Es muss noch ein Kabel angel�tet werden. Die Stelle an die das Kabel
angel�tet weden muss ist f�r alle Computertypen in der Anleitung
abgedruckt.

Muss an der MMU/GLUE gel�tet werden?
Nein. Ausser dem Sockel und dem einen Kabel sind definitiv keine weiteren
L�tungen erforderlich.

Welches Betriebssystem wird ben�tigt?
Auf der Magnum ST sind Fassungen f�r TOS2.06 vorbereitet. Es empfiehlt
sich eine eventuell vorhandene TOS-CARD zu entfernen und die EPROMS
einfach auf die Magnum zu stecken. Die TOS-EPROMS geh�ren nicht zum
Lieferumfang dazu. Anwender von MagiC ben�tigen keine TOS2.06 EPROMS.

Wie wird der neue Speicher erkannt?
Im Lieferumfang befindet sich eine Diskette mit einem Progr�mmchen f�r den
AUTO-Ordner. Das Programm erkennt die Magnum, erkennt die Gr�sse des
eingesetzten SIM Moduls und meldet den Speicher nach dem Test beim
Betriebssystem an.

Kompatibilit�t Magnum ST % HBS240
Es gibt keine Probleme. Da der HBS240 nur die unteren 4MB cached wird der
Speicher der Magnum leider nur mit der normalen ST-RAM-Geschwindigkeit
genutzt. Aus Stabilit�tsgr�nden sollte die Magnum auf den HBS gesetzt
werden. (Der HBS240 ist recht gross wg. der konventionellen Bauweise). Der
mitgelieferte Sockel gen�gt. Es werden keine zus�tzlichen Bauteile

ben�tigt.

Kompatibilit�t Magnum ST % HBS640
Es gibt keine Probleme. Da der HBS640 bis zu 12MB cached wird der
Zusatzspeicher bis maximal 8MB gecached. Optimal ist in diesem
Zusammenhang eine Magnum Karte mit 8MB. Die 8MB Magnum ist sowieso die vom
Preis/Leistungsverh�ltnis beste Version. (Maximaler Speicher ohne
Verlust).

Kompatibilit�t Magnum ST % MULTIBOARD
Die Kombination aus Magnum und Multiboard ist nicht sinnvoll.

Kompatibilit�t Magnum ST % TOS-Karten
Die Magnum ist nat�rlich in der Lage mit einem TOS2.06 auf einer TOS-Karte
zu arbeiten aber es ist sinnvoller und sicherer die TOS-ROMS auf die
Magnum zu stecken und die alte TOS-Karte einfach zu entfernen.

Aktuelle Preise f�r die verf�gbaren Atari Speicherkarten:

```
Magnum ST

0MB 229,-
4MB 259,-
8MB 279,-
16MB 379,-

Magnum Falcon

0MB 229,-
4MB 259,-
8MB 289,-

TT030

0MB 179,-
16MB 339,-
32MB 489,-
64MB 799,-
```

(Es sind auch noch andere Ausbaustufen verf�gbar)

```
Aachen, den 4,2,1997
```

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werden. Jegliche Art der Kopie und insbesondere der elektronischen
Abspeicherung und Verfielf�ltigung
ist hiermit ausdr�cklich untersagt.

# 2574. Magnum ST Erfahrungen

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: aixit@aol.com
Message-ID: <19970206132300.IAA29257@ladder01.news.aol.com>
Source record: 128273

Magnum ST

Die ersten Erfahrungen.

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wurden etliche Karten an Leser der Atari Gruppen verkauft. Einige Karten
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Folgende Erfahrungen sind sicherlich von breiterer Interesse:

Wodurch unterscheidet sich die Magnum ST von der Karte,
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Durch nichts. Es handelt sich um das gleiche Produkt vom gleichen
Entwickler.

Wie wird die Magnum ST eingebaut?
Die Magnum kann auf oder unter den Prozessor gesteckt werden. Dazu ist es
notwendig, das entweder der Prozessor gesockelt wird oder das ein Sockel
auf den Prozessor aufgel�tet wird.

Sind weitere L�tungen im Computer erforderlich?
Es muss noch ein Kabel angel�tet werden. Die Stelle an die das Kabel
angel�tet weden muss ist f�r alle Computertypen in der Anleitung
abgedruckt.

Muss an der MMU/GLUE gel�tet werden?
Nein. Ausser dem Sockel und dem einen Kabel sind definitiv keine weiteren
L�tungen erforderlich.

Welches Betriebssystem wird ben�tigt?
Auf der Magnum ST sind Fassungen f�r TOS2.06 vorbereitet. Es empfiehlt
sich eine eventuell vorhandene TOS-CARD zu entfernen und die EPROMS
einfach auf die Magnum zu stecken. Die TOS-EPROMS geh�ren nicht zum
Lieferumfang dazu. Anwender von MagiC ben�tigen keine TOS2.06 EPROMS.

Wie wird der neue Speicher erkannt?
Im Lieferumfang befindet sich eine Diskette mit einem Progr�mmchen f�r den
AUTO-Ordner. Das Programm erkennt die Magnum, erkennt die Gr�sse des
eingesetzten SIM Moduls und meldet den Speicher nach dem Test beim
Betriebssystem an.

Kompatibilit�t Magnum ST % HBS240
Es gibt keine Probleme. Da der HBS240 nur die unteren 4MB cached wird der
Speicher der Magnum leider nur mit der normalen ST-RAM-Geschwindigkeit
genutzt. Aus Stabilit�tsgr�nden sollte die Magnum auf den HBS gesetzt
werden. (Der HBS240 ist recht gross wg. der konventionellen Bauweise). Der
mitgelieferte Sockel gen�gt. Es werden keine zus�tzlichen Bauteile

ben�tigt.

Kompatibilit�t Magnum ST % HBS640
Es gibt keine Probleme. Da der HBS640 bis zu 12MB cached wird der
Zusatzspeicher bis maximal 8MB gecached. Optimal ist in diesem
Zusammenhang eine Magnum Karte mit 8MB. Die 8MB Magnum ist sowieso die vom
Preis/Leistungsverh�ltnis beste Version. (Maximaler Speicher ohne
Verlust).

Kompatibilit�t Magnum ST % MULTIBOARD
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Aktuelle Preise f�r die verf�gbaren Atari Speicherkarten:

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8MB 279,-
16MB 379,-

Magnum Falcon

0MB 229,-
4MB 259,-
8MB 289,-

TT030

0MB 179,-
16MB 339,-
32MB 489,-
64MB 799,-
```

(Es sind auch noch andere Ausbaustufen verf�gbar)

```
Aachen, den 4,2,1997
```

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ist hiermit ausdr�cklich untersagt.

# 2575. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: TL Westgate <tl@westg8.com>
Message-ID: <32F9DBCA.D89@westg8.com>
Source record: 128274

Dan Cox wrote:
>
> We bought an st in 1985 and as a kid I found the graphics to be
> incredible. Thinking back on it I still think they're pretty
> fantastic. And, I love the interface. Our version has the GEM
> operating system hardwired in the computer. I remember games like
> TestDrive and some bowling game, starglider,dungeon master etc. By the
> way we still have it along with the color and black and white monitors
> with the two drives. The monitors are what really blow me away. the
> resolution is incredible. And, they weren't too terribly expensive at
> the time really. I hadn't thought about it for years until I started
> looking at mac world and then typed in atari st for a search.
> Apparently it still has a huge following.
> Question to anyone:
> Why do you think it died in the US? And, will it ever return?
> I mean who wants to type copy a:example.dat b: when you can just drag
> and drop? It was so much better than the stuff then and now that I
> don't understand why were not all using sts.
> dan

Atari died due to bad marketing. They had a rep for being "that video
game company," and were never taken seriously as a computer company.
Yeah, GEM was great for its time (I got my 520 ST [still working] in
1986), and it cost thou$and$ less than an IBM. But, you don't seriously
think anyone who hates typing "copy a:name.ext b:" still does, do you?
Since the early 90s, we've had Windows on the IBM, and you've never had
to do that with Macs.

TL
--
International Internet Incorporated of America
http://www.westg8.com/i3/

# 2576. Re: Newsie (V.66) and Munpack.ttp (see mime images on line)

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <32FA0E74.323B@cfcsc.dnd.ca>
Source record: 128275

Michael Grove wrote:
> I had ImageCopy running as an ACC and went to the
> folder specified for the group I was in. There was
> the jpg file ready to view without even leaving
> Newsie (Wow, what a bod!:).
> If there was another call feature that could pass
> perimeters I guess you could use the DSP decoder
> for faster viewing but I didn't see a way to try
> this out. Maybe assign a hot key macro where you
> pass the file name to APEXJPG.GTP?

Re: using the DSP to view JPEG's. Doesn't ImageCopy4CD have a JPG
/DSP cookie that runs in the auto folder that uses the DSP when
runing the ImageCopy JPG viewer?? Cookie is the wrong term, but
fits better than TSR.

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 2577. Re: PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: caesar@nwlink.com
Message-ID: <5dcohq$hlu$1@texas.nwlink.com>
Source record: 128276

```
: Ok, I got all of this.
: But what if your sh.ttp crashes with every mint version you tried?
: I use mintnet 1.10,hsmod7,freemint1.12.5 did everything with was documented.
: But it wont work because sh crashes?
: Can anyone post his working mint.cnf file. (or email it to me?)
: I have some nice additions in mine mint.cnf file (with xboot and a startup
: screen picture (for fun)). If your interested I'll post it.
: In the mean time I'll be trying to fix this.

: Bye bye!
```

Alrighty then...

Here's my working MINT.CNF file. I hope it helps.

```
cd U:\
CON=u:\dev\console
PRN=u:\dev\centr
#setenv UNIXMODE /cu
setenv TEMP /tmp
setenv TEMPDIR /tmp
setenv PATH .,u:\bin,u:\etc,u:\usr\ucb
#setenv SHELL \bin\sh
setenv TERM vt100
#setenv PCONVERT PATH,SHELL,HOME,CDPATH
setenv HOME /home

sln d:\mintnet u:\ # <- ici
sln d:\mintnet\bin u:\bin # <- ici
sln d:\mintnet\etc u:\etc # <- ici
sln d:\mintnet\usr u:\usr # <- ici
sln d:\mintnet\var u:\var # <- ici
sln d:\mintnet\tmp u:\tmp # <- ici
sln d:\mintnet\home u:\home # <- ici
sln d:\www130\cab u:\cab # <- ici

INIT=C:\MINT\OLDGEM.PRG

exec \bin\ifconfig lo0 addr 127.0.0.1 up
#exec \bin\sh.ttp \etc\rc.net
exec \bin\syslogd
#exec \bin\inetd
echo Now booting MiNT.
```

Any answers yet?

# 2578. Re: How do I split .AIF on Ataris?

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: marcelv@stack.nl
Message-ID: <5dcqgd$ghj@snail.stack.nl>
Source record: 128277

Mark Fassett (mark_fassett@intuit.com) wrote:
: Jammer wrote:
: >
: > Hi fellow Atarians,
: >
: > Does anyone know how to split a _stereo_ .AIF or .WAV into two mono files
: > on an Atari? One for the left channel and the other for the right channel.
: >
: > Any help or ideas would be greatly appreciated.
: >

: The offline functions in Cubase Audio Falcon offer this ability.
Or you can get the (german) program that comes with the recent recwin 114.
Dunno the name that precise though. ???525g.prg (or something like that)
Should be in any mayour ftp site. (atari.archive.umich.edu or ftp.cnam.fr)

## 2579. Q: Time stretching an audio file ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Message-ID: <32FA49BE.3A8C@softlab.se>
Source record: 128278

Is there any program on an Atari that lets me *timestretch*
(not pitch shift) a *stereo* audio file in say wav, aiff, avr
or any other format ?

( CAF do it on MONO files only and splitting a stereo file in two
mono, performing the time stretch and then assembling them together
again to a stereo file gets the channels sligthly out of sync )

/Mikael

# 2580. Re: Java

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5dcsrh$nsa@lyra.csx.cam.ac.uk>
Source record: 128279

In article <19970124230757.20723.qmail@mail.ptd.net>,
Mr.Maddog@mail.ptd.net writes:

>Perhaps the person who has an Atari related web site could whip up a
>little TOS program that can be run from CAB after downloading. Quick
>animations, MOD music, or automatic sample playing are good examples.

or automatic hard disc wiping, or virus infecting?

Think a bit about the security implications of what you've just suggested
there.

# 2581. Re: MintNet & CAB help

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: marcelv@stack.nl
Message-ID: <5dcs3e$ict@snail.stack.nl>
Source record: 128280

[snipped]
: AND THERE---I FOUND MY ANSWER.

: My problem was that I had not set a proper directory to CAB in my
: MINT.CNF file. I did not realize that CAB needed to be linked to this
: phantom "U:\" drive that magically appears on my computer when I run MiNT.
: So, when I changed this line:

: sln d:\cab u:\cab

: to this line:

: sln d:\www130\cab u:\cab

: everything was hunky-dory and I got to experience the thrill of waiting 5
: minutes for a page to load! Ahhhh, the internet.
[snip]
: Thanks for your help along the way...

: (tear, sob, tear, tear, etc...)

: Joel!

Well,
I enjoyed your mail. Ever considered to be a writer? ;)
Now its my turn to get the Cab runnin. (sigh)

# 2582. Re: New ST/Falcon Game

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: marcelv@stack.nl
Message-ID: <5dct0u$j19@snail.stack.nl>
Source record: 128281

Andy Robertson (andrew.robertson@scomagg.co.uk) wrote:
: Hi,
Uhm hi,

: I'm starting work on a new ST/Falcon game called Universal Command. It's
: a space strategy game along the lines of Supermecy with elements of
: Civilization and I need ideas for it.

I've got plenty ideas. How about scrolling maps like in WarcraftII?
You ever played conquest? That's really neat even when it takes some time
to keep 'going'. Is it like that?

Not the usual mod sound files but with the falcon some realy nice songs.
(willing to make such songs, or provide ok samples)
You even can rip of samples of other games.

What about some graphics that are really ok? I ripped some graphics of CivII
for my desktop cause the Icons looked nice.

: I have a rough spec for the game that I can send to anyone if they are
: interested in having a look and commenting on it.
Can you put up a 'demo' of this on the Net?

: I really need as many ideas and suggestions as possible. Of course,
: everyone will be credited in the game etc.. :))
But no pictures please!

: I don't want to scrap this game but I as I have said before I need ideas
: for it.
Is it only strategy or other stuff as well? Like in frontier?
Combat and flying? Or like Red Alert.

: It will be ported to the Jaguar if their is people wanting to play such
: a game.
Kewl!

: Andy Robertson

: PS. Tony, I started it last night so my period of threatening everyone
: is over! :) hehe...

Phew! :)

# 2583. Re: Atari STand internet

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: gstamant@cedep.com
Message-ID: <32f9f26e.1501649@news.cedep.com>
Source record: 128282

STigma@not.here (user) wrote:

>I would like to know what programs are the best for conecting to internet
>with an Atari STe with 4 Mb RAM, hard disk and mono monitor.
>
>Any good URL will do.
>
>Thanks in advance.
>
Hope my site will help. (See signature below)

Guy.

---
The Atari connection: gstamant@cedep.com
http://www.cedep.com/~gstamant/atari/atanet_e.htm Guy St-Amant
---

# 2584. Re: Atari internet software

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: gstamant@cedep.com
Message-ID: <32f9f44b.1977904@news.cedep.com>
Source record: 128283

"Paul Lantz" <plantz@onlink.net> wrote:

>I want a computer for my cottage, mainly for WP and internet access.
>1. What kind of internet software is best for an Atari? At the minimum need
>email. Web browser would be nice also.
>2. Any problems with MegaSTE and 14.4 or 28.8 modems?
>
>Thanks for your thoughts and comments.

Hi Paul. My site should help answer some of your questions. (See
signature below)

Guy.

---
The Atari connection: gstamant@cedep.com
http://www.cedep.com/~gstamant/atari/atanet_e.htm Guy St-Amant
---

# 2585. Re:MAGNUM ST ERFAHRUNGEN

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: gamberin@art.alcatel.fr
Message-ID: <9702061542.AA23148@rtbdel52n.CAO>
Source record: 128284

in <19970206132300.IAA29263@ladder01.news.aol.com>,
aixit@aol.com *seems* to mention an interesting
RAM extension card, unfortunately my german is not
quite sufficient...

could anybody provide a bare translation of the
referenced post, please ??

thanks

fab.

# 2586. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: Jonas Andreasson <jonas.andreasson@mbox2.swipnet.se>
Message-ID: <32FA1A10.3BD1@mbox2.swipnet.se>
Source record: 128285

please@no.spam.mail.here wrote:
>
> Out of the ether, the following was mentioned by
> atari@teleport.NO.SPAM.com...:
>
> >> image tracking". The one they fitted I think was an 8087, making
> >> the tracking cpu an 8086! :-)
> a> We should be grateful that NASA didn't settle on the Rockwell 1802,
> a> I guess.
> I guess so (is it a terrible admission to say that I have never heard of this
> CPU?? :-)

I remember the Cosmac 1802 CPU, i might be the same,
It was an 8-bitter in CMOS, with the unique feature of being able to be
clocked
from DC-4MHz, you could actually run it slow enough to examine the bus
etc.
with a multimeter!!!

Jonas.

# 2587. Re: 2.5" drives in 3.5" spaces

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dd3g2$25u@ornews.intel.com>
Source record: 128286

In article <5dbapq$o89@nnrp1.news.primenet.com>,
Jim DeClercq <jimd1@primenet.com> wrote:
>
>I have seen posting mentioning 2.5" drives sobstituted for the original
>3.5" drives in Mega machines and TTs. What does it take to do that?

Where do you find floppy disks in 2.5 inch form factor?

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# 2588. Atari STuff for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: "John Hutchinson"
Message-ID: <5dd61n$gn2@lana.zippo.com>
Source record: 128287

I have a -bunch- of older Atari goodies and related equipment that needs a new home. Would definitely like to dispose of all this to one person to save the buyer freight and me frustration. No set price in mind, but if you are interested in this package, please reply via email at hutchinj@orlando.veda.com. Central Floridians can pick this stuff up.

-Hutch-

Hardware:
========
Atari 520STFM w/1Mb RAM, internal and external DSDD floppy drives, mouse, cables, etc. Will include a grab bag of 100+ floppies (games, utilities, etc) in plastic disk storage boxes, too. Good machine for the kids.

ST Software:
===========
- GFA BASIC 3.5e, interpretor and compiler, with full docs.
- UIS III Universal Item Selector w/docs.
- Populous II, w/docs.
- Falcon by Spectrum Holobyte, w/docs & box.
- Monkey Island by Lucasfilm, w/docs & box.
- Dungeon Master by FTL, w/docs & box.

Atari Books:
===========
- GFA BASIC Training Reboot Camp, 209 pgs, the classic by DA Brumleve.
- GFA BASIC Book, 308 pgs w/disk by Michtron.
- GFA BASIC 2.0 manual, 297 pgs by Michtron.
- GFA BASIC and Assembler, 364 pgs w/disk.
- Inside Atari BASIC (for 8-bits), 183 pgs by Atari.
- ST Assembly Language Workshop, 261 pgs w/disk, by Clayton Walnum.
- C-Manship Complete, 398 pgs w/disk, by Clayton Walnum.
- Atari ST Application Programming, 530 pgs, by Pollack & Weber.
- Atari ST GEM Programmer's Reference, 414 pgs, by Abacus.

Also available separately:
=========================
- Syquest 270Mb removable cart drive, external, w/4 carts & SCSI cable.
- GFA BASIC for DOS, w/full docs in 2 GFA Vinyl Binders.
- GFA BASIC for Windows, w/6 manuals (over 1,000 pgs!).
- Programming GFA BASIC for Windows, tutorial book in binder.

# 2589. Re:MAGNUM ST ERFAHRUNGEN

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dd61r$3id@ornews.intel.com>
Source record: 128288

```
In article <9702061542.AA23148@rtbdel52n.CAO>,
gamberin@art.alcatel.fr (Fabrice Gamberini) wrote:
>
>in <19970206132300.IAA29263@ladder01.news.aol.com>,
>aixit@aol.com *seems* to mention an interesting
>RAM extension card, unfortunately my german is not
>quite sufficient...
>
>could anybody provide a bare translation of the
>referenced post, please ??

Magnum ST

The first experiences.
```

Through the Ank&#65533;ndigung, that the Magnum ST now with aixit lieferbar is
became quite cards to reader the Atari groups sells\sold. Some cards
became in Aach in various Computer built in.

```
Following experiences are surely of wider interest:

Wodurch distinguishes (self) the Magnum ST of the card,
that the software Service Seidel offers?
Through nothing. It deals with (self) around the same product from the same
developer.
```

How will(_be) the Magnum ST built in?
The Magnum can to or under the processor become put. To it is it
necessary,that either the processor held will(_be) or the a base
to the processor aufgel&#65533;tet will(_be).

Are further L&#65533;tungen in the Computer required?
It must still a cable become angel&#65533;tet. The place to that the cable
angel&#65533;tet weden must is f&#65533;r all Computertyp in the instruction
printed.

Must to the MMU/GLUE become gel&#65533;tet?
No. Ausser the base and the a cable are definitiv no further
L&#65533;tungen required.

What operating system will(_be) ben&#65533;tigt?
On the Magnum ST are version f&#65533;r TOS2.06 prepares. It recommends
(self) a possible(ly) available TOS-CARD to remove and the EPROMS
simple\ly to the Magnum to put. The TOS-EPROMS geh&#65533;ren not to the
supplied range to it. User of MagiC ben&#65533;tigen no TOS2.06 EPROMS.

How will(_be) the new memory recognised?
In the supplied range locates\ed (self) a disk with a Progr�mmchen f�r the AUTO-folder(s). The program recognizes the Magnum, recognizes the Gr�sse of the
put SIM module and reports the memory after the Test by the operating system to.

Kompatibilit�t Magnum ST % HBS240
It gives no problems. There the HBS240 only the lower 4MB cached will(_be) the
memory the Magnum unfortunately only with the normal ST-RAM-speed used. Out of Stabilit�tsgr�nden should the Magnum to the HBS become placed.
(The HBS240 is right big wg. The conventional Bauweise). The supplied with base gen�gt. It become no zus�tzlichen components ben�tigt.

Kompatibilit�t Magnum ST % HBS640
It gives no problems. There the HBS640 until to 12MB cached will(_be) the additional memory until maximum 8MB gecached. Optimal is in this connection a Magnum card with 8MB. The 8MB Magnum is anyway the from the price/Leistungsverh�ltnis best version. (maximum memory without loss).

Kompatibilit�t Magnum ST % MULTIBOARD
The combination from Magnum and Multiboard is not meaningful.

Kompatibilit�t Magnum ST % TOS-cards
The Magnum is nat�rlich in the position with a TOS2.06 to a TOS-card to work but it is more meaningful and safer the TOS-ROMS to the Magnum to put and the old TOS-card simple\ly to remove.

Current prices f�r the verf�gbaren Atari Speicherkart:

```
Magnum ST

0MB 229,4MB
259,8MB
279,16MB
379,
Magnum
Falcon

0MB 229,4MB
259,8MB
289,
TT030
```

0MB 179,16MB
339,32MB
489,64MB
799,
(It

are too still other development stages verf�gbar)

Aach,that 4,2,1997

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of Ruftrade2.

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# 2590. Re: Why doesn't STiK work for me?!?!?!

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dd44l$25u@ornews.intel.com>
Source record: 128289

In article <5dc3e6$64p@alpine.psnw.com>,
daymon@mammoth.psnw.com (Mike Freeman) wrote:
>
>Hi everyone!
>
> I've done this many times before, but once again, can someone
>PLEASE help me get STiK and it's related software working with my ISP?
>I've tried all the settings for MTU, MSS, RCV_WND, and DFB_SIZE that my
>ISP recommended, that people here in newsland suggested, and have tried
>every one of the DEFAULT.CFG files that came in the older WWW packages,
>but none work for me. I've done some research to find out what these
>settings actually are (because I figured it would help to know
>what these things were that were mysteriously unexplained in the doc's),
>and have experimented with them to no avail. My ISP has graciously
>complied with all my requests as I've tried out every suggestion given me,
>yet it doesn't help at all! I'm at an impasse! Here is an in-depth
>explaination of my problem:

<Bigga Snippa>

You didn't mention which serial patch you are using, nor what your modem
init string is, nor if you have ensured that you are set for hardware
hadshaking (e.g., CTS/RTS not XON/XOFF).

You should be using HSmodem 7 (or FastSerial if you have a TT - I dunno if
that works on a Falcon or not). The modem init string will depend on your
particular modem. Hadshaking should be set in your serial CPX if you're
using one (and also in the modem init string).

One other thing to look at is possible conflicts with other programs; sicne
you say that some pages worked in the past but don't now, I suspect you have
recently added one or more AUTO folder proggies, desk accessories, or CPXes.
Try booting with as close to a "clean" system as you can (you need the
serial patch, STIK_TSR, and a minimal control panel).

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# 2591. Re: noDesk

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <855252394_OASIS_@ping.be>
Source record: 128290

In article <32F95F5B.6AE9@huey.cadvision.comREMOVE.TO.REPLY>
"K. Brooks" <newhoriz@huey.cadvision.comREMOVE.TO.REPLY> said:-

>Didn't no|Software also do Speedo 5.0x as I recall? Can you still
>register the desktop software and get a key for it to be fully
>functional?

This might be as Wordplus 5 cames also from no|Software and Compo.
I'm not sure if you still can registrate the software.
Anyway this is the address (1995)
no| Software GmbH
Postfach 1051
54591 Pr&#65533;m
Germany
The last thing I've heard of them was that were devoleping things for
OS/2.

>and then MagiC/MTOS will load the desktop automatically. I have it up
>and running now on my TT but I'd sure like to know how to add icons to
>the default icon library. Anyone got that info?

I know I've used Interface (resource editor) to add new icons but as
it has been a long time ago I can't remember me if I've done some other
things too.

CU
Martin

--

**********
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**********

# 2592. WTB: TT030 wanted

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: boeer@cvtv.net
Message-ID: <855236628_OASIS_@cvtv.net>
Source record: 128291

I am loooking for a TT030 with at least 8 megs of TT ram and 4 meg of ST ram.
With or without harddrive.

Please e-mail me with your asking price.

Thanks,
Gary

---
boeer@cvtv.net
---

# 2593. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dddrh$89n@ornews.intel.com>
Source record: 128292

In article <32FA1A10.3BD1@mbox2.swipnet.se>,
Jonas Andreasson <jonas.andreasson@mbox2.swipnet.se> wrote:
>
>please@no.spam.mail.here wrote:
>>
>> Out of the ether, the following was mentioned by
>> atari@teleport.NO.SPAM.com...:
>>
>> a> We should be grateful that NASA didn't settle on the Rockwell 1802,
>>
>> (is it a terrible admission to say that I have never heard of this
>> CPU?? :-)
>
>I remember the Cosmac 1802 CPU, i might be the same,

I believe the Cosmac was a SBC using the 1802 CPU chip - yes, unique device.

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# 2594. Re: Why doesn't STiK work for me?!?!?!

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <855246548_OASIS_@swampdog.demon.co.uk>
Source record: 128293

In article <5dc3e6$64p@alpine.psnw.com>
daymon@mammoth.psnw.com (Mike Freeman) said:-

>Hi everyone!
>
> I've done this many times before, but once again, can someone
>PLEASE help me get STiK and it's related software working with my ISP?
>I've tried all the settings for MTU, MSS, RCV_WND, and DFB_SIZE that my
>ISP recommended, that people here in newsland suggested, and have tried
>every one of the DEFAULT.CFG files that came in the older WWW packages,
>but none work for me. I've done some research to find out what these
>settings actually are (because I figured it would help to know
>what these things were that were mysteriously unexplained in the doc's),
>and have experimented with them to no avail. My ISP has graciously
>complied with all my requests as I've tried out every suggestion given me,
>yet it doesn't help at all! I'm at an impasse! Here is an in-depth
>explaination of my problem:
>
>1. STiK connects and gets an IP address just wonderfully.

Then it's got to the SLIP phase. Which versions of stik, cab.ovl and
Cab are in use?

>2. Every STiK-related program gives errors when I try to use them or just
> plain doesn't do anything.
>3. CAB will Resolve the Host and Send the Request.
>4. Most pages stick at "Receive data (0 bytes)"
>5. Some pages stick at "Receive data (0/xxxx bytes)"
>6. If it's an incredibly small page such as a Moved Object or 404 File not
> Found message, it loads fine.
>7. The only pages I've had any luck with are Dirk Hagedorn's page and the
> IBM home page. But lately these have now stopped working.
>8. VJ compression is off, all settings are according to my ISP's spec's,
> and all system-based settings are appropriate for a 4 Mb Falcon.

You're not going to like this but the above is one typical STiK
behaviour when it is being confronted with CSLIP _or_ possibly a badly
configured HSMODEM which you can discount if it works ok for something
else.

>9. One setting my ISP has on one of it's tech pages is MRU size = 512.
> This isn't in the DEFAULT.CFG file and when I put it in, nothing
> changes.

MTU should be set to 552 (MRU + 40). MRU was obsoleted a few versions
ago.

>10. Here is my DEFAULT.CFG file:
>
>ALLOCMEM = 500000
>SERIALPORT = Modem 2
>CDVALID = TRUE
>DIALFILE = dial.scr
>CLIENT_IP = 0.0.0.0
>TTL = 64
>PING_TTL = 255
>MTU = 512
>MSS = 472
>DFB_SIZE = 580
>RCV_WND = 2048
>PROTOCOL = 0
>UP_RESPONSE = 2
>USERNAME = Mikey
>FULLNAME = Mike Freeman
>HOSTNAME = ProtoSource
>NAMESERVER = 205.199.144.101
>IRCNICK = Mikey
>IRCSERVER = irc.primenet.com
>IRCPORT = 6667
>IRCPONGMSG = Why don't I work?

I have DFB_SIZE=1024, RCV_WIND=4096, PKT_SIZE=2048 but I'm not sure
which are now obsolete. I vaguely remember something about having to
be bigger than MTU. It does no harm to try them - obsolete and unused
variables are ignored.

>Thank you very much in advance for any help you can give. I've been doing
>this since December 1995 with no luck!!! And I don't have enough
>experience deciphering techno-babble to get MintNet working, so I REALLY
>want to get STiK working!

Can anybody else think of anything - I've been awake too long!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 2595. Re: Spectrum Emulator for Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <855260316_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 128294

In article <E55672.CH6.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
skr@dcs.ed.ac.uk (Steven Rodgers) wrote:-

>Has anyone managed to get a spectrum emulator running on an Atari falcon?

I got the one with v2.07 in the title to work on my Falcon.
It needed to be run in ST-Hi or Low res. It seems to have taken
exception to my Afterburner so I can't run it any more :-)

Rich.

--

---
Richard Elwell rich@rjelwell.demon.co.uk
---

# 2596. Re: Q: Time stretching an audio file ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32fa5d0215e090@sn.no>
Source record: 128295

On Thu 06-02-97 16:14, Mikael Hillborg (Mikael.Hillborg@softlab.se) wrote:

>Is there any program on an Atari that lets me *timestretch*
>(not pitch shift) a *stereo* audio file in say wav, aiff, avr
>or any other format ?

I believe "Zero-X" does this. There's a demo available on the net for
downloading, but I'm not sure where.
And... it's a Swedish program as well (just thought I'd mention that, since
your address if from my neigbouring country) ;-)

Here's a piece of the docs that came with the demo which might be of
interest:

> For more information on Zero-X and/or your closest Zero-X distributor
> please contact your local Atari dealer or:
>
> Copson Data:
> Conny Pettersson Ph. +46-13-16 41 04
> Fax +46-13-16 41 04
>
> Vinga System AB:
> Peter Segerdahl Ph. +46-31-42 82 70 (office hours)
> Ph. +46-31-42 55 28 (evenings/weekends only)
> Fax +46-31-42 82 75
> E-Mail, Internet peter@vinga.trillium.se

Hallvard
--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2597. Re: lharc 3.10 screws up file system?

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32fa5d0215f0d1@sn.no>
Source record: 128296

On Thu 06-02-97 12:04, Dave Gostl (d@mail.sstar.com) wrote:

>lharc 3.10 keeps writing temp dirs as C:\LZH\X\ or C:\LZH\::\ or even 2 copies
>of C:\LZH\X\ in the same partition. Needless to say, this has screwed up
>my C:\ partition many times. Diamond Edge could fix these errors in the
>past. But now I have a problem with C:\LZH\X\ that could only be fixed by
>zeroing the C: partition. The TOS 4.04 desktop Show item wouldn't work on the
>C: partition until I zeroed it.

Not quite sure what you're doing wrong (if you are doing anything wrong at
all). I've been using Lharc 3.10 for a long time without any problems, but
I've also got an "environment" program installed on my system where the
temporary directory is defined. Perhaps this is what you're missing?
It might be worth a try.
You can download one such program from my FTP site:

ftp://ftp.sn.no/user/hallvart/atari/envir.zip (3 Kbytes)

My "environ.dat" file which contains the information itself looks like
this:

```
TMP=C:\tmp
CLIPBRD=C:\clipbrd
SHELL=D:\utility\unix\gemini\gemini.app
EDITOR=D:\editors\everest.35e\everest.prg
```

You may edit this for your own need, add or delete variables as you wish.
Hope this solves your problem.

Hallvard
--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2598. NOW SHIPPING Tax Wizard 96

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <5ddnud$4co@news.chatlink.com>
Source record: 128297

Tax Wizard for the 1996 Tax year is now packaged and shipping. Prepare your USA Federal Return with this computer package that does all the work for you. Cost is $49.95 plus $3 shipping to any USA destination. Contact us quickly to reserve your copy while we are still producing the package.

NEW THIS YEAR: We have a tax advisor on staff to answer specific tax questions by email. With purchase, you get total tax support. Send email to stinformer@chatlink.com with your tax questions.

"Keep on Keepin' On", Rod MacDonald, LTP Business Tax Advisor
MacDonald Associates | stinformer@chatlink.com | Tel: (541)476-0071
A&D Atari Software | GEnie: ST-INFORMER | Fax: (541)479-1825
909 NW Starlite Place | CIS: 75300,2514 | Order(800)800-2563
Grants Pass, OR 97526 | www.chatlink.com/~stinformer| MC/Visa/Discover

# 2599. Email address of Darek Mihocka

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: Koos_Kuil
Message-ID: <a243109c@f397.n282.z2.fidonet>
Source record: 128298

Hello guys,

Does anyone know Darek's e-mail address?

I played around a little bit with PC Xformer 2.5 and it's not
bad overall! But i saw that the 3.0 version has modem support
and that's what i need ofcourse.

Greetings,
Koos

--- JetMail 0.99beta22
* Origin: Flowers, Bees, Nature, Roses, Grass, Water, Art... (2:282/397)

# 2600. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: "Dan Cox"
Message-ID: <32FA7DAB.13C8@lightspeed.net>
Source record: 128299

I know, that's why I find it fascinating that more people aren't using mac clones. Simply because of the hardwired graphical interface that is so simple to use. I say mac clones because apple's big downfall has been the mac's expense. Now with the clones coming out perhaps people will sway towards the mac os. Personally I have never had, owned or used a mac but have read a bit on them. They seem to be a wonderful idea and have been since 84?, but noone seems to care.
Strange.
Dan

# 2601. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-0602971336570001@metricom36.ucsc.edu>
Source record: 128300
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

In article <HA6OAHAFUP@cabal.shnet.org>, guenther@cabal.shnet.org
(Thorsten Guenther) wrote:

>In <bwanga-2901970321400001@metricom46.ucsc.edu> Timothy A. Seufert wrote:
>>The Jag has a MC68000 and two identical 32-bit RISC processors (one of
>>which was intended to handle sound processing). It also has a couple
>>coprocessors to accelerate things like blitting, sprites, etc. The 64-bit
>>element in the whole affair was the memory bus connecting the various
>>processing elements and the 2MB DRAM memory together.
>>
>>Does it really matter that none of the processors in the machine cannot
>>handle 64-bit instructions?
>
>You are talking bullshit. The Jaguar _does_ handle 64-bit
>instructions. Would you accept Marc Rosocha as a reference?

I have no idea who he is.

All the information I ever saw from people who actually programmed the
thing was that the CPU registers of the two RISC main processors were 32
bits wide. I recall one of them saying there was a 64-bit data move
instruction to utilize the full width of the memory bus. The blitter also
did 64-bit bus transactions, for obvious reasons.

You missed the real point of my post: that it just doesn't matter that the
processors in the Jaguar were not 64-bit. 32-bit is plenty for games.
The game ads screaming that 64 is twice as good as 32 are BS. There isn't
even a tremendous need for true 64-bit processors on the desktop, let
alone game machines.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

# 2602. Re: Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199702062301.a65406@do2.maus.de>
Source record: 128301

P>** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT

Do you know that there now exists a PS/2-Simm Frak for fastram up to
64megs?

Tschuess
Frank

## 2603. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: marz@haari.mayn.de
Message-ID: <6QMicZ$vyBB@haari.mayn.de>
Source record: 128302
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari,comp.sys.atari.st

```
> : >Does it really matter that none of the processors in the machine cannot
> : >handle 64-bit instructions?
>
> : You are talking bullshit. The Jaguar _does_ handle 64-bit
> : instructions. Would you accept Marc Rosocha as a reference?
>
> I think the point is if it has 64-bit registers (and data bus) it can move
> 64-bits at a time.I don't really see the point of 64-bit instructions.
> --
> The Doctor
```

```
absolutely.
and it doesn't have 64-bit instructions. well, the GPU can access the bus
64 bits wide if it wants, but this doesn't make a "64-bit instruction".
and if we're talking about the actual size of the instructions, those are
all 16 bits wide. all cpu-registers (gpu/dsp) are 32 bits wide.

---
mzimmer@sw.cybersurf.de
marz@haari.mayn.de
martin_zimmer@wue.maus.de
```

# 2604. Re: Manual SLIP connection with STiK?

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <855253828_OASIS_@bassment.demon.nl>
Source record: 128303

In article <855142504_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk (Guy Harrison) said:-

>The staff at many ISP's don't know what they are talking about. If you
>suspect this then (assuming one of the values is right) one of the
>following should work ...
>
>MTU=1006
>MRU=966

You're confused with MSS!!!! MRU is usually the same size as MTU, but as it
is a PPP parameter, STiK doesn't need it!!!
MSS should indeed be MTU-40, but you don't need to set this as STiK assumes
that already.

For a more detailed description of tcp/ip-parameters, see my homepage! :)

Greetz,

Maurits.

--

Change is inevitable, except from a vending machine.


```
=============================================================================
= Postmaster (postmaster@bassment.demon.nl) =
=---------------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=---------------------------------------------------------------------------=
= Black Currant (Live rock, soul & dance) : bc@bassment.demon.nl =
= Purple Trance (Mellow & Trance house) : pt@bassment.demon.nl =
= Bassment Studio Productions : productions@bassment.demon.nl =
=============================================================================
```

# 2605. Re: Java

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <855255772_OASIS_@bassment.demon.nl>
Source record: 128304

In article <5dcsrh$nsa@lyra.csx.cam.ac.uk>
mnb20@cam.ac.uk (Mark Baker) said:-

>>Perhaps the person who has an Atari related web site could whip up a
>>little TOS program that can be run from CAB after downloading. Quick
>>animations, MOD music, or automatic sample playing are good examples.
>
>or automatic hard disc wiping, or virus infecting?
>
>Think a bit about the security implications of what you've just suggested
>there.

It could be done if the same restrictions apply as they do to JAVA-applets:
A JAVA applet cannot access files on the local machines, nor can it connect
to other servers than the one it was downloaded from. So if CAB could have a
little TOS-environment from which the local filesystem cannot be reached, it
would be safe.
Personally I like the idea of adding a little something to web pages which
only Atari-users can see! :-)

Greetz,

Maurits.

--

Change is inevitable, except from a vending machine.


==========================================================================
= Postmaster (postmaster@bassment.demon.nl) =
=------------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=------------------------------------------------------------------------=
= Black Currant (Live rock, soul & dance) : bc@bassment.demon.nl =
= Purple Trance (Mellow & Trance house) : pt@bassment.demon.nl =
= Bassment Studio Productions : productions@bassment.demon.nl =
==========================================================================

# 2606. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <01bc140c$fe3e7380$30201fce@rorymcma>
Source record: 128305

James Anderson <0James@msmlab.byu.edu> wrote in article
<0James-3101971309110001@128.187.141.103>...
> I ran The Great Underground Empire BBS about 10 years ago on an 800xl
with a
> 20 meg hard drive--(let me tell you, back then as I'm sure most remember,
we
> were big!)
>
> I would like to set a BBS up again. I still have my 800xl and an Atari
> 1040ST. I am trying to decide which system to use to run the BBS. Does
> anyone have any suggestions?
>
> James.Anderson@Juno.com
>
> "I hate jack."
>
>

I would take a look at ForeSight BBS software... VERY NICE!!!

Rory McMahon

# 2607. Adventures (was Re: Scott Adams?)

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: Dennis Remmer <dennis@dstc.edu.au>
Message-ID: <32F93A7C.3B54@dstc.edu.au>
Source record: 128395

Yes yes yes, but the *real* question is:

Can you get Scott Adams adventures for the ST?

Dennis
--
_____________________________________________________________
Dennis Remmer \ / dennis@dstc.edu.au
Business Development ---==O=- Ph: +61-7-33654680
Distributed Systems Technology CRC / \ Fx: +61-7-33654311

Recedite, plebes! Gero rem imperialem!

## 2608. CAB 2.xx when?

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: pwillis@hondo.cyberverse.com
Message-ID: <5dbemh$8gt@rodelo.cyberverse.com>
Source record: 128396

Does anyone who is currently working on or beta testing the new CAB want
to share a release date _guess_ with the rest of us here in AtariLand?

regards,

____
| |____ _____ _____ ____ _____
_____ | __ \ / \ / _/ __ \/ __ \
<_____> /__| |/ __ \| . . \ . . \ ___/| | \/
________(____ /__|_| /__|_| /___ >__|
\/ \/ \/ \/
----------
NOTICE: I neither read nor reply to UN-solicited e-mail responses to my
Usenet postings. This includes both unwanted advertisements AND flames.
So don't even waste your time...
----------

## 2609. STiK dialer help?

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5dbg72$mp1@alexander.INS.CWRU.Edu>
Source record: 128397

Is there any way to fix the dial script so that if it gets a line, but
the proper responses aren't there, it will restart instead of just quitting???
My ISP sometimes (all too often, but its free, and has slip) answers the
phone, but just doesn't do the handshake right, or the baud rate gets
screwed up or something. Ay any rate, it gives a status message:
Timeout finding or some such and the dialer folds up and goes away. If
I go get a drink of water,all I can tell is that there's no panel there, but
I don't know if it connected or just gave up.
Anybody know a way???

--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

# 2610. Re: Atari IFF Files Conversion

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: rsrice1@ix.netcom.com
Message-ID: <5dbkc8$flf@dfw-ixnews11.ix.netcom.com>
Source record: 128398

In article <855183662_OASIS_@whalley.demon.co.uk>, john@whalley.demon.co.uk.NOSPAM wrote:
> In article <5cj4vv$i6n@dfw-ixnews8.ix.netcom.com>
> rsrice1@ix.netcom.com (Rob S. Rice) said:-
>
><snip1>
>
>> I need a convertor. Oh, gad, do I need a convertor.
>
><snip2>
>
>
>Well, the Imagecopy manual states explicitly that it will read Deluxe
>Paint ST IFFs, so that may well be a solution.

THANKS. Has anybody managed to get ImageCopy to run properly under
Gemulator? And I thought I'd bought my last piece of Atari
software!!

Rob S. Rice

# 2611. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28489_please@no.spam.mail.here>
Source record: 128399

*Hi Paul*, on 05 Feb 97 you wrote: ...respect, brethren

P>
P> dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-
>>
>> hmn,think you .sig is big enough?
P>
P> You can talk considering your in-ability to cut your quotes

Not to mention the complete waste of bandwidth...

P> but yeah it is a bit big but I think this is due to him using a BBS,
P> which gives a user .sig and a BBS .sig.

That's right, unfortunately. Whatever the BBS does, I won't be dropping my
own sig...

FWIW you may've noticed that I'm in the process of transferring over to
Newsie, but I'm having one or two problems. Newsgroups are fine, but I'm
incapable of getting it to do EMail properly with Newsie.

EMail to ukaaug@celerypatch.compulink.co.uk is accessible to me using
Antmail, but I'd prefer a single package so no-one Email me at that address
yet.

The Email addresses shown in my sig work with no problems, except that this
BBS gateway with Demon doesn't permit UUE'd files to get through.

I'll post a message when things are working ok and I may even advertise my
borrowed WWW page which has been hiding away unnoticed for 6 months B^{>

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2612. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28490_please@no.spam.mail.here>
Source record: 128400

*Hi Paul*, on 05 Feb 97 you wrote: ...respect, brethren

P>
P> dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-
P>
>> (The Amiga almost seems like a sequel to the Atari)
P>
P> You don't appear to have ever seen an ST.

Again, the comment is only true in relation to the Atari 8-bit. The Amiga
actually is a development from those machines...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 2613. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28491_please@no.spam.mail.here>
Source record: 128401

*Hi Frank*, on 05 Feb 97 you wrote: ...respect, brethren

FC>
FC> Phil, please tell Daron that those of us who know him are behind him
FC> 110 1.112538e-308re. We know him well enough, and we all look forward to seeing
FC> him back here and in NeST - something which wouldn't exist without
FC> Daron.

The more I hear, the more sure I am that the only action likely to be taken
is to charge someone with wasting police time, or Daron suing the arse off
someone for defamation of character.

My money's still on an ex-girlfriend...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2614. S.E. Michigan (Ann Arbor) user group meeting

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: molin@smurfy.tcimet.net
Message-ID: <molin.855202996@smurfy.tcimet.net>
Source record: 128402

User Group Meeting -- Ann Arbor, Michigan

The next meeting of WAUG will be held on Tue 11 February and will feature
a discussion and demonstration of 'Internet Video' led by President
Craig Harvey.

A map to find us is included below. For more info about WAUG, hop on
over to our web site at:

http://ic.net/~harvey/waug.htm/

or reply to me directly:

molin@atari.archive.umich.edu

C'mon down and enjoy a pizza with us!

--
=-=-=-=-=-=-=-=-= molin@smurfy.tcimet.net =-=-=-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

It only stands to reason that where there's sacrifice, there's someone
collecting the sacrificial offerings. Where there's service, there is
someone being served. Make no mistake about it, the man who speaks to
you of sacrifice is speaking of slaves and masters - and he intends to
be the master.
-- Ayn Rand

-------------- begin WAUG flier ---------------

WAUG -- (Formerly 'The Washtenaw Atari Users Group')
(Now known simply as "WAUG")

What is WAUG? Over 12 years ago a few intrepid individuals decided to
============= start meeting regularly to share their enthusiasm and
knowledge of computers and related hardware/software
items. In June of 1987, after more than two years of unorganized and
informal meetings, the members developed and formally accepted a club
charter. Thus WAUG was born! Helping people get the most out of their
computer is WAUG's purpose.

Initially, the club was dominated by Atari afficionados, however in June
of '95 the executive board arranged to expand the club's resources to
include IBM and Macintosh users. WAUG is an ideal place to meet with
other persons who share your interests and to find answers to your
questions about using your computer -- no matter what machine you own,

how old it is, or your level of expertise.

Who's involved? Since its inception, members from cities outside Ann
============== Arbor (including Westland, Canton, Livonia, Milford,
New Hudson, Dearborn, Hartford, and even as far away as
Toledo) have regularly attended the meetings. Some members live as far
away as central Michigan, and one member lived in Montana (!) and joined
simply because he enjoyed receiving our newsletter.

How do I join? Membership in WAUG has only one requirement: an active
============== interest in personal computers. Annual dues are $15,
for which the member receives free monthly issues of the
club newsletter, opportunites to win valuable door prizes, and reduced
rates on disks purchased from the club's Public Domain/Shareware disk
libraries.

What will I find? A different topic is featured each month: Printers,
================= Education, Telecomm & the Internet, Beginners Woes,
Desktop Publishing, Scanners, Swap Night, MIDI &
Music, and Utilities are typical examples of what you'll find when you
visit WAUG. Drawings for door prizes take place at every meeting, and
the annual Christmas Party Meeting is not to be missed. There is no
dress code in effect at any of the WAUG meetings -- tuxedos and ballroom
gowns are perfectly acceptable. (However if you choose to wear these, we
WILL stare at you!)

How to contact WAUG:
====================

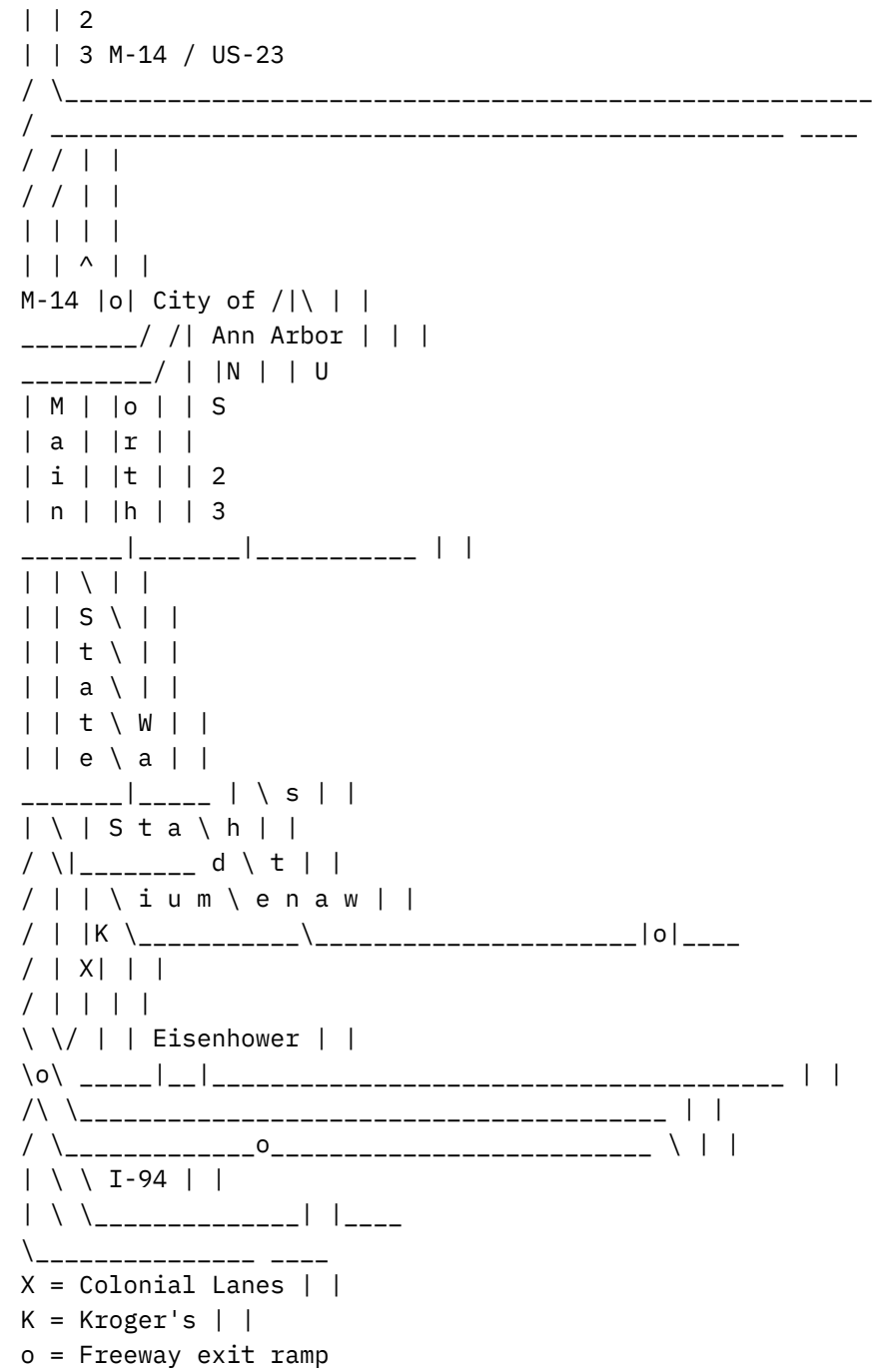
WAUG
14 Payeur
Ann Arbor, MI
48108

Voice: 313/971-8576
Modem: 313/971-6035
E-Mail: molin@atari.archive.umich.edu
harvey@mail.ic.net
WWW: http://ic.net/~harvey/waug.htm/

or just show up at any regular monthly meeting! Visitors are
welcome and we promise not to pressure you to join until we've seen your
face at least three times!

Where does WAUG meet? Meetings are held regularly on the second Tuesday
====================== of each month at Colonial Lanes located on South
South Industrial St. (across from Kroger) between
Stadium and Eisenhower streets. Meetings start at 7:30pm and usually run
to approximately 10:00pm.

| | U
| | S
| |




Travelling on US-23: exit onto westbound Washtenaw
(northbound) stay left at Stadium
turn south onto South Industrial

Travelling on US-23: follow M-14 West "To Ann Arbor"
(southbound) exit onto southbound Main Street
turn east onto Stadium
turn south onto South Industrial

Travelling on I-94: exit onto northbound State Street
turn east onto Eisenhower

turn north onto South Industrial.

```
******************************
* *
* Tell a friend about WAUG! *
* *
******************************
```

--
=-=-=-=-=-=-=-=-= molin@smurfy.tcimet.net =-=-=-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

# 2615. Re: Atari STand internet

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28487_please@no.spam.mail.here>
Source record: 128403

```
In a previous message STigma@not.here wrote
> Organization: STigma
>
> I would like to know what programs are the best for conecting to
> internet with an Atari STe with 4 Mb RAM, hard disk and mono monitor.
>
> Any good URL will do.

Depends on what you want from the internet...

--

Send email replies to :pbaker@mettav.demon.co.uk (Paul Baker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 2616. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28479_please@no.spam.mail.here>
Source record: 128404

Out of the ether, the following was mentioned by
atari@teleport.NO.SPAM.com...:

>> image tracking". The one they fitted I think was an 8087, making
>> the tracking cpu an 8086! :-)
a> We should be grateful that NASA didn't settle on the Rockwell 1802,
a> I guess.
I guess so (is it a terrible admission to say that I have never heard of this
CPU?? :-)

a> Anybody want to donate to the "Get a 502ST into orbit" fund?
;-) They would never use an ST as it would be to cheap!!! ;-)

Spencer

spencer@mettav.demon.co.uk

--

Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 2617. CAB/STiK/1040 STe Help

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28492_please@no.spam.mail.here>
Source record: 128405

*Hi Dennis*, on 05 Feb 97 you wrote: ...respect, brethren

m>
m> Three members of our user group are having continuing problems trying
m> to run CAB 1.5 with STiK 1.12 on 4 Meg 1040 STe's, all with TOS 2.06.
m> I'd appreciate replies from anyone successfully running this
m> combination without encountering bombs regularly. I think a half hour
m> without bombing is our record!

Not quite the same setup here (Mega STe + MagiC through modem 2) but it ought
not to be much different. If you've got things running for half-an-hour then
most of the setup would appear to be correct.

m> Which versions of CAB.OVL and CAB_JPEG.OVL should we be running? How
m> many bytes are they?

CAB.OVL 46041 bytes 1-Dec-96 (v1.21)
CAB_JPEG.OVL 22532 bytes 27-Apr-96

Both are available from Flinny's home page.

m> Should the DEFAULT.CFG file parameters be changed (MTU, etc)?

It's most likely to be something in here:

```
ALLOCMEM = 210000 <- 200,000 often isn't enough
SERIALPORT = Modem 2 <- Modem 1 for you
CDVALID = TRUE <- Can't remember what this should be for you
DIALFILE = dial.scr
CLIENT_IP = 194.153.12.180
TTL = 64
PING_TTL = 255
MTU = 1500
RCV_WND = 4096
PROTOCOL = 0
REPORT = 0
UP_RESPONSE = 2
USERNAME = ukaaug
HOSTNAME = celerypatch.compulink.co.uk
FULLNAME = Harry Sideras
NAMESERVER = 194.153.0.18
IRCNICK = sid
IRCSERVER = irc.demon.co.uk
IRCPORT = 6667
IRCPONGMSG = You woke me up for this?
EMAIL = sidcelery@cix.compulink.co.uk
SMPT_HOST = mail.compulink.co.uk
```

If you have an HTTP_PROXY and HTTP_PROXY_PORT set, deleting them can often speed things up. If you've got any extra lines in your default.cfg they may turn out to be redundant with the latest STiK - several were removed because they did nothing useful (and sometimes hindered - eg MSS = ???).

Hope that helps...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 2618. Re: GDOS Fonts...

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28483_please@no.spam.mail.here>
Source record: 128406

This message from bjr@edison.ebicom.net to All came in on a wing and a prayer...

Hi Brian!

b> please@no.spam.mail.here (please@no.spam.mail.here) wrote:
b> : This message from atari@teleport.NO.SPAM.com to All came in on a wing

: >>> very much appreciated in this. Also, was there a higher version
: >>> of GDOS than 1.1 and is it any better?
b> :
b>
b> I highly suggest you get NVDI rather than GDOS...

Agreed, I nearly included a mention of NVDI, however I'm not sure that all GDOS-aware progs will allow the use of vektor fonts, we all know about TimeWorks for example.

OTOH early versions of NVDI offered only bitmap font support alongside the benefit of its screen display acceleration, so a second-hand copy of (say) v2.5 would be OK I think.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 2619. AutoSwitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28484_please@no.spam.mail.here>
Source record: 128407

I'm looking for one of these for my second ST, but the UK agent for this board says that they are no longer available to them.

Does anyone know an alternative source for them, and also does anyone have one for sale in the UK please?

Regards, Derryck

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2620. Re: AutoSwitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: dipching@ping.be
Message-ID: <855210788_OASIS_@ping.be>
Source record: 128408

In article <28484_please@no.spam.mail.here>
please@no.spam.mail.here (please@no.spam.mail.here) said:-

>I'm looking for one of these for my second ST, but the UK agent for this
>board says that they are no longer available to them.
>
>Does anyone know an alternative source for them, and also does anyone have
>one for sale in the UK please?
>
>Regards, Derryck

I have one for you, with manual obviously.
Just send me an E-Mail.

--

```
-------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
-------------------------------------------------------------------------
```

# 2621. Re: STiK dialer help?

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: csilver@kendaco.telebyte.com.no.bulk.mail.us
Message-ID: <5dc2ra$fp7@news.telebyte.net>
Source record: 128409

And Boris said to all:

>Is there any way to fix the dial script so that if it gets a line, but
>the proper responses aren't there, it will restart instead of just quitting???
>My ISP sometimes (all too often, but its free, and has slip) answers the
>phone, but just doesn't do the handshake right, or the baud rate gets
>screwed up or something. Ay any rate, it gives a status message:
>Timeout finding or some such and the dialer folds up and goes away. If
>I go get a drink of water,all I can tell is that there's no panel there, but
>I don't know if it connected or just gave up.
> Anybody know a way???

Hi Boris,

An easy way would be to repeat the phone number in your dial.scr file.
You can list up to 5 phone numbers of you ISP. This way if you get a time
out STiK will just dial the next phone number, and hopefully will connect :)

C'est la Vie,

Charles

```
___ __
|~~\_____/~~\__ |
------------------------------------ |___ ------ )-+
csilver@kendaco.telebyte.com 0'--- ~~~| /~~ |
------------------------------------ (*)
```

# 2622. Why doesn't STiK work for me?!?!?!

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: daymon@mammoth.psnw.com
Message-ID: <5dc3e6$64p@alpine.psnw.com>
Source record: 128410

Hi everyone!

I've done this many times before, but once again, can someone PLEASE help me get STiK and it's related software working with my ISP? I've tried all the settings for MTU, MSS, RCV_WND, and DFB_SIZE that my ISP recommended, that people here in newsland suggested, and have tried every one of the DEFAULT.CFG files that came in the older WWW packages, but none work for me. I've done some research to find out what these settings actually are (because I figured it would help to know what these things were that were mysteriously unexplained in the doc's), and have experimented with them to no avail. My ISP has graciously complied with all my requests as I've tried out every suggestion given me, yet it doesn't help at all! I'm at an impasse! Here is an in-depth explaination of my problem:

1. STiK connects and gets an IP address just wonderfully.
2. Every STiK-related program gives errors when I try to use them or just plain doesn't do anything.
3. CAB will Resolve the Host and Send the Request.
4. Most pages stick at "Receive data (0 bytes)"
5. Some pages stick at "Receive data (0/xxxx bytes)"
6. If it's an incredibly small page such as a Moved Object or 404 File not Found message, it loads fine.
7. The only pages I've had any luck with are Dirk Hagedorn's page and the IBM home page. But lately these have now stopped working.
8. VJ compression is off, all settings are according to my ISP's spec's, and all system-based settings are appropriate for a 4 Mb Falcon.
9. One setting my ISP has on one of it's tech pages is MRU size = 512. This isn't in the DEFAULT.CFG file and when I put it in, nothing changes.
10. Here is my DEFAULT.CFG file:

```
ALLOCMEM = 500000
SERIALPORT = Modem 2
CDVALID = TRUE
DIALFILE = dial.scr
CLIENT_IP = 0.0.0.0
TTL = 64
PING_TTL = 255
MTU = 512
MSS = 472
DFB_SIZE = 580
RCV_WND = 2048
PROTOCOL = 0
UP_RESPONSE = 2
```

```
USERNAME = Mikey
FULLNAME = Mike Freeman
HOSTNAME = ProtoSource
NAMESERVER = 205.199.144.101
IRCNICK = Mikey
IRCSERVER = irc.primenet.com
IRCPORT = 6667
IRCPONGMSG = Why don't I work?
```

Thank you very much in advance for any help you can give. I've been doing this since December 1995 with no luck!!! And I don't have enough experience deciphering techno-babble to get MintNet working, so I REALLY want to get STiK working!

Mike Freeman
daymon@psnw.com

# 2623. Re: Atari...

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: Yves Gablin <gabliny@ufrima.imag.fr>
Message-ID: <32F99A9F.16DE@ufrima.imag.fr>
Source record: 128411

Dan Cox wrote:
>
> Question to anyone:
> Why do you think it died in the US? And, will it ever return?
> I mean who wants to type copy a:example.dat b: when you can just drag
> and drop? It was so much be
> don't understand why were not all using sts.
> dan

(excuse the poverty of my english, I'm just a frog...)

My thoughs on this are that Atari died in the US because for most people there, it was just a game consoles company, and when I said to my american hosts that I used an Atari COMPUTER by my parents' home, they just couldn't believe it !
For that reason (and others), it will never fully return in the US, as it never fully entered there...
Among them, one of the 'other reasons' is that Atari never knew how to SELL, and Atari is not there any more to improve that point. 'Atari' is now is Europe (Germany, Switzerland, ...), with other names.

For the other question, the answer is NO. Nobody wants to type requests on his (her) keybord, but who still does (even with a PC, and God knows, if he exists, that I don't like PCs) ?

I think that Atari clones (and some old Atari) will still exist for a pretty good time, because it provides both the liberty of a PC (this one having so much that it can't stop being a problem) and the simpleness (does this word exist ?) of the Mac (this one being simple of use but so rigid that it is also a problem).
Let's hope it will continue because neither PC nor Mac satisfy me (I prefer the Mac).

Bye,
Yves Gablin.

--
Yves Gablin : gabliny@ufrima.imag.fr

# 2624. Windows 95 Info Guide

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: cjtech@inreach.com
Message-ID: <4028533a.16546027@news.zippo.com>
Source record: 128412

Find out what you've been missing...

WINDOWS 95 INFO GUIDE

The Only Software Package That Gives You All You Need!

http://home.inreach.com/cjtech

Don't waste money on expensive training videos, books, and magazines
when you can have the information when and where you need it,
at the click of a button. Order Today and receive your copy of
Windows 95 Info Guide featuring hundreds of tips and tricks in
an easy to use interface and we'll include the updates...FREE!!!

# 2625. Re: 2.5" drives in 3.5" spaces

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5dbplt$fqi@einstein.ebicom.net>
Source record: 128413

Jim,
I've never seen the inside of a mega...but I'd assume all you
need is 2.5 to 3.5 bracket...these are pretty standard at PC mail order
and retail places. Simply call and ask for SCSI 2.5 to 3.5 kit...
They "should know" what you're talking about. It should include a
mounting bracket and possibly a cable (I'm not sure if 2.5 SCSI uses
the exact cable as 3.5 drives...possibly smaller but same pin-outs?).

Hope this helps...
Brian

Jim DeClercq (jimd1@primenet.com) wrote:
: I have seen posting mentioning 2.5" drives sobstituted for the original
: 3.5" drives in Mega machines and TTs. What does it take to do that?
:
:
: ----------------------------------------------------_-----------------------
: jimd1 __ __ ____ ___ ___ ____
: jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
: / / \ / / / / /__ / \/ /___ /
:
:
:

# 2626. Re: MagiC 5

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32F9A457.167EB0E7@doc.ic.ac.uk>
Source record: 128414

> In a previous message Ade@finitive.demon.co.uk wrote >
> > If after booting with MagiC you wish to use the computer without it,
> > you'd need to turn machine off, as reset of course leaves MagiC in
> > memory.
> >
>
> Or there is a small program available in the umich archives (I think)
> boot.ttp with the parameter -c does a cold boot and clear magic from your
> system...archive name is boot.zip
>
> saves wear and tear and is a kinder option to your system.

Alternatively, you could just use the "Shutdown" option in Magxdesk
or Thing... or press CTRL-ALT-DEL to get to it. Then click on
"Cold Boot" in the little alert box that pops up. Or you could
just press CTRL-ALT-SHIFT-DEL (if you don't use WBDAEMON, that is).

---
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

# 2627. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <267cd$161e1f.5a@HERMES>
Source record: 128415

please@no.spam.mail.here (please@no.spam.mail.here) wrote:
> Out of the ether, the following was mentioned by
> atari@teleport.NO.SPAM.com...:
> > Anybody want to donate to the "Get a 502ST into orbit" fund?
> ;-) They would never use an ST as it would be to cheap!!! ;-)

Nah. They will.

As we all know, the $5000 hammers stopped being fashionable with NASA last Thursday, so now they are after old, obsolete computers. Especially Atari.

I'll just donate my old Mega ST to them in exchange for $651,594, and we'll call it even. (It's worth more than that!)

{[:-)]

Mind you, I'll keep the TT I'm writing this on for another few years because NASA can't afford the $27,846,901 it is worth on the open market.

(They're gonna wait until it hits $38M before they buy it!)

{[:-)]

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

# 2628. FS: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: rbender@peganet.com
Message-ID: <5dc607$ib0@andromeda.peganet.net>
Source record: 128416

I am selling my spare 1040STf. It is a standard 1 meg model with TOS 1.0
and works just fine. $25.00 plus shipping and it's yours. No screen.

Randy Bender

## 2629. lharc 3.10 screws up file system?

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5dchcp$28g$1@kiyoko.communique.net>
Source record: 128417

lharc 3.10 keeps writing temp dirs as C:\LZH\X\ or C:\LZH\::\ or even 2 copies of C:\LZH\X\ in the same partition. Needless to say, this has screwed up my C:\ partition many times. Diamond Edge could fix these errors in the past. But now I have a problem with C:\LZH\X\ that could only be fixed by zeroing the C: partition. The TOS 4.04 desktop Show item wouldn't work on the C: partition until I zeroed it.

Am I missing something in the lharc 3.10 docs? lharc 3.12 also makess bogus dirs.

Dave

_____
/ /
||||||||||||||||====]: d@mail.sstar.com
____\

# 2630. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvohdyw449.fsf@emw.ericsson.se>
Source record: 128418

Gary Priest <Gary@the-gap.demon.co.uk> writes:

> This sounds like very good news! Have you any web addresses pointing to
> info on this (or the Amiga version)?
>
> If it's as good as it sounds I shall definately be purchasing it. Wonder
> who's going to be selling it in the UK? Any ideas?

I have no idea. Sorry. This is all I know.

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 2631. Newsie (V.66) and Munpack.ttp (see mime images on line)

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5dc85p$eq9@ash.ridgecrest.ca.us>
Source record: 128419

I got bored of waiting for NetScape to display
some images at a binaries site I was
visiting (he,he) and got to thinking how nice
it would be to do this on the Falcon in more or
less real time, especially as my Macs serial
port only runs at 57.6K and my Falcons runs
the 33.6 Supra at full tilt.

I remember the Newsie docs saying that it only
supported UUE at the present. After looking in
the Newsie folder and seeing that all it did was
to call UUD.TTP, I renamed Munpack.TTP to UUD.TTP
and stuck it in the Newsie folder.

Using only Newsie as the viewer/editor, I subscribed
to the binaries group and got a listing. I clicked
on one of the rather large mime encoded jpg files
and let it load into the Newsie reader. Then I selected
extract binaries from the drop down menu.

I had ImageCopy running as an ACC and went to the
folder specified for the group I was in. There was
the jpg file ready to view without even leaving
Newsie (Wow, what a bod!:).

If there was another call feature that could pass
perimeters I guess you could use the DSP decoder
for faster viewing but I didn't see a way to try
this out. Maybe assign a hot key macro where you
pass the file name to APEXJPG.GTP?

The only problem was that (under TOS 4.04 at least)
Newsie dosen't like to redraw the top portion of the
menu. It's not much of a problem as the drop downs
still work so just float you curser around to where
you want to be. With an intellegent O/S like MagiC
this problem probably won't occur.

I also set up Newsie in an open area of a hard disk
that I use for imaging and audio recording as the
mime files are sometimes quite large. This wasn't
necessary, just a precaution.

I think that using Mpack has already been covered
in the group, but I kink of got lost in the conversation
that was going on beneith the meaning of the post.

Excuse me if I duplicated what someone else has
already said.
If your confused, as I usually am, feel free to ask
about it:)

Mike
P.S. I'm over forty so it was ok for me to visit that
specific binaries group:).

# 2632. Re: Alas alack, windoze95 beckons

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5dcgju$55i@m1.cs.man.ac.uk>
Source record: 128420

In article <5cm9f2$7qn@news2.nkn.net>, michael@fastlane.net (Michael White) writes:
>
>dave wrote:
>>Bummer.
>>
>>I may be on the verge of getting a PC. Yeccch!
>>
>>Soooooo. What is a TT worth? 20Mb TT-ram, 4Mb ST-ram. 512Mb HDD, Crazy dots 2
>>card (great for 1024x768x256 or 800x600x32k), software coming out of my ears.
>>
>>Or should I just keep it?
>>
>>Thoughts anyone?
>
>So, why do you want to get a new PC? If you sit down and list out why you
>want a new machine, that'll help sort things out a lot better than us
>bozos in usenet ever could....

Well, there are lots of good reasons for getting a PC - but this does not
mean that you have to abandon the Atari as well.

My advise is that it is not worth selling the TT, as although you have a
nice machine, you probably wont get back enough money to justify it. Also,
when you want to use GEM software you wont have to put up with an emulator.
And you can have a break from playing wipeout, quake, duke-nukem, descent,
or whatever suits your tastes...

Anthony
(who has a PC, but still programs more on his FalconFX than the PC)
--
-------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
---------------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
---------------------------------------------------------------------

# 2633. Re: Newsie & Demon

Newsgroup: comp.sys.atari.st
Date: 1997-02-06 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <32F9CD24.24DA@cyberstrider.org>
Source record: 128421
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st

Frank Charlton wrote:
> both have a high level of users, full stop. No doubt if Pipex or anyone
> else had as many users online as Demon do, they'd have a high number.

Well, from one of the recent press releases....
-----
Demon Internet is the largest dial up European Internet Service Provider
with over 90,000 subscribers.
-----

:-)
--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk

## 2634. Atari bbs

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: cgbohm@iconz.co.nz
Message-ID: <5devps$vg6$1@news.iconz.co.nz>
Source record: 128172

Hi there my name is Chris Bohm and i run a bbs for the Atari which is online everyday and i am getting some new pd software for it shortly. I live in Mangere which is in Auckland New Zealand.

BBS Name:Star Two Bbs
Sysop:Snowman
Hours:9pm till 7am
Phone Number:0064 9 275-6454

The phone number above is my bbs number as well as my voice line.

## 2635. Atari bbs

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: cgbohm@iconz.co.nz
Message-ID: <5df12c$vg6$2@news.iconz.co.nz>
Source record: 128173

My name is Chris Bohm and i am running an Atari bbs and i have got over
100 files online as i have got quite a lot of pd software online.

BBS:Star Two Bbs
Sysop:Snowman
Hours:9pm till 7am
Phone Number:0064 9 275-6454
Email Address cgbohm@iconz.co.nz

The above phone number is my bbs line as well as my voice line.

# 2636. Help: Keypress detection

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: D.E.Jones@ex.ac.uk
Message-ID: <D.E.Jones-0702971114230001@144.173.2.237>
Source record: 128174

Hi all,
I am a keen programmer and I am having a problem with detecting keypresses. This is what I would like to be able to do:

- Call a function that will return the scan code of any key that is pressed down at the time.

> I know that the Atari ST has double debouncing so it would only be able to return the scan code for the last key that was pressed, but that will be fine.
> I can call a function to return a value for the shift, control, etc.. keys without any problems using one of the XBIOS routines. I would like a similar function for the other keys.
> I have tried using other XBIOS routines relating to keyboard detection, but they all seem to use a keyboard buffer. This means that it returns the last key that was pressed, and not necessarily the key that is being pressed at the time.
> I need to be able to tell if a key is being pressed or not being pressed at the time the function is called.
> I managed to find a memory location (521 bytes after the keyboard buffer, I think) on my 2meg STE that does the trick: When a key is down the memory location hold the scancode for that key. When no key is down the memory location holds a null byte.
> I can call a function to check the value in this memory location, and therefore detect which key is being pressed, if at all.
> This memory location varies for different TOS versions and different machines!
> I believe there must be a command in BIOS, XBIOS or GEMDOS (or something else) that will allow me to detect a keypress without using a keyboard buffer or repeat/delay rates etc..
> ..or there may be some way of finding out where the memory location (holding the scancode) is for the machine that the program is running on.

I program using GFA basic, but I should be able to call BIOS commands that other languages use. If anyone could help me I would be very grateful. Thankyou.

Dan Jones.

http://newton.ex.ac.uk/general/ug/jones

# 2637. EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <5df6f2$qsk$1@mhafc.production.compuserve.com>
Source record: 128175
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such as THIS.EXAM.PLE instead of THISEXAM.PLE)

# 2638. Re: Help: Keypress detection

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: fvdakker@mrose.nl
Message-ID: <8553404788501@wise.mrose.nl>
Source record: 128176

There is a function for it in gfa 3.x. I don't know it right now and
can't find it from heren.
me if you're interested. It is something like KEYPRESS/ (This is for
PRESSING) a key without typing it).
he other way (n is to read the keyboerd input (INP(2) and thenmkl oput
thenm back in the buffer with OUT 2,key& .

ood luck!

Frits.
Frits van den Akker JFA Software
http://www.mrose.nl/program

# 2639. Re: WebSpace 1.45, new HTML WEB browser

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: ebaiz@qtm.net
Message-ID: <5df79j$3ah$1@news2.qtm.net>
Source record: 128177

>hmm been there, tried that. :)
>It's getting better. :) very promising, but I would like to see how it
>reacts with the connection on! :)
>It might loose all the speed once online, who knows. ?
>I have to say though that despite the fact that the tables are not
>correct yet, the dithering into 16 colors is not that great, :(
>We'll have to wait and see. :)
>

I agree. I have fooling around with 1.45 and it looks like it will
have some very nice features. I would like to have a version that can
get online just to see how it runs. So far, Cab has done me well. I
think that a newer and bug-free version of the Cab.Ovl file is needed
though.

# 2640. SCSI Hard Drives Forsale

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: gholmes@ns.sympatico.ca
Message-ID: <3302144f.39460623@news1.ns.sympatico.ca>
Source record: 128178
Cross-posted to: comp.sys.atari.st.tech,ns.forsale,hfx.forsale,comp.sys.atari.st

I have the following SCSI hard drives priced for quick sale:

Quantum DSP3053L SCSI-2
Formatted 535 Mb
Cache Buffer 512k
Average Seek 9.5 ms
Rotational Speed 5400 RPM $280.00

Maxtor LXT-340SY SCSI-2
Formatted 340 Mb
Cache Buffer ?
Average Seek 12 ms
Rotational Speed 3600 RPM $180.00

Both drives are in excellent condition and comes with documentation.

Reason for selling, moved up to a 4.3 gig Barracuda.

If interested, e-mail me at the address below, or you can phone
860-0302

Thanks..

---
Glenn W. Holmes
gholmes@ns.sympatico.ca

# 2641. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvpvycn5pz.fsf@emw.ericsson.se>
Source record: 128179

Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:

> > > Doesn't exist, probably never did exist. Vapourware.
> > >
> > > Afterburner 040 does exist though.
> > >
> > >
> > > All the best,
> > > Chris @ Computer Direct
> > >
> > >
> > >
> > Does exist - I know somebody who has one.
> > --
> >
> > :=----+Steve.
>
> Chris should have said "never released".

If I understand it correctly, the Barracuda worked but they
couldn't release it out of copyright problems (realy strange
as there are Hades and Medusa TOS clones) and the Hawk never
worked properly.

Maybe they will release a "Sparrow" one day which would be
deaccelerator based on a 68000 running at 8MHz. ;-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2642. Sysex dump problem

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: Daniel Weiss <weiss@active.ch>
Message-ID: <32FB070F.1E75@active.ch>
Source record: 128180
Cross-posted to: comp.music.midi,alt.music.midi,comp.sys.atari.st

Hi,

I need to know the following about sysex messages:
Regarding the speed of todays MIDI sequencers (including ATARI based ones): What is a "safe" sysex block length and length of
pause between blocks for those sequencers to work properly with sysex messages. Any "common sense" here?

Any hint is greatly appreciated.

Daniel Weiss

--
_/ _/ _/ _/_/_/_/ _/ _/_/_/ _/_/_/ We make
_/ _/_/ _/ _/ _/ _/ _/ _/ professional
_/ _/ _/ _/ _/_/_/_/_/ _/ _/_/_/ _/_/_/ digital
_/_/ _/_/ _/ _/ _/ _/ audio
_/ _/ _/_/_/_/ _/ _/_/_/ _/_/_/ products

Weiss Engineering Ltd. Florastr. 10 8610 Uster Switzerland
phone: +41 1 940 20 06, fax: +41 1 940 22 14
email: weiss@active.ch web: http://www.weiss.ch
"...The world's best De-Esser, made by Daniel Weiss in
Switzerland, is digital, for instance...".
Bob Ludwig, Gateway Mastering Studios, USA

# 2643. Re: EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970207090851.17448A-100000@usr04.primenet.com>
Source record: 128181
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

Yup, Get mint with minix or magic with VFAT.
That will work. bye :)
However the desktop from thr ROM can not display the longfilename
correctly.
You woudl need an alternative desktop.
However Magic comes (I believe) with it's own desktop.

On 7 Feb 1997, MICHAEL ROBILLARD wrote:

>Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such
>as THIS.EXAM.PLE instead of THISEXAM.PLE)
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 2644. Re: EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <5dfcog$fu4@newstoo.ericsson.se>
Source record: 128182
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,de.alt.binaries.tos

In article <5df6f2$qsk$1@mhafc.production.compuserve.com>, MICHAEL ROBILLARD
<76060.1125@CompuServe.COM> writes:
>Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such
>as THIS.EXAM.PLE instead of THISEXAM.PLE)

Use MiNT and MINIX filesystem
it works very well for me on my ATARI ST, ATARI STE and FALCON.

---
Mail : Erik.Hall@epk.ericsson.se ||| ATARI Falcon030
or erikhall@tripnet.se /|\ ---
URL : http://www.tripnet.se/home/erikhall/index.html / | \
---

# 2645. Re: AutoSwitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <5dfd7i$lsq@freenet-news.carleton.ca>
Source record: 128183

please@no.spam.mail.here (please@no.spam.mail.here) writes:
> FROM: SSweet@mettav.demon.co.uk
> SUBJ: AutoSwitch Overscan
> DC> I'm looking for one of these for my second ST, but the UK agent for this
> DC> board says that they are no longer available to them.
>
> Whats on the board, enough for a reveres engineer job??.,

There was a DIY mod available at one time. It's quite easy to do on
a Mega ST, quite a bit more involved on a regular ST. Overscan is
"triggered" at boot-up by a program in the AUTO folder. There is also
a toggle switch for the hardware mod that is turned on before booting up.

It seems to me that the installable boards followed in the wake of
the DIY mod. It should still be available on Atari CD-ROMs and club
libraries.

Randy Kwak

# 2646. ST games (+ other stuff) for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: conan@enterprise.net
Message-ID: <32fb4340.10879873@news.enterprise.net>
Source record: 128184

```
Excellent games: (5 quid)

Chaos Strikes Back
Lords of Chaos
Bloodwych
Bloodwych (data disks)
Drakkhen

Really good games: (4 quid)

Battle Master
Sim City
Sleeping Gods Lie

OK games: (3 quid)

Castle Master
SDI

Cheap games: (2 quid)

Vindicators
Phobia
Deja Vu

Other stuff: (Make me an offer)

Atari ST: TOS Tech Ref Guid Book
STOS game creator
2 x Quality Midi cables (8 foot long)
ST 2 TV Scart lead
ST hard drive ex. cable
Quality Printer cable (4 meters long)
Syncro Express (disk duplicator with ex. drive)
4MEG zram upgrad kit for 520STFM/1024ST (damaged, but chips might be
of some use to someone?)

Postage to be aranged.

E-mail conan@enterprise.net if interested.

Thanks! :)
<> Undernet IRC: Ant on #POW_Productions
<> Home Page: http://homepages.enterprise.net/conan/
```

# 2647. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: clisowsk@aegis.mcs.kent.edu
Message-ID: <5df8a1$h5g@info.mcs.kent.edu>
Source record: 128185

Mr.Maddog@Microserve.com wrote:
: >From what people have told me,the ST could also load the OS from disk.
: >Perhaps I mis-spoke...
: The only TOS on a disk is the old 1.0 and a few betas, but yes TOS
: 'does' come on ROM chips and to use them on any emulator you must
: have a image file of the ROM on a disk(short of using the Gemulator
: card).

When I purchased my 1040 STf system, it came with a disk that
would load TOS 2.06 into RAM and run it from there. So TOS 1.0 may be the
only TOS that Atari put out on disk, but it is definitly _not_ the only
TOS on disk.

--Craig

# 2648. Re: Q: Time stretching an audio file ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: Frank Lundell <frank.lundell@seinf.mail.abb.se>
Message-ID: <32FB5767.48EB@seinf.mail.abb.se>
Source record: 128186

Mikael Hillborg wrote:
>
> Is there any program on an Atari that lets me *timestretch*
> (not pitch shift) a *stereo* audio file in say wav, aiff, avr
> or any other format ?
>
> ( CAF do it on MONO files only and splitting a stereo file in two
> mono, performing the time stretch and then assembling them together
> again to a stereo file gets the channels sligthly out of sync )
>
> /Mikael

I believe so. Zero-X will probably do the trick. A demo can be
downloaded from http://www.algonet.se/~mcalbert/Zero-X/

Regards
/Frank

# 2649. Software for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: "James C. Jensen" <jjensen@1st.net>
Message-ID: <01bc1508$ff9e0900$4327e6ce@default>
Source record: 128187

I'm trying to eliminate the following software (without formatting disks!)

Pro Tennis Tour 2 disks + docs
Dive Bomber 2 disks only
Shadow Sorcerer Mint set, disks, box, docs, etc.

Make an offer on any or all.

Jim Jensen

# 2650. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dfq2e$llk@ornews.intel.com>
Source record: 128188

In article <5df8a1$h5g@info.mcs.kent.edu>,
clisowsk@aegis.mcs.kent.edu (Craig Lisowski) wrote:
>
>When I purchased my 1040 STf system, it came with a disk that
>would load TOS 2.06 into RAM and run it from there. So TOS 1.0 may be the
>only TOS that Atari put out on disk, but it is definitly _not_ the only
>TOS on disk.

I'd be interested in seeing what's on the label of that TOS 2.06 disk.

The only TOS that was /sold/ on disk was 0.98 - it came with the very early
520ST models. TOS 1.0 has always been in ROM. All other version are
available /only/ to developers in disk form (legally, at least); end users
can't legally obtain disk versions of TOS. OTOH, copyright law permits you
to make disk versions of any TOS ROMs that you own for your personal use, so
if you need a TOS 1.04 image, for example, buy a broken ST that has TOS 1.04
in ROM and make an image of the ROMs. As long as you own the chips, you're
legal, no matter how you get the data inot the computer.

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

# 2651. Re: What is a SHTML Web Site?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dfpo8$llk@ornews.intel.com>
Source record: 128189

In article <5dejj7$nku@news.telebyte.net>,
csilver@kendaco.telebyte.com.no.bulk.mail.us (Charles Silver) wrote:
>
>A friend of mine recently had problems connecting to this site:
>
>
> http://www.craftbrewers.com/
> http://www.craftbrewers.com/beer_expedition
>
<SNIP>
>
>Most of the page loads, but not all as the gif's in wwwcache are missing
>the gif extension ;) Also, CAB converts the html to sht( uh, no comment ).

That would be .shtml originally; beats me what the "s" stands for, but it's
still just html as far as Netscape is concerned, at least. I know Ben
Smith's web page has the same extension and it seems to work fine.

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

# 2652. Re: European EFnet servers for #atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5dg1ct$n6l@lyra.csx.cam.ac.uk>
Source record: 128190

In article <9702070942.AA23420@rtbdel52n.cao>,
gamberin@art.alcatel.fr (Fabrice Gamberini) writes:
>There is a quite up-to-date list of efnet servers, at
>
> http://www2.undernet.org:8080/~cs93jtl/efnet_servers

That's very out of date - as a result of being so out of date, it doesn't distinguish between US-efnet and euro-efnet (aka ircnet).

What the original poster actually wanted was a server in the US, but on euro-efnet.

# 2653. Re: Lattice C 5.5 or 5.6?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: ajalkane@lk-hp-6.hut.fi
Message-ID: <5dfvls$6mu@nntp.hut.fi>
Source record: 128191

In article <5d90t0$q0o@news2.nkn.net>,
Michael White <michael@fastlane.net> wrote:

> I've ordered and received Lattice C from Oregon Research. One problem -
>I ordered 5.6, but the box, manuals, and floppy disks are all labeled 5.5.
>So, is it 5.5 or 5.6? The floppies are still unopened, so I have no problem
>shipping it back.

I have Lattice C 5.60 and the floppies state it's 5.5. The program still
is 5.60, and it has Falcon support and all (5.5 doesn't AFAIK). Does
your version come with Modern Atari System Software book? (I'm not sure,
but I think it comes with 5.6)

Regards,
Arto Jalkanen
ajalkane@cc.hut.fi

# 2654. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: ajalkane@lk-hp-6.hut.fi
Message-ID: <5dg00t$6qs@nntp.hut.fi>
Source record: 128192

In article <yvvraivwsgy.fsf@emw.ericsson.se>,
Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
>james.pirie@zetnet.co.uk (James Pirie ) writes:
>> >Does anyone know, if STIK is still alive?
>> Alive and kicking, I'm using it to send this. Support grows every
>> day. At least from where I'm standing :-)
>Who will need STiK after this?

STiK is freeware, that shit isn't. So probably many people will
have use for STiK. Personally I prefer MiNTNet, and it will become
quite confusing when another TCP solution comes to market. Perhaps
someone will do similar GLUE program for it as there is for
MiNTNet.

Btw. does that stuff work with all Ataris and not just with
MagiC OS ?

Regards,
Arto Jalkanen
ajalkane@cc.hut.fi

# 2655. Re: cartridge drive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28686_please@no.spam.mail.here>
Source record: 128193

Out of the ether, the following was mentioned by
atari@teleport.NO.SPAM.com...:

>> Fast Basic (Computer Concepts?)
a> That sounds about right. Probably a British product, if memory
a> serves.
Yep thats right. They are still about, though gave up on the ST as a lost
cause many moons ago.

Spencer

spencer@mettav.demon.co.uk

--

Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2656. Re: WTB Mega ST4 or Mega STE4

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28683_please@no.spam.mail.here>
Source record: 128194

FROM: SSweet@mettav.demon.co.uk
SUBJ: WTB Mega ST4 or Mega STE4

>> Ok with me. :)
>> I will sell you my megaste but I'll remove:
>> the screen and the keyboard.
>> Coz obviously they are so cheap that I am sure you'll find these for
>> 10 bucks. (together)
>> And I'll pay for the shipping.

FC> Do I detect a note of sarcasm here? :)

Its just you being picky. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= A Dog is not just for Christmas, its also quite nice,.....
on boxing day, cold, with pickles, or in a curry.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2657. Atari STfm top wanted

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: ccs@netcom.ca
Message-ID: <5dg9cr$4qq@tor-nn1-hb0.netcom.ca>
Source record: 128195

If there's anyone in the Toronto area who's got a dead STfm on their hands, I could use a new top (waddayaknow? Leaving them in the cold makes 'em shatter!). Will pick up or swap for something or other.

Shudder! Atari plagues my life!

Ken "Animation Station" Rockson.

# 2658. Re: Sundog ST Disk Image?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970207223648130 39@tachyon.demon.co.uk>
Source record: 128196

M. Mackin <mmackin@eden.com> wrote:

> Does anyone know where I might be able to find a disk image of Sundog
> for the Atari ST?

Wasn't that a commercial game?

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2659. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970207223658136340@tachyon.demon.co.uk>
Source record: 128197

Dave Lee <dave.lee@to.org> wrote:

> IS supported, it's a bear to set up. Why can't somebody come up with a
> real nice BBS program for the 16/32 bit Atari machines that's easy to set
> up and allows for "easy" file transfers and "easy" I-Net ability? Must be
> because "we" are a dieing breed. Hmnnfff!

RATSoft fits all the above requirements! :)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2660. Re: What is a SHTML Web Site?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970207222364913103@tachyon.demon.co.uk>
Source record: 128198

Charles Silver <csilver@kendaco.telebyte.com.no.bulk.mail.us> wrote:

> The links on the left side of the Web site beer_expedition won't load,
> just a wwwcache error message. If anyone knows about this new HTML type,
> please let me know... The beer is a brew'in :)

A file with the extension .shtml is essentially an HTML file, but...
It's normally used for 'server-parsed HTML', or a page which uses
something called 'Server-Side Includes'. Simply, an SSI is a cgi program
which is run by the server (hence, server-parsed) *before* the page is
loaded into your browser. The .shtml extension tells the web server that
this page needs to be checked for the SSI before it sends it to you.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2661. Re: disk images

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970207223659137 07@tachyon.demon.co.uk>
Source record: 128199

Toni Oliveros <akane@cyberweb.es> wrote:

> hi, can somebody say me how I can make a disk image in my atari 1040 ste,
> the purpose is store the disk images of my software in a PC, thanks all :-)

Something like Magic Shadow Archiver (MSA) will do that for you, and create images of Atari disks as .MSA files, which you can then stash away on your PC hard drive ;) Check any ftp site for something like MSA2xxx.ZIP.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2662. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: "shane erc msstate edu"
Message-ID: <32fbb247.599526734@nntp.msstate.edu>
Source record: 128200
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

On 3 Feb 1997 15:37:17 -0500, an alien in the guise of
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>| I thought that OLE was a file format,not inter-process comunication.
>|

OLE is a set of predefined interfaces for COM objects to support if
they want to do OLE things.

OLE - used to mean Object Linking and Embedding, now means "OLE"
COM - Component Object Model

OLE is not a file format although some OLE interfaces support a
specific file format scheme that stores multiple streams inside one
file. You can write plenty of programs using COM without ever
implementing an OLE interface.

I used to own an Atari 1040STfm. I still have it somewhere, I think
the floppy drive is dead and it probably has about 10 pounds of dust
in it. It served me very well for a couple of years and then it
couldn't do the things I wanted so I had to buy an Intel clone to get
my work done.

Shane

==============================================================
Shane Hebert
Anti-spam: shane (at) erc (dot) msstate (dot) edu
Disclaimer: Any opinions stated above are mine and not
those of my employer.
Disclaimer: If I say something and you do it, it isn't
my fault.

# 2663. Re: Sundog ST Disk Image?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: "shane erc msstate edu"
Message-ID: <32ffb745.600804406@nntp.msstate.edu>
Source record: 128201

On Fri, 7 Feb 1997 22:36:48 +0000, an alien in the guise of
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>| M. Mackin <mmackin@eden.com> wrote:
>|
>| > Does anyone know where I might be able to find a disk image of Sundog
>| > for the Atari ST?
>|
>| Wasn't that a commercial game?

Probably doesn't matter much anymore...

==========
Shane Hebert
Anti-spam: shane (at) erc (dot) msstate (dot) edu
Disclaimer: Any opinions stated above are mine and not
those of my employer.
Disclaimer: If I say something and you do it, it isn't
my fault.

# 2664. Re: Sundog ST Disk Image?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dgfhp$5fp@ornews.intel.com>
Source record: 128202

In article <19970207223648130 39@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>
>M. Mackin <mmackin@eden.com> wrote:
>
>> Does anyone know where I might be able to find a disk image of Sundog
>> for the Atari ST?
>
>Wasn't that a commercial game?

Yes, from FTL Software, I believe, same folks who brought us Dungeon Master
amd Chaos Strikes Back. And I /won't/ sell mine, but there are still people
selling unused copies.

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# 2665. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dgfnk$5fp@ornews.intel.com>
Source record: 128203

In article <19970207223658136 34@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>
>Dave Lee <dave.lee@to.org> wrote:
>
>> IS supported, it's a bear to set up. Why can't somebody come up with a
^^^^^^^^^^^^
>> real nice BBS program for the 16/32 bit Atari machines ...
>
>RATSoft fits all the above requirements! :)

Except the first (and most important) one.

FWIW, Koos Kuil is currently plugging away at making Octopus BBS "8-bit
friendly" (at my request - I still have callers using the 800XL and I think
there's a C-64 user, too). The latest update is always available from his
Web page, and if I can get him out of the C compiler long enough, I'm going
to have him send me the entire package (latest version) to put on my ftp
site.

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# 2666. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dgg0c$5fp@ornews.intel.com>
Source record: 128204

(posted and mailed)

In article <MPG.d65e2b59a52baf99896ea@news.redestb.es>,
STigma@not.here (user) wrote:

>My brother wants to access the internet with his Atari STe (4 MB Ram and
>Hard Disk)

Good enuff - that machine can do it.

> and before searching the net I've found that STiK needs a SLIP
>connection. :-(

CSLIP and PPP are coming, but not there yet.

>As his ISP provider only accepts PPP connections, I searched again
>looking for any program that support this protocol and found a file
>(PPPKIT14) by Abel Philippe (p-abel@imaginet.fr), but don't know if this
>package will serve with other programs for e-mail, news or ftp.

I'm told it will. Haven't set it up yet myself as it is actually a small
MiNTkit.

>So, here's the problem:
>
>1- He wants to access mostly e-mail, news and ftp, www browsing it's not
>among his most urgent needs
>
>2- He has to do it via a PPP connection.
>
>3- He is a musician, not a hacker ;-)

Up until #3, you were doing fine. <G>

>Is there any alternative or you recommend suicide ?
>
>I've found many other programs (Oasis, NOS, Ice) but I don't want to
>download all and everyone to find that they don't fit the purpose...

Oasis 1.35 is your best bet for immediate usage. It won't allow
graphical Web browsing, but will do all else you listed in "1" above,
and it does allow the use of Lynx to browse in plain text mode. If his ISP
uses POP3 for mail, however, he will also need NOSPOP3 to replace the NOS
that's included in the package.

Give us 2 months and some luck, and there will be at least one other PPP
dialer available that does work with NEwsie and so forth.

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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 2667. More ST Software FS

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <5dgan8$72q@freenet-news.carleton.ca>
Source record: 128205

I have the following Atari ST software for sale. Prices in CDN $,
plus shipping.

WordFlair....beyond a word processor, but not quite Atari Works...$20
Timeworks Swiftcalc....Lotus-compatible spreadsheet.............$12
MasterPlan...from Ditek!.."....."............"...................$10
LDW Power ...much better than..."............"...................$20
Quick ST2....precursor to Warp 9................................$5
PM Interface....is anyone still using Print Master?..............$5
PC Ditto .......turn your ST into a slow, icky XT!...............$5
STipple.........picture dispayer................................$5

--
Songshop Musical Productions / Two wrongs don't make a right...
Box 266, Shawville, Que. / But three lefts do!
J0X 2Y0

# 2668. FS: Atari Computer Goods! Even More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5dgras$fej$1@kelly.teleport.com>
Source record: 128206
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got Monitors for your Atari 8 Bit like Commodore CM-141 "Like the Commodore 1802" And Disk Drives for the Atari 8 Bit like Stock 1050 and a 1050 Duplicator Drive for Backing Up Software. Plus I've bought out the Game Cartridge Gorf for the 400 & 800 & the Educational Math Game Cartridge Space Journey for any Classic 8 Bit Atari Plus I've cornered the Market on New Copies of Print Shop and some Print Shop related Items! That's Gorf, Space Journey & Print Shop All New Copies, All for the Atari 8 Bit! Plus a Good number of SSI and Avalon Hill/MicroComputer Games, and Many of them are Complete. Plus some Flight Simulator II from SubLOGIC including Scenery Disks all for the Classic Atari 8 Bit. For the Atari ST & newer Computers I've added to my HardWare Catalog Supra Hard Drives, Spectre GCR Mac Emulators, Indus (Future) GTS-100X Disk Drives, Panasonic MultiSync Monitor that does Double Duty for both ST Color and MonoChrome Monitors and the Cable/Hardware to your ST Computer. I've also added Software to my ST Catalogs & revised my prices. Titles such as Brand New copies of Ultima V for those of you Ultima Collectors and for those who like Flight Simulators, theirs F-15 Strike Eagle, F-16 Combat Pilot, Falcon, Falcon extra Missions Disk, Fighter Bomber and Flight Simulator II. In Productivity Software, theirs Data Manager ST, Degas Elite, Easy Draw, MultiDesk, NeoDesk, Revolver & PageSTream. All for the ST.

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Please let me know if I can't attach files to your E-Mail. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS. The Most Powerful BBS SoftWare on any 8 Bit Computer Platform. For the 8 Bit Atari. Register with Shadow Software to keep the support coming.

I've added to my Web Page an area for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page.

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

# 2669. Re: WebSpace 1.45, new HTML WEB browser

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5dfqam$rd7@mn5.swip.net>
Source record: 128207

In article <5df79j$3ah$1@news2.qtm.net>, ebaiz@qtm.net says...

>think that a newer and bug-free version of the Cab.Ovl file is needed
>though.

There is a newer cab.ovl currenty under betatesting.

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 2670. Re: Atari STfm top wanted

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970207185638.32474A-100000@acs2.byu.edu>
Source record: 128208

> I could use a new top (waddayaknow? Leaving them in the cold
> makes 'em shatter!). Will pick up or swap for something or other.
>
> Shudder! Atari plagues my life!

Atari top?!!?? how is the "look and feel"???
;).

# 2671. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: Christer Bergstr&#65533;m <cri@teracom.se>
Message-ID: <01bc1541$57524c00$c4a9edc2@u92000249>
Source record: 128209

```
> When I purchased my 1040 STf system, it came with a disk that
> would load TOS 2.06 into RAM and run it from there. So TOS 1.0 may be the
> only TOS that Atari put out on disk, but it is definitly _not_ the only
> TOS on disk.
>
> --Craig
>
```

You can use one of the TOS-dump proggs around to make a TOS-binary image of your ST(E) TOS to a file. Just rename that file to "magic_pc.os" and put it in the root oc your C-drive! That&#65533;s it, and gemulator96demo will run!

If the name the file is "tos.img" you hawe to patch it to a boot disk (file)! And I don&#65533;t now how!?

```
Greetings from the northen part of Sweden!
Christer
```

# 2672. Re: AutoSwitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <855356328_OASIS_@mbedford.demon.co.uk>
Source record: 128210

```
>Whats on the board, enough for a reveres engineer job??.,

One chip & cap as I remember. Probably a PLA?. Mine had the chip ID scrubbed.

Regards
--
-------------------------------------------------------------------------
mike@mbedford.demon.co.uk
-------------------------------------------------------------------------
```

# 2673. Re: What is a SHTML Web Site?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: Oliver Skelton <skelton@gatwick.geoquest.slb.com>
Message-ID: <32FBADC9.3062@gatwick.geoquest.slb.com>
Source record: 128211

shtml must be a secure html page - i.e. form submissions are encrypted.

--
Regards,
Oliver oskelton@cix.compulink.co.uk

# 2674. Re: Why doesn't STiK work for me?!?!?!

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: postmaster@bassment.demon.nl
Message-ID: <855358496_OASIS_@bassment.demon.nl>
Source record: 128212

In article <855246548_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk (Guy Harrison) said:-

>>9. One setting my ISP has on one of it's tech pages is MRU size = 512.
>> This isn't in the DEFAULT.CFG file and when I put it in, nothing
>> changes.
>
>MTU should be set to 552 (MRU + 40). MRU was obsoleted a few versions
>ago.

Again, you're confusing MRU with MSS. MTU should be equal to MRU, MSS (which
is obsoleted) should be MTU-40, RCV_WIND should be MSS*3.

>I have DFB_SIZE=1024, RCV_WIND=4096, PKT_SIZE=2048 but I'm not sure
>which are now obsolete. I vaguely remember something about having to
>be bigger than MTU. It does no harm to try them - obsolete and unused
>variables are ignored.

DFB_SIZE is obsoleted as well, and PKT_SIZE too. You only need to set MTU
and RCV_WIND.

Greetz,

Maurits.

--

Change is inevitable, except from a vending machine.


```
================================================================================
= Postmaster (postmaster@bassment.demon.nl) =
=----------------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=----------------------------------------------------------------------------=
= Black Currant (Live rock, soul & dance) : bc@bassment.demon.nl =
= Purple Trance (Mellow & Trance house) : pt@bassment.demon.nl =
= Bassment Studio Productions : productions@bassment.demon.nl =
================================================================================
```

# 2675. Re: Q: Time stretching an audio file ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: postmaster@bassment.demon.nl
Message-ID: <855355294_OASIS_@bassment.demon.nl>
Source record: 128213

In article <32fa5d0215e090@sn.no>
hallvart@sn.no (Hallvard Tangeraas) said:-

>I believe "Zero-X" does this. There's a demo available on the net for
>downloading, but I'm not sure where.

I have it on my site! (See signature). Go to the Studio Support section.

Greetz,

Maurits.

--

Change is inevitable, except from a vending machine.


```
================================================================================
= Postmaster (postmaster@bassment.demon.nl) =
=----------------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=----------------------------------------------------------------------------=
= Black Currant (Live rock, soul & dance) : bc@bassment.demon.nl =
= Purple Trance (Mellow & Trance house) : pt@bassment.demon.nl =
= Bassment Studio Productions : productions@bassment.demon.nl =
================================================================================
```

# 2676. Re: noDesk

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HBHJEJVYUp@tos.ak.planet.gen.nz>
Source record: 128214

In <32F95F5B.6AE9@huey.cadvision.comREMOVE.TO.REPLY> "K. Brooks" wrote :

>Didn't no|Software also do Speedo 5.0x as I recall? Can you still
>register the desktop software and get a key for it to be fully
>functional? BTW Greg, if you're multitasking with MagiC of MTOS, make
>sure you don't run NODESK.PRG. All you do is modify your MAGX.INF or
>MINT.CNF to define the shell to be used as at Drive x:\NODESK\NODESK.OVL

That should be "GEM.CNF" rather than "MINT.CNF" for MultiTOS users.

>and then MagiC/MTOS will load the desktop automatically. I have it up
>and running now on my TT but I'd sure like to know how to add icons to
>the default icon library. Anyone got that info?

I don't have much experience with no|Desk, but last time I looked at it I
believe there was a resource file somewhere containing icons. Presumably
you can just add icons to this resource file.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 2677. Atari Double Sided Floppy Drive for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: m4wolf@aol.com
Message-ID: <19970207021700.VAA03093@ladder01.news.aol.com>
Source record: 128306

I have a GTX-100 (from Future Systems) double sided floppy drive. It has a very compact design and includes a digital front panel display that is helpful to monitor disk and formatting activity. Asking price is $35 and I'll pay shipping via UPS.

E-mail me if you are interested

# 2678. Atari / Amiga Mouse Master for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: m4wolf@aol.com
Message-ID: <19970207022200.VAA03330@ladder01.news.aol.com>
Source record: 128307

I have an Atari / Amiga compatible Mouse Master for Sale.
It allows you to have a mouse and two joysticks hooked up at the
same time and by pressing a switch you change from one to the other
without having to plug/unplug each device. This saves wear
and tear on the computers I/O jack and is a must for those that play lots
of games. Asking price is $25 and I'll pay for shipping via UPS

E-mail me if you are interested

# 2679. Re: Spectrum Emulator for Atari Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: drojo@marlin.utmb.edu
Message-ID: <5de4l5$5oe@atlantis.utmb.edu>
Source record: 128308
Cross-posted to: comp.sys.atari.st,compy.sys.sinclair

Steven Rodgers (skr@dcs.ed.ac.uk) wrote:
: Has anyone managed to get a spectrum emulator running on an Atari falcon?

The speccy emulator v 2.07 (the last I guess) includes a version
for 030 machines, but I haven't installed it yet. The file (specc207.lzh)
is at cnam, in the utility folder.

Regards

Daniel.

---
Daniel Rojo daniel.rojo@utmb.edu
University of Texas Medical Branch, Galveston
---

# 2680. Users Group Meeting, Madison, Wisconsin

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: dkendall@facstaff.wisc.edu
Message-ID: <5de72r$2o4e@news.doit.wisc.edu>
Source record: 128309

Friends,

The Madison Area Atari Users Group (MAAUG) will hold its monthly meeting on Tuesday, February 11, 1997 at 7:00 pm at the Madison Public Library, Central Branch, corner of Fairchild & Mifflin Sts.

Come join members from across southern Wisconsin with diverse interests in MIDI, desktop publishing, graphics, internet applications and games who are helping keep Atari alive in the Badger state.

Doug Kendall
Madison, WI
dkendall@facstaff.wisc.edu

## 2681. noDesk

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28558_please@no.spam.mail.here>
Source record: 128310

FROM: SSweet@mettav.demon.co.uk
SUBJ: noDesk

g> Is there a replacement desktop called noDesk? If so, where might I find
g> a copy of it or at least some information?

Their are also other replacement desktops that are PD/ freeware, such as
THING and TERRADESK.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I'm going to buy just one more thing for my computer,
and then i'll give it a rest for a while. :~)
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2682. AutoSwitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28559_please@no.spam.mail.here>
Source record: 128311

FROM: SSweet@mettav.demon.co.uk
SUBJ: AutoSwitch Overscan

DC> I'm looking for one of these for my second ST, but the UK agent for this
DC> board says that they are no longer available to them.

Whats on the board, enough for a reveres engineer job??.,

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= If you are viewing on a 286 or higher you will need to add another
8 Megs of Memory and must reinstall Windows and DOS again,
before Quiting, to avoid Hard Disk File loss.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2683. Re: Email address of Darek Mihocka

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc14c7$332f0c20$b3f7aecc@127.0.0.1>
Source record: 128312

```
> Does anyone know Darek's e-mail address?
>
> I played around a little bit with PC Xformer 2.5 and it's not
> bad overall! But i saw that the 3.0 version has modem support
> and that's what i need ofcourse.

Try visiting his web site...

http://www.emulators.com
emulators@msn.com

Will Fisher
```

# 2684. What is a SHTML Web Site?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: csilver@kendaco.telebyte.com.no.bulk.mail.us
Message-ID: <5dejj7$nku@news.telebyte.net>
Source record: 128313

Hi All,

A friend of mine recently had problems connecting to this site:

http://www.craftbrewers.com/
http://www.craftbrewers.com/beer_expedition

When you connect to this site, CAB does a Texas two-step. I get a blank page first, then you get the Web page with an extension like 00000002.shtml

Most of the page loads, but not all as the gif's in wwwcache are missing the gif extension ;) Also, CAB converts the html to sht( uh, no comment ).

The links on the left side of the Web site beer_expedition won't load, just a wwwcache error message. If anyone knows about this new HTML type, please let me know... The beer is a brew'in :)

Charles

```
___ __
|~~\_____/~~\__ |
-------------------------------------- |___ ------ )-+
csilver@kendaco.telebyte.com 0'--- ~~~| /~~ |
-------------------------------------- (*)
```

# 2685. Sundog ST Disk Image?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: "M. Mackin" <mmackin@eden.com>
Message-ID: <32FAC9C3.748@eden.com>
Source record: 128314

Does anyone know where I might be able to find a disk image of Sundog
for the Atari ST?

I'd really appreciate it!

Thanks!

M. Mackin

# 2686. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32ffe64f.39817330@news.inc.net>
Source record: 128315
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 06 Feb 1997 13:36:57 -0800, bwanga@cats.uc*sc.edu (Timothy A.
Seufert) wrote:

>In article <HA6OAHAFUP@cabal.shnet.org>, guenther@cabal.shnet.org
>(Thorsten Guenther) wrote:
>
>>In <bwanga-2901970321400001@metricom46.ucsc.edu> Timothy A. Seufert wrote:
>>>The Jag has a MC68000 and two identical 32-bit RISC processors (one of
>>>which was intended to handle sound processing). It also has a couple
>>>coprocessors to accelerate things like blitting, sprites, etc. The 64-bit
>>>element in the whole affair was the memory bus connecting the various
>>>processing elements and the 2MB DRAM memory together.
>>>
>>>Does it really matter that none of the processors in the machine cannot
>>>handle 64-bit instructions?
>>
>>You are talking bullshit. The Jaguar _does_ handle 64-bit
>>instructions. Would you accept Marc Rosocha as a reference?
>
>I have no idea who he is.
>
>All the information I ever saw from people who actually programmed the
>thing was that the CPU registers of the two RISC main processors were 32
>bits wide. I recall one of them saying there was a 64-bit data move
>instruction to utilize the full width of the memory bus. The blitter also
>did 64-bit bus transactions, for obvious reasons.
>
>You missed the real point of my post: that it just doesn't matter that the
>processors in the Jaguar were not 64-bit. 32-bit is plenty for games.
>The game ads screaming that 64 is twice as good as 32 are BS. There isn't
>even a tremendous need for true 64-bit processors on the desktop, let
>alone game machines.

You seem to be under the impression that game machines require less
less horsepower than general purpose computing? Game software is the
type of software that is always pushing the envelope.

# 2687. Re: Q: Time stretching an audio file ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvn2thvxnt.fsf@emw.ericsson.se>
Source record: 128316

Mikael Hillborg <Mikael.Hillborg@softlab.se> writes:

> Is there any program on an Atari that lets me *timestretch*
> (not pitch shift) a *stereo* audio file in say wav, aiff, avr
> or any other format ?
>
> ( CAF do it on MONO files only and splitting a stereo file in two
> mono, performing the time stretch and then assembling them together
> again to a stereo file gets the channels sligthly out of sync )

What about Zero-X?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2688. BTfax and USR Sportster

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: All@Sea
Message-ID: <268_All@Sea>
Source record: 128317

mike previously gibbered to All ...

Hiya Mike...

```
m> ; Modem settings:
m> Init |~ATH0M0&D3+FAA=1+FLID="De.Petris"|~
m> Answer AT+FDCC=1,3,0,2,0,0,0,0;+FCR=1|~ATA
m>
m> But I got an error from the Sportster now.
m>
m> Have anybody a ready configuration setting ?
```

No, but I've just been doing the same with my new Hayes Accura!!

The commands on this are completely different to my Sporster 14400, here's the relevant bits, maybe it will help?

```
;
; FaxModem Settings
;
Init ATH0M1L1&D3+FCLASS=2+FAE=1|
Answer ATA|
Fax H:\MAIL\BTFAX.TTP -pH:\MAIL\FAX\ -m -s
;
```

This is with Binkley but it's similar ;-)

It was the +FAE (and not FAA) that was causing mst of the problems here ...

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 2689. Re: Two Questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: All@Sea
Message-ID: <269_All@Sea>
Source record: 128318

atari@teleport.NO.SPAM.com previously gibbered to All ...

Hiya Rich ...

a> Having a device attached to the SCSI bus that is not powered up while
a> the system is in use is, bluntly, a Bad Idea. Especially if that

That's what I was thinking. Icoudln't see how it would work tbh.

a> device is a bus master when it /is/ turned on. I would advise leaving
a> the Falcon turned on (you can shut down the monitor if you're not

That's looking like the way to go really .... I'm just fed up transferring
everything on floppies all the time between the two machines!

Or over a very slow Midi network ;-(

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 2690. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: All@Sea
Message-ID: <270_All@Sea>
Source record: 128319

please@no.spam.mail.here previously gibbered to All ...

Hiya Harry ...

p> The more I hear, the more sure I am that the only action likely to be
p> taken is to charge someone with wasting police time, or Daron suing
p> the arse off someone for defamation of character.

That seems to be the case .... lets just hope they return hs equipment asap!

p> My money's still on an ex-girlfriend...

That sounds familiar! I'd agree with the idea though ..

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 2691. Re: Adventures (was Re: Scott Adams?)

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: gamberin@art.alcatel.fr
Message-ID: <9702070934.AA23417@rtbdel52n.CAO>
Source record: 128320

in <32F93A7C.3B54@dstc.edu.au>, Dennis Remmer <dennis@dstc.edu.au>
asked

>Yes yes yes, but the *real* question is:

>Can you get Scott Adams adventures for the ST?

i would say yes, though i haven't actually done the complete setup..
it seems they have been ported to TADS (an interactive text-adv game
dev system, which has an interpreter on atari)

better look at ftp.gmd.de/if-archive, it's imho the most comprehensive
site on text-only adventures .. tons of true gems, even for the ST
(see the unnkulian serie !)

good luck.

fab.

# 2692. Re: European EFnet servers for #atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-07 00:00:00 UTC
From: gamberin@art.alcatel.fr
Message-ID: <9702070942.AA23420@rtbdel52n.CAO>
Source record: 128321

There is a quite up-to-date list of efnet servers, at

http://www2.undernet.org:8080/~cs93jtl/efnet_servers

with over a hundred european servers..

bye.

fab.

# 2693. PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: STigma@not.here
Message-ID: <MPG.d65e2b59a52baf99896ea@news.redestb.es>
Source record: 128215

Hi !

My brother wants to access the internet with his Atari STe (4 MB Ram and Hard Disk) and before searching the net I've found that STiK needs a SLIP connection. :-(

As his ISP provider only accepts PPP connections, I searched again looking for any program that support this protocol and found a file (PPPKIT14) by Abel Philippe (p-abel@imaginet.fr), but don't know if this package will serve with other programs for e-mail, news or ftp.

So, here's the problem:

1- He wants to access mostly e-mail, news and ftp, www browsing it's not among his most urgent needs

2- He has to do it via a PPP connection.

3- He is a musician, not a hacker ;-)

Is there any alternative or you recommend suicide ?

I've found many other programs (Oasis, NOS, Ice) but I don't want to download all and everyone to find that they don't fit the purpose...

Any suggestion ?

Thanks a lot
STigma@madnetro.com

** DO NOT reply to REPLY-TO address **

# 2694. Re: Magnum ST Erfahrungen

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <855358211@p24.f101.n323.z205.mbh.org>
Source record: 128216

aixit@aol.com wrote:

> Magnum ST
>
> Die ersten Erfahrungen.

Magnum ST

The first experiences.

> Durch die Ank�ndigung, dass die Magnum ST nun bei aixit lieferbar ist
> wurden etliche Karten an Leser der Atari Gruppen verkauft. Einige
> Karten wurden in Aachen in diverse Computer eingebaut.

By the announcement that aixit sells Magnum ST, serveral cards were sold to
Atari newsgroup readers. Some cards were build into computers in Aachen.

> Folgende Erfahrungen sind sicherlich von breiterer Interesse:

The next experiences are of common intrest:

> Wodurch unterscheidet sich die Magnum ST von der Karte,
> die der Software Service Seidel anbietet?
> Durch nichts. Es handelt sich um das gleiche Produkt vom gleichen
> Entwickler.

What is the difference between the Software Service Seidels card?
There is non. Both cards are from the same developer.

> Wie wird die Magnum ST eingebaut?
> Die Magnum kann auf oder unter den Prozessor gesteckt werden. Dazu ist
> es notwendig, das entweder der Prozessor gesockelt wird oder das ein
> Sockel auf den Prozessor aufgel�tet wird.

How to build in the Magnum ST card?
The magnum ST card is plugged on or under the processor. So the processor has
to be socketed or a socked has to be placed on the processor.

> Sind weitere L�tungen im Computer erforderlich?
> Es muss noch ein Kabel angel�tet werden. Die Stelle an die das Kabel
> angel�tet weden muss ist f�r alle Computertypen in der Anleitung
> abgedruckt.

Is more soldering in the computer needed?
Only on cable has to be soldered. The point to which to cable has to be
connected is for every computer type printed in the manual.

> Muss an der MMU/GLUE gel�tet werden?
> Nein. Ausser dem Sockel und dem einen Kabel sind definitiv keine
> weiteren L�tungen erforderlich.

Is there any soldering to be done on the GLUE/MMU?
No. Except for the socket and the cable, definitly no further soldering is needed.

> Welches Betriebssystem wird ben�tigt?
> Auf der Magnum ST sind Fassungen f�r TOS2.06 vorbereitet. Es
> empfiehlt sich eine eventuell vorhandene TOS-CARD zu entfernen und die
> EPROMS einfach auf die Magnum zu stecken. Die TOS-EPROMS geh�ren nicht
> zum Lieferumfang dazu. Anwender von MagiC ben�tigen keine TOS2.06
> EPROMS.

Which operating system is needed?
On the Magnum ST sockets for TOS 2.06 are prepared. It's adviceable to remove a posible existing TOS-card and to plug the TOS-EPROMS into the Magnum card. Magnum ST doesn't come with the TOS-EPROMS. Magic user don't need TOS 2.06 EPROMS.

> Wie wird der neue Speicher erkannt?
> Im Lieferumfang befindet sich eine Diskette mit einem Progr�mmchen f�r
> den AUTO-Ordner. Das Programm erkennt die Magnum, erkennt die Gr�sse
> des eingesetzten SIM Moduls und meldet den Speicher nach dem Test
> beim Betriebssystem an.

How is the new memory detected?
The card comes with a diskette with programs for the auto-folder. The program recoginces the magnum, detects the size of the used SIM modules and after testing the memory is 'announced' to the operating system.

> Kompatibilit�t Magnum ST % HBS240
> Es gibt keine Probleme. Da der HBS240 nur die unteren 4MB cached wird
> der Speicher der Magnum leider nur mit der normalen ST-RAM-
> Geschwindigkeit genutzt. Aus Stabilit�tsgr�nden sollte die Magnum auf
> den HBS gesetzt werden. (Der HBS240 ist recht gross wg. der
> konventionellen Bauweise). Der mitgelieferte Sockel gen�gt. Es werden
> keine zus�tzlichen Bauteile ben�tigt.

Compatibility Magnum ST and HBS 240.
Thare are no problems. Unfortunately the memory of the Magnum card is used at normal ST ram speed because the HBS240 is only cached below the 4Mb. For reasons of stability the Magnum card has to be placed on the HBS. (The HBS 240 is quite big because of the use of conventional IC. The included socket is enhough. No extra elements are needed.

> Kompatibilit�t Magnum ST % HBS640
> Es gibt keine Probleme. Da der HBS640 bis zu 12MB cached wird der
> Zusatzspeicher bis maximal 8MB gecached. Optimal ist in diesem
> Zusammenhang eine Magnum Karte mit 8MB. Die 8MB Magnum ist sowieso die
> vom Preis/Leistungsverh�ltnis beste Version. (Maximaler Speicher ohne
> Verlust).

Compatibility Magnum ST and HBS640
There are no problems. Because the HBS 640 caches 12MB, the maximum cached
aditional RAM is 8Mb. This is optimal with a 8Mb Magnum card. The 8Mb is gives
always most bang for the buck. (Maximum memory without loss.)

> Kompatibilit�t Magnum ST % MULTIBOARD
> Die Kombination aus Magnum und Multiboard ist nicht sinnvoll.

Compatibility Magnum ST and Multiboard
The combination of Magnum and Multiboard is useless.

> Kompatibilit�t Magnum ST % TOS-Karten
> Die Magnum ist nat�rlich in der Lage mit einem TOS2.06 auf einer TOS-
> Karte zu arbeiten aber es ist sinnvoller und sicherer die TOS-ROMS auf
> die Magnum zu stecken und die alte TOS-Karte einfach zu entfernen.

Compatibility Magnum ST and TOS cards
Ofcource can Magnum ST function together with a TOS 2.06 card, but it's more
usefull and saver to plug TOS 2.06 into the Magnum card and remove the old TOS
card.

> Aktuelle Preise f�r die verf�gbaren Atari Speicherkarten:

Current prices of the available Atari memory cards:

>
> Magnum ST
>
> 0MB 229,-
> 4MB 259,-
> 8MB 279,-
> 16MB 379,-
>
> Magnum Falcon
>
> 0MB 229,-
> 4MB 259,-
> 8MB 289,-
>
> TT030
>
> 0MB 179,-
> 16MB 339,-
> 32MB 489,-
> 64MB 799,-
>
> (Es sind auch noch andere Ausbaustufen verf�gbar)

(Other expansion size are available)

>
>
> Aachen, den 4,2,1997

Aachen, februari 4, 1997

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(Note of the translator: why did they release this text into serveral Atari newsgroups? It will be copied and stored electronically then... It seems we all have to delete this text from our harddisk immediately, otherwise we are in for trouble with the copyright law enforcers!)

Translation by: Hans Wessels, (Sorry for any spelling errors or grammatical erros, but my English is as bad as my German.)

# 2695. Re: EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5dgg6l$p7s@infa.central.susx.ac.uk>
Source record: 128217
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

MICHAEL ROBILLARD (76060.1125@CompuServe.COM) wrote:
: Is there a way to have an extended file system on my ATARI MEGA2 TOS102(such
: as THIS.EXAM.PLE instead of THISEXAM.PLE)

Well, you could either get Magic which uses the Windows 95 VFAT filesystem (crap, crap, very crap) or you could get MiNT with Minix and have a proper filesystem which is very, very fast. Both offer long filenames. Magic costs money, whereas MiNT and Minix can be downloaded from any good Atari FTP site.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

# 2696. Re: PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: marcelv@stack.nl
Message-ID: <5dgjn7$606@snail.stack.nl>
Source record: 128218

Joel Enbom (caesar@nwlink.com) wrote:

: Alrighty then...

: Here's my working MINT.CNF file. I hope it helps.

```
: cd U:\
: CON=u:\dev\console
: PRN=u:\dev\centr
: #setenv UNIXMODE /cu
: setenv TEMP /tmp
: setenv TEMPDIR /tmp
: setenv PATH .,u:\bin,u:\etc,u:\usr\ucb
: #setenv SHELL \bin\sh
: setenv TERM vt100
: #setenv PCONVERT PATH,SHELL,HOME,CDPATH
: setenv HOME /home

: sln d:\mintnet u:\ # <- ici
: sln d:\mintnet\bin u:\bin # <- ici
: sln d:\mintnet\etc u:\etc # <- ici
: sln d:\mintnet\usr u:\usr # <- ici
: sln d:\mintnet\var u:\var # <- ici
: sln d:\mintnet\tmp u:\tmp # <- ici
: sln d:\mintnet\home u:\home # <- ici
: sln d:\www130\cab u:\cab # <- ici

: INIT=C:\MINT\OLDGEM.PRG

: exec \bin\ifconfig lo0 addr 127.0.0.1 up
: #exec \bin\sh.ttp \etc\rc.net
: exec \bin\syslogd
: #exec \bin\inetd
: echo Now booting MiNT.

: Any answers yet?
```

I had to change the following line
exec \bin\ficonfig lo0 addr 127.0.0.1 netmask 255.255.255.255 mtu 890 mru
850 up
So now the pppd could set up the ppp connection. It worked too. But then I
came to the following problem:

After selecting the ppp conn. my provider asks for an PAP routine.
I found out that its possible to configure pppd with +ua user athome
But from there I got stuck.
What more commandlines do I have to add to the list?

Do I need to set up the ppp/pap-secrets and ppp/chap-secrets properly?
And what sort of setup do they have to be, because the manual is not that clear about that.

I presume that then the ppp connection is routed to the cab program. If you want to use other STIK connected programs can they work as well?

I've tried out a dip script as well but got stuck at the connection between the slip connection and the network. Anyone got neat tips about that?

Is there any documentation about this?

And if you like a nice gadget in your mint.cnf file try out this:
exec /c/mint/tga24.ttp /c/mint/startup.tga
(the 24bit tag viewer of the apex2 demo) (a tga pic you can look like the windows95 startup bitmap (or the anti version))

or with xboot:
(make links for xboot.prg (apperently it can use these links))
sln c:/mint/auto u:/auto
sln c:/cpx u:/cpx
sln c:/ u:/acc (tricky one!)

exec /auto/xboot.prg (preferably not the xboot from the c/auto folder)
(with this you can configure the *.prg files)

Then you can add in the /c/mint/auto/ folder all *.prg files you can use with mint
exec /auto/maccel34.prg
exec /auto/drvin.prg
etc.
(INIT=/auto/oldgem.prg)

@Now booting Mint

Enjoy Mint!

# 2697. Re: Alas alack, windoze95 beckons

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: al220@torfree.net
Message-ID: <E59F5p.771.0.queen@torfree.net>
Source record: 128219

Thomas Main (main@conrad.appstate.edu) wrote:
: I would recommend keeping your TT, at least for about a year. TT's don't
: sell for much and it sounds like you've invested a lot in yours.

: I like Windows95, it is a great OS with many cool features and it works
: well. But if you keep your TT, you can go back to the applications that
: you've used for years (Don't even think about GEMULATOR as a replacement
: for a real TT, or even ST for that matter - when I bought a PC I sold my
: Falcon and bought GEMULATOR - life hasn't been the same since).

I haven't heard good things about Gemulator but there is a chip that you
can put in your PC which allows (normal?) usage of all your familiar
Atari software. Anybody got details?

Jonathan
--

# 2698. Last of my ST Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: falken@tstonramp.com
Message-ID: <32fbe01c.13923790@news.tstonramp.com>
Source record: 128220

I have sold all but the following items for the ST.

SC1224 color monitor.....$100 includes shipping
and insurance.
SM124 mono monitor.....$80 includes shipping
and insurance.
Kraft Trackball.....$15 shipped

Taking any" reasonable offer" on any or all of these, but if making an offer on the monitors you must know that they are costly to ship. They have to be double boxed with styrofoam packing materials. I have been quoted $20 for just the packaging cost alone and shipping should be about $20.. Prices not eteched in stone, but the hardware is in very fine condition with very low hours on the sm124..

Email if interested.

# 2699. Re: HELP! ATARI PRODUCTS IN BAY AREA?

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: szhays@boris.ucdavis.edu
Message-ID: <5dgps6$qmr$1@mark.ucdavis.edu>
Source record: 128221

Toddliz (toddliz@aol.com) wrote:
: Please help me. I know there's a store in Oakland that still deals in
: Atari ST products but I don't know their name, address or telephone #. If
: anyone can supply me with any info it would be greatly appreciated.
: THANKS!

No, he's thinking of ATY Computers in Oakland. Excellent service and good
library of stuff.

mail: 3727 13th Ave., Oakland CA 94610
phone: (510) 482-3775
e-mail: atycom@pacbell.net
web: http://www.virtual-markets.net/vme/aty/

--
.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-------------------------------------------------------+

# 2700. Re: European EFnet servers for #atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E59LEy.35r@iglou.com>
Source record: 128222

Mark Baker (mnb20@cam.ac.uk) wrote:

: That's very out of date - as a result of being so out of date, it doesn't
: distinguish between US-efnet and euro-efnet (aka ircnet).

Then how about a URL that contains one that's more up to date? I'm the
maintainer of a FAQ on another newsgroup, and it contains a short listing,
and I'd like to have this URL in there, but not the one the previous
poster listed.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 2701. [ANNOUNCE] Free MIDI Software

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: Rolf Nilsson / RONI MUSIC <roni@mbox317.swipnet.se>
Message-ID: <32FBB947.3C76@mbox317.swipnet.se>
Source record: 128223

Hello,

Roni Music Home Page offers free down load of the Sweet Sixteen MIDI
Sequencer for Windows and Atari computers.

Sweet Sixteen is a comprehensive and powerful MIDI sequencer for
PC/Windows and
Atari ST/STE range of computers.
Sweet Sixteen offers Piano Roll, List and Transform edit pages as well
as a
dedicated Mixer page you can use for your favourite synthesizer.

Two versions are available:
1. A demo version which is a complete version of Sweet Sixteen with all
file saving disabled.
2. A "lite" version which lets the user save files but certain other
functions are disabled.

Check it out at: http://home1.swipnet.se/~w-11396

--
---
Rolf Nilsson / Roni Music <roni@mbox317.swipnet.se>
Nybogatan 21, S-212 32 Malmoe, Sweden
Phone: +46-40+494411
URL http://home1.swipnet.se/~w-11396

# 2702. Re: HELP! ATARI PRODUCTS IN BAY AREA?

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: "chrisTiaN.a.h." <godpup@ix.netcom.com>
Message-ID: <32FC72B9.CF8@ix.netcom.com>
Source record: 128224

Eric Hays wrote:
>
> Toddliz (toddliz@aol.com) wrote:
> : Please help me. I know there's a store in Oakland that still deals in
> : Atari ST products but I don't know their name, address or telephone #. If
> : anyone can supply me with any info it would be greatly appreciated.
> : THANKS!
>
> No, he's thinking of ATY Computers in Oakland. Excellent service and good
> library of stuff.

double that statement. alex managed to repair my 1040ST after the RAM upgrade blew out my MMU chip. and of course in doing so, caused a number of other problems. but anyone who can de-solder that mmu socket, (and replace it with a newer gold plated contact socket) is pretty damn talented. i'm the lucky owner of a rare (really rare) atari "15,000 different configuration motherboards" computer. kinda makes things a pain when you're new to the world of atari.

chrisTiaN
--
" Winners don't do drugs...They just sell them. "

# 2703. Suggestions???

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: "chrisTiaN.a.h." <godpup@ix.netcom.com>
Message-ID: <32FC79BF.2339@ix.netcom.com>
Source record: 128225

dear all,

i bought my 1040STfm for the sole purpose of using it as a sequencer. i've upgraded the ram to 4 megs, and have TOS v.1.4. i'm taking a trip to toad computers soon (i know, they don't do this, or that, or whatever. but when you go there, all the software and hardware is about 30-70 percent cheaper than the advertised price) and would like to know what software packs i should pick up. i'm looking for an AFFORDABLE (probably NeoDesk) desktop, disk utilities, and a decent HD driver. also, anything that would make re-draws faster. (i believe warp 9 does NOT like music software.) oh, i'm using Cubase Score v.2.6 and my hard drive is a megafile30. i'd like to stay in the $40-$50 range. (last time i went, they were selling NeoDesk v.3.2 for $2.00. didn't know what it was, so i didn't buy it. now i'm a bit more acclimated.) finally, any PD programs that I MUST have. i have gone through the whole library at umich, and would like to know which programs are "essential." thanks bunches. i really appreciate it.

drum and bass,

chrisTiaN
--
" Winners don't do drugs...They just sell them. "

# 2704. Re: Alas alack, windoze95 beckons

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: !ynoT
Message-ID: <32fd608f.1046955@news.airtime.co.uk>
Source record: 128226

On Sat, 8 Feb 1997 01:08:12 GMT, al220@torfree.net (Jonathan Kenny)
wrote:

>I haven't heard good things about Gemulator but there is a chip that you
>can put in your PC which allows (normal?) usage of all your familiar
>Atari software. Anybody got details?

Yeagh, It is Impossible for any of the current emulators to "allow
normal usage of all" ATARI software, Gemulator would seem to be the
closest thing to an ST, easilly beating TOSTOWIN and the rest IMHO,
But still not good enough to be a replacement, The only hardware I can
think of is the rom card for the Gemulator?, even then it will NOT
perfectly emulate an ST........

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 2705. Re: Sundog ST Disk Image?

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: !ynoT
Message-ID: <32fc5f45.717004@news.airtime.co.uk>
Source record: 128227

On Fri, 07 Feb 1997 23:14:27 GMT, shane (at) erc (dot) msstate (dot)
edu (Shane Hebert (anti-spam email address)) wrote:

>>| > Does anyone know where I might be able to find a disk image of Sundog
>>| > for the Atari ST?
>>|
>>| Wasn't that a commercial game?
>
>Probably doesn't matter much anymore...

??????????????????????????????????

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 2706. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5dhc1k$3f8@ash.ridgecrest.ca.us>
Source record: 128228

Magnus Kollberg wrote:
>
> Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:
>
> > > > Doesn't exist, probably never did exist. Vapourware.
> > > >
> > > > Afterburner 040 does exist though.
> > > >
> > > >
> > > > All the best,
> > > > Chris @ Computer Direct
> > > >
> > > >
> > > >
> > > Does exist - I know somebody who has one.
> > > --
> > >
> > > :=----+Steve.
> >
> > Chris should have said "never released".
>
> If I understand it correctly, the Barracuda worked but they
> couldn't release it out of copyright problems (realy strange
> as there are Hades and Medusa TOS clones) and the Hawk never
> worked properly.

Granted, very, very fast machines. However, you must
admit yourself that TOS 3.06 is far different than 4.04:)
But that is a topic discussed long ago:). If there indeed
ever were any Hawks in the field, they must have been locked
in a vault with no contact the outside world:) Eighty units
was the rumor. Were they all screened by the Secret Service
before being allowed to beta:). You can follow a pre-press
release only so long........

>
> Maybe they will release a "Sparrow" one day which would be
> deaccelerator based on a 68000 running at 8MHz. ;-)

As a matter of fact I am looking for a good deal on a
Sparrow:). I have had one reply to my WTB add, but Yannis
didn't think it was worth while to ship it to the U.S. :(.
The Hawk board I had seen at Sacramento last year looked
nice, but again it wasn't installed in a Falcon.
I just wish we could get a few Afterburners shipped over

here to the U.S., along with a few Expose cards and Nemesis boards. Wouldn't mind having MagiC Mac 2.0 either. How about a few copies of Neon Grafx. A PowerUpTT would be nice for my TT (yea, I bought another) as the Cattamaran dosen't work well with all machines. How about a fast ram card for the FX. Damn, seems that all the Screen Eye Plus versions were sold out before I even read about them. Has Papyrus 4 made it across the ocean yet? Where is that new version of Overlay Hypermedia from Overscan? Did the Eagle ever sell in the U.K by Gastiner? If so was the 040 card ever made available. Last time I tried them my mail bounced. And, whatever the hell became of the Heatseeker?

# 2707. NVDI 4 / SpeedoGDOS help please...

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: Mark Gardiner <100550.3170@CompuServe.COM>
Message-ID: <970208122605_100550.3170_EHK79-2@CompuServe.COM>
Source record: 128229

Hi all,

Having got CAB/Stik set up on my 1040 STf (4Mb) running with my SM124, I would like to see a better display of screen fonts/graphics etc.

Now, I have GDOS but am I right in thinking that NVDI 4.x is needed for Vector fonts? What about SpeedoGDOS? does this handle vectors?

Where can you buy NVDI from in UK? Anyone selling s/h?

And, are they any shareware options?

ALSO, is there a graphics card update for the standard mono setup?

AND FINALLY! does the serial port update improve speed of WWW browsing that much? I notice that a lot of local processor time determins the output speed, you know 'Downloading image/Converting image'

Cheers all.

Mark

# 2708. AutoSwitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28780_please@no.spam.mail.here>
Source record: 128230

This message from Steve to Derryck came in on a wing and a prayer...

Hi Steve!

SS> SUBJ: AutoSwitch Overscan
SS>
DC>> I'm looking for one of these for my second ST, but the UK agent for
DC>> this board says that they are no longer available to them.
SS>
SS> Whats on the board, enough for a reveres engineer job??.,
Anonymous chips with markings erased, not unreasonably I guess :/

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2709. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5di4c7$m7u@einstein.ebicom.net>
Source record: 128231

user (STigma@not.here) wrote:
: Hi !
:
: My brother wants to access the internet with his Atari STe (4 MB Ram and
: Hard Disk) and before searching the net I've found that STiK needs a SLIP
: connection. :-(
:
: As his ISP provider only accepts PPP connections, I searched again
: looking for any program that support this protocol and found a file
: (PPPKIT14) by Abel Philippe (p-abel@imaginet.fr), but don't know if this
: package will serve with other programs for e-mail, news or ftp.
:

The PPPKIT14 should work with the following...
CAB for web browseing...
Ant Mail for POP and smtp Email...
Telnet 1.00 for telnet sessions...
Newsie for News Groups and Email...
MG-FTP for ftp sessions...
I beleive there are three IRC programs for STik/GlueStik now, but
I've not tried any of them...
Forcast for accessing weather servers...
Finger for fingering...

You will need a package called Glue Stik to use these with the
PPP Kit metioned above...it might come with it?

You will also need the CAB for Mint-Net Overlay...

Perhaps someone can help give locations where this stuff can
be downloaded...as I'm at work and don't have my index stuff
handy...sorry.

Brian

# 2710. Re: What is a SHTML Web Site?

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5di3v4$m7u@einstein.ebicom.net>
Source record: 128232

```
:
: That would be .shtml originally; beats me what the "s" stands for, but it's
: still just html as far as Netscape is concerned, at least. I know Ben
: Smith's web page has the same extension and it seems to work fine.
:
```

Hey guys...I'm speculating here..but I belive that on linux based ISPs, each user can have a directory called www, and from this directory, you may name one file with the extension .shtml and it will become the default file downloaded if someone requests an url with your user name. I.E. http://www.ebicom.net/~bjr

This might not be correct...I just remember a read-me file that came with my ISP stating that one should name the default web page in their www folder, "Index.shtml", yet every other reference to to a document in this message was labeled with the html extension. Perhaps the s tells the server to tell your browser something about itself...I've no "true" idea.

Brian

# 2711. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: faehnle.3@osu.edu
Message-ID: <5di4d8$g84@charm.magnus.acs.ohio-state.edu>
Source record: 128233

>A PowerUpTT would be nice for my TT (yea, I bought another)
>as the Cattamaran dosen't work well with all machines.

What is a PowerUpTT? The only accelerater I have ever heard of is the Cattamaran. Is the PowerUpTT still in production/being supported. Where could I find one of these?

Matt Faehnle

# 2712. Help with SMM804 Dot Matrix Graphics Printer

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: Larry Koenigsberg <larryk@efn.org>
Message-ID: <5di7pa$1r7@haus.efn.org>
Source record: 128234

I have owned this printer for years as part of my Atari ST. (I believe it is a Mannesman-Talley printer because the ribbons I buy for it are M-T compatible.) I recently purchased a PC-compatible and am trying to connect this printer to it. To my dismay, I can print to it from DOS, but the Windows 3.1 generic text-only printer driver chokes and tells me that the connection to the printer is bad. Do you have any suggestions as to how I can make Windows talk to this printer, or how to contact Atari to see if they can suggest anything? Mannesman-Talley seems to have gone the way of all flesh, judging by the minescule presence of that name on the Internet.

Please email any response directly to me (larryk@efn.org) as I am not a regular at CSAS -- thanks.

# 2713. WTB: Cubase Audio OR Logic Audio.

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970208090820.15139A-100000@acs2.byu.edu>
Source record: 128235
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, is anybody selling his/hers? -Phill.

# 2714. WTT: Sun for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: Eric McCormack <earthshaker@datatek.com>
Message-ID: <32FCCFE6.190D@datatek.com>
Source record: 128236

Sun Microsystems 3/60LE (MC68020@ 20 Mhz, MC68881, Wide Pizza Box
Format)
> 8 Mb RAM (expandable to 12 mb with 30 pin x1mb x9 chip SIMMS)
> 141 Mb External Hard Disk (In External Case)
> QIC-24 60 Mb Tape Drive (In External Case) -needs repair
> Integrated Ethernet (AUI and 10baseT), Integrated SCSI, Two RS-232 Ports
> SunOS 4.1.1 Installed, Bootable Tapes Included
> 19" Color Hitatchi Monitor (1152x900 Resolution) 5 BNC connectors (HVRGB)
> Type 2 Keyboard, Mouse, Mouse Pad w/ adapter
> Extra External HD Case and Cable
> Ethernet Transciever box & cables

I would like to trade this for some Atari ST HW in the tennesee/Kentucky
area. No reasonable trade refused. Thanks.

Eric

# 2715. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: oxo@imaginet.fr
Message-ID: <5diajr$hao@belzebul.imaginet.fr>
Source record: 128237

STigma@not.here (user) wrote:

>Hi !

>My brother wants to access the internet with his Atari STe (4 MB Ram and
>Hard Disk) and before searching the net I've found that STiK needs a SLIP
>connection. :-(

Look for WebSpace: http://www.oxo.ch/web_gb.htm

It has now a PPP layer: http://www.oxo.ch/altern/ppp_link.htm

regards

Pascal Barlier

# 2716. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: fredrik.estberg@p76.dada.ct.se
Message-ID: <ftn_2.200.136.76$fidonet.org_a2465354_Fredrik.Estberg@p76.dada.ct.se>
Source record: 128238

From: Magnus Kollberg <emwoll@emw.ericsson.se>
>
Hallo Magnus.

> If I understand it correctly, the Barracuda worked but they
> couldn't release it out of copyright problems (realy strange
> as there are Hades and Medusa TOS clones) and the Hawk never
> worked properly.
I've heard that the Baracuda work ok on an ST, if thats so why
didn't they released it for the ST. Imagine an ST with 040 :-).

ATB Fredrik Estberg

# 2717. FS: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970208123807.21799D-100000@freenet>
Source record: 128239

I have way* too many STs around here, and need cash...

I have an extra 1040ST with single-sided drive for sale, with mouse. Will
include/install PC-style 720k drive at your option. Best offer, or
better, trade for anything that will help me get a Linux box working...
(Need 72pin SIMMs, VGA monitor...)

_
/_ /\ /_ /|\ . _-__
lerwick@freenet.msp.mn.us | | /
|\/\/\| http://freenet.msp.mn.us/~lerwick/ | | */ <-- PERTH
|(o)(o) / |__\
----ooO---Ooo-----------------------------------------'

# 2718. Re: Sundog ST Disk Image?

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970208185843952782@tachyon.demon.co.uk>
Source record: 128240

at <shane> wrote:

> >| Wasn't that a commercial game?
>
> Probably doesn't matter much anymore...

Er, excuse me? You're advocating software piracy then?

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2719. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970208185842952717@tachyon.demon.co.uk>
Source record: 128241

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

> >RATSoft fits all the above requirements! :)
>
> Except the first (and most important) one.

Ah yes, I missed that one - oops :)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2720. Re: Sundog ST Disk Image?

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970208185844952841@tachyon.demon.co.uk>
Source record: 128242

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

> Yes, from FTL Software, I believe, same folks who brought us Dungeon
> Master amd Chaos Strikes Back. And I /won't/ sell mine, but there are
> still people selling unused copies.

I thought it was, thanks for confirming. Great, now we have people
openly asking for disk images of copyrighted commercial software in here
as well. :(

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2721. Send 20 FREE Pages of Fax to any Fax machines in the World!

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: chsu@from.net
Message-ID: <5dijhi$nhu@netnews.hinet.net>
Source record: 128243

Send Fax through the Internet. Low domestic and international rates.
20 FREE pages of Fax! Send to any Fax machines in the world! No obligation.

Visit the site at:

http://www.edfax.com/faxsav.htm

Chris Sundres
chsu@from.net

# 2722. ADULTS ONLY- Check this out! (TjXGpA)

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: xxxhot@*
Message-ID: <32fcda9b.0@news.cias.net>
Source record: 128244

Are you into HOT CHAT? We've got the world's largest voice-personal dating system, as well as the hottest, sexiest "1 on 1", "2 on 1", and "PARTY-LINE" chat you'll find anywhere, all in one place! And you don't have to call a 900 number to get in on this hot phone fun!

You can choose from 5 hot programs that are sure to fulfill your every desire!

You can press 1 from the main menu to choose from our sexy "1 ON 1" PLEASURE MENU, then:
*to talk to a BEAUTIFUL SEXY GIRL, press 1.
*for a 1 on 1 session with an experienced DOMINANT MISTRESS, press 2.
*for steamy talk with a LUSCIOUS TRANSVESTITE, press 3.
*for an erotic 1 on 1 chat with an EXOTIC TRANSSEXUAL, press 4.

*for some man to man action with a HOT GUY, press 5.
You'll be billed just $3.99 per minute for your selection.

Or you can press 2 from the main menu to DOUBLE YOUR PLEASURE, then:
*to speak to 2 HOT SEXY GIRLS, press 1.
*to get it on with a swinging WILD COUPLE, press 2.
You'll be billed just $4.99 per minute for your selection.

Or you can press 3 from the main menu to join the GROUP ORGY LINE!
*You can party with the nations nastiest swingers for only $2.50 per minute.

Or you can press 4 from the main menu, then:
*Press 1 to join the FANTASY NETWORK. This is the world's only phone service that allows you to connect with people who share your personal fantasies. This state-of-the-art voice mail system lets you listen to messages from beautiful girls, sexy transvestites and she-males, gay and bisexual males, and dominant women. Leave them a hot and sexy message, then call back to see what erotic message they have left for you. You'll be billed just $3.50 per minute.
*Or press 2 to listen to a hot selection of recorded fantasies steamy enough to make you explode! Choose from beautiful, sexy women's fantasies or domination stories. You'll be billed just $2.49 per minute.

Or you can press 5 from the main menu for the HOT AND NASTY DATELINE, where you can listen, and respond, to voice personal ads from hot horny girls in your neighborhood, including their real names and home telephone numbers! You can also leave your own personal message for people to get in touch with you. Make new friends on the world's busiest voice personal lines! Meet singles or couples, gay or straight; you'll be billed only $2.99 per minute.

***JUST CALL 1-800-756-3906 to use your Mastercard, Visa, or American Express card. The charge is just $2.49-$4.99 per minute, plus a 50 cent connection fee. 18+ only.

***OR CALL 1-900-745-4398. The charge is just $2.49-$4.99 per minute. Must be 18 years of age or older.

Call now!!! YOU WON'T REGRET IT!

(TjXGpA)

# 2723. Re: Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28818_please@no.spam.mail.here>
Source record: 128245

This message from Frank_Szymanski@do2.maus.ruhr.de to All came in on a wing
and a prayer...

Hi Frank!

P>> ** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT
FS>
FS> Do you know that there now exists a PS/2-Simm Frak for fastram up to
FS> 64megs?
Wow!

C'mon Steve, go for it! (g)

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2724. Mustek Scanner Driver Software

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn5fp886.6h0.mlake@melake.erols.com>
Source record: 128246

A week or so ago there was posted here two places that sells driver software
for the Mustek line that runs on TOS machines. One is Homa Systems House
in Canada. Can someone refresh my memory as to who the other is? Are there
other places besides these two?

--
Marshall Lake - TEAM Software - mlake@melake.erols.com
http://melake.erols.com http://melake.erols.com/~team
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

# 2725. Re: AutoSwitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28817_please@no.spam.mail.here>
Source record: 128247

This message from bm827@FreeNet.Carleton.CA to All came in on a wing and a prayer...

Hi Randy!

>> DC> I'm looking for one of these for my second ST, but the UK agent for
>> this DC> board says that they are no longer available to them.
>>
>> Whats on the board, enough for a reveres engineer job??.,
b>
b> There was a DIY mod available at one time. It's quite easy to do on
b> a Mega ST, quite a bit more involved on a regular ST. Overscan is

The commercial version of Overscan has the ability to automatically switch resolution according to a text file that is prepared in the light of experience in order to cope with those older progs that don't know about other than the 3 standard screen sizes, the resolution change is clean, ie doesn't display a garbled screen with flyback pulses etc visible. The driver software also has the TOS1.4 patches built in, as well as a working environment path. Its one big failing is that the switching facility is disabled under MagiC, however it could be argued that progs that don't run uner the larger screen are probably too old to be of use! (g)

I haven't tried the PD version of Overscan (which was a simple circuit, but would imagine that it suffered from the "dirty" res. change as described.

A later development of Overscan is LaceScan, I have one fitted ATM but it too suffers from the "dirty" resolution change, which does clear once you run a prog, that is if you can read the screen to find one! (g)

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 2726. WTB: Stuff

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@pacbell.net>
Message-ID: <32FCE633.70FC@pacbell.net>
Source record: 128248

I would like to purchase the following:

Atari Mega ST4 - $100.oo
Atari Mega STE4 - $135.oo
Atari Stacy - $195.oo

I will pay shipping costs in US.

No need for Monitor but must be in good working
order.... Please Email me if you have something.

Richard
RClaunch@Pacbell.Net
--
/|\ ========================================== /|\
fuji LIVES! The PC-Widowmaker BBS fuji LIVES!
Atari TT030 based - 3gigs Hard Drive - 7 CD ROMS
======= Riverside, Ca.USA (909)637-1274 v.34 =======

## 2727. Linux on the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: "Jon Hull (CS)" <hull@eng.usf.edu>
Message-ID: <Pine.GSO.3.94.970208161437.4316B-100000@suntan>
Source record: 128249

Hello, all. I have a Falcon with TOS v4.04, 4M RAM, int. 65M HD, ext. 530M, and 68882 FPU. I would like to install Linux on my machine so that I may begin understanding a UNIX system better with the hopes that sometime I'd be able to program for them. I have tried to install Linux once before, but have had no luck. I would like to inquire as to where to download it from, which source and/or binaries I'd need (and how to uncompress them and compile them), how to install it on a TOS-based machine, and of course which software I'd need to install to use the OS properly... Any help would be greatly appreciated...

-Matt DeJonge

# 2728. Re: Lattice C 5.5 or 5.6?

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: l.budnick@worldnet.att.net
Message-ID: <32fcefb2.6347420@netnews.worldnet.att.net>
Source record: 128250

michael@fastlane.net (Michael White) wrote:

>
>Hi all!
>
>
> I've ordered and received Lattice C from Oregon Research. One problem -
>I ordered 5.6, but the box, manuals, and floppy disks are all labeled 5.5.
>So, is it 5.5 or 5.6? The floppies are still unopened, so I have no problem
>shipping it back.
>
My Lattice C says the same thing, but it is version 5.6. In fact, on
one side of the box is a sticker which indicates that it is Version
5.6, even though the rest of the packaging etc., indicates 5.5.

# 2729. Re: Lattice C 5.5 or 5.6?

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: trek@ihgp15.ih.lucent.com
Message-ID: <5dittf$6u5@ssbunews.ih.lucent.com>
Source record: 128251

In article <5d90t0$q0o@news2.nkn.net>,
Michael White <michael@fastlane.net> wrote:
>
>Hi all!
>
>
> I've ordered and received Lattice C from Oregon Research. One problem -
>I ordered 5.6, but the box, manuals, and floppy disks are all labeled 5.5.
>So, is it 5.5 or 5.6? The floppies are still unopened, so I have no problem
>shipping it back.

Hi Mike. So still Atari-ing it. Good to see. I've missed past couple
of club meetings buy hope to make the next one.

Anyway- yes the manuals for 5.5 and 5.6 are the same (saying 5.5 on
the front of them.) But when you load up the software - under info
you will see the version is 5.6. I thought there was an addendum
manual that came with the 5.6 set but I think maybe it was the readme
file on disk. My disks have 5.5 on them and I forget if I wrote over
the 5.5 to make it 5.6 of it they did it - its in pen. The read.me
file on disk one will clearly state C5.60

Have fun with lattice. ITs a fairly powerful and good compiler. Wayne

# 2730. Re: 2.5" drives in 3.5" spaces

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5dijdf$sis@macaw.cyberport.com>
Source record: 128252

In article <5dbapq$o89@nnrp1.news.primenet.com>, jimd1@primenet.com says...

>I have seen posting mentioning 2.5" drives sobstituted for the original
>3.5" drives in Mega machines and TTs. What does it take to do that?


---------------------------------------------------_----------------------
jimd1 __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /


I would also be interested in this info..and which 2.5 drives
fit and work in a falcon ?

# 2731. Re: PGS2 text formatting

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: chas@stanley.wintermute.co.uk
Message-ID: <2127408_000014_OASIS_NEWS@stanley.wintermute.co.uk>
Source record: 128253

>I've had PGS2 act very funny whenever a tab is included for which
>there is no corresponding tab stop. The only way to fix it was to
>replace every blank space in the line in question.

The usual solution is to click Show Tabs then click on the Tab Bar
(at the head of the column you are working on) wherever you want a
new Tab Stop to be. See the manual, page "Tabs" (5.5 in my version).

--

chas@stanley.wintermute.co.uk ** GM1MCN@GB7ABN ** Aberdeen, Scotland
{Atari 2000-date-compatible TT User}{My other computer's a Model 100}

# 2732. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dj125$9bn@login.freenet.columbus.oh.us>
Source record: 128254

Paul Womar (Paul@pwomar.demon.co.uk) wrote:
: In article <5d5bn3$9h5@login.freenet.columbus.oh.us>
: dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-
:
: >The Atari also kept the OS in ROM.It's just that the original OS was out
: >there for everybody with a modem.
: >
: >The ST also stores DOS in ROM.
: >(but aren't there alternative DOSes that you
: > can load.There must be if you want to read a CD)

: Is it really too hard to admit that you know absolutely bugger all
: about the ST?

My assertations must be corect because the ST worka without having to
"boot DOS".
--
The Doctor

# 2733. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dj0u4$8ts@login.freenet.columbus.oh.us>
Source record: 128255

Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:
: OK, let's try and get this straight once and for all.

: Daniel Klugh wrote:

: > Since MS-DOS is the only OS of it's kind,TOS obviously ripped it's DOS and
: > system call interfacing style off of MS-DOS.
: When IBM went to MS to write an OS for their new PC, MS had no
: experience of writing an OS and very little time. They bought a CP/M
: based system called QDOS from Seattle Computers and used that as the
: basis for MS-DOS. It is not a coincidence that MS-DOS and CP/M are so
: similar. MS-DOS is not and never was original.

: > TOS's system calls are obviously set-up to look like MS-DOS ones just as
: > MS-DOS's original system calls were made to be analogues of CP/M-80's.
: > (CP/M-86 came out long after MS-DOS was first created)
: > And the DOS ("file system") could only have been stolen from MS-DOS.
: > No other computer (PC) would use such a useless DOS.

: It is a matter of record that GEM was originally created for the PC and
: therefore would use a compatible file system. Atari used GEM because it
: already existed and was therefore cheaper and quicker than creating a
: new OS from scratch. Allegedly the file system in TOS is based on
: MS-DOS 3. However, since MS-DOS is based on QDOS, which in turn is
: based on CP/M, created by Digital Research, the originators of GEM,
: there is a kind of natural justice there. TOS's file system is NOT
: original (nobody ever claimed it was) but then neither is MS-DOS's (and
: that they do claim.)

What is MS-DOS's file system based on?
Certainly not CP/M,I used that and it works totally differently.

QDOS is a analogue of CP/M.It used 8086 and CP/M a 8080.Programmes are
totaly incompatible.Just like how MS-DOS 2+ system calls are analogues of
UNIX.
--
The Doctor

# 2734. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dj1gp$b06@login.freenet.columbus.oh.us>
Source record: 128256

Paul Womar (Paul@pwomar.demon.co.uk) wrote:
: In article <5d5c96$bsv@login.freenet.columbus.oh.us>
: dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-

: >Frank Charlton (frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk) wrote:
: >: please@no.spam.mail.here <please@no.spam.mail.here> wrote:
: >
: >: > Don't panic, Frank. I belive he thinks that we are talking about 8-bit
: >: > Atari's with their disk-loadable operating systems. He's just more out of
: >: > date than Sinclap...
: >
: >: I gathered that from the rest of his posting, which is weird considering
: >: we're in comp.sys.atari.st rather than .8bit ;)
: >
: >The point is that Atari shouldn't restrict the OS&DOS.

: Why not? They can do what they like, they wrote it! I suppose all
: software everywhere should be free?

Well certainly the key programme that makes the computer run!
It comes with the computer anyway,so you've paid for it.
So it's just a matter of free upgrades.

: >Obviously the ST just threw away the Atari technology rather than building
: >on it.

: They did eventually but it has nothing to do with TOS.

: >(The Amiga almost seems like a sequel to the Atari)

: You don't appear to have ever seen an ST.

Are you saying that the Amiga isn't similar to the Atari or that the ST IS
like the Atari?

: >Just look at the similarity of the 2600 to the Atari.

: Meaning?

It means what it says.
The ST looks like it's made by a different company.Does it even have
player/missle graphics?
(i.e.sprites)
--
The Doctor

# 2735. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dj2vr$gid@login.freenet.columbus.oh.us>
Source record: 128257

please@no.spam.mail.here (please@no.spam.mail.here) wrote:
: *Hi Daniel*, on 04 Feb 97 you wrote: ...respect, brethren

: d>
: d>>> I assume that TOS is re-locatable,so I assume you can load other
: d>>> TOSes even on a machine with TOS built-in.(but it's kinda huge) Isn't
: d>>> there a OS that's like TOS but with no multi-tasking or anything else
: d>>> to get in the way?
: d>>> Of course games probably wouldn't work with it.The same problem
: d>>> occured with the atari but Atari corp. simply distributed a disk with
: d>>> the old OS on it.(don't know how much it was, though) And
: d>>> "translator" OSes are available from PD/shareware sources,as well.
: h>>
: h>> You are a little bit out of date, unfortunately. You are talking
: h>> about the Atari Classic 8-bit machines, with their disk-loadable DOS
: h>> 3, DOS 2.5 and the replacements of SpartaDOS etc. This is not for the
: h>> Atari ST, which is a 16-bit, Motorola 68000-based machine, with TOS in
: h>> ROM for 99pc of its life.
: d> The Atari also kept the OS in ROM.

: Of the 8-bit machine? Yes, ISTR that was necessary for those who only had a

What's a ISTR?

: cassette (single-sided floppy disks were expensive and rarely owned). The
: disk OS (DOS) was software only.

Of course it was software?What else could it be???

: d> It's just that the original OS was out there for everybody with a
: d> modem.

: Partly because DOS 3 was so crap that they had to reintroduce DOS 2.5 IIRC
: -they did it to stop all the complaints AIUI. That partly explains the
: attraction for replacement DOS's as well.

I fail to see your point.DOS 3 and DOS 2.5 worked with all versions of the OS.
You would not have to use a old "compatibility" OS if you wanted to use
2.5 in favour of 3.
You had to use the old OS for old games.
Just like you have to use the old TOS for old games.

: d> The ST also stores DOS in ROM (but aren't there alternative DOSes that
: d> you can load. There must be if you want to read a CD).

: All manner of utilities are available to patch the OS by intercepting (not
: relocating the original) OS calls to replace them with better alternatives.

: They're implemented using the Auto folder, usually.

: DOS (Disk Operating System) is an outdated term with the ST, though. GEMDOS
: is only one part of the OS on the Atari ST, along with BIOS, XBIOS, GDOS
: (TOS) and the AES and VDI (GEM). GDOS (the Graphical Device Operating
: System) has *always* been a software extension and people have been replacing
: it almost from the outset (NVDI, G+Plus, AMC etc). There's replacement VDI's
: (NVDI), replacement AES's (MagiC, Geneva, N.AES) et al.

Technicaly,DOS isn't part of the OS.But,as I remember,MS-DOS and CP/M
device drivers can't take filenames,so DOS is simply hacked into them.
I have no idea about devices taking filenames on the ST.

: The very first ST's (before the STF or STM and certainly before the STFM) had
: a disk loadable TOS, but the number of machines we're talking about here is
: minimal - certainly before mass-marketing of the ST, when it reverted to TOS
: in ROM.

: There's little point in a replacement single-tasking OS, but those like MagiC
: can run single-tasking just as well as co-operatively multitasking or
: pre-emptively multitasking.

Of course there is,you want to keep up with the latest features.On the
opposite,you want to keep the old TOS around for games.

: Device dependent drivers required to access hard disks or CDROM's are also
: readily available (ICD, HDDriver, CBHD, SCSITools, Extendos etc). These add
: features to the built-in BIOS rather than replace them AIUI.

I don't know if I include disk device drivers as a part of DOS.On the
Atari,all devices were accessed in the same way.(even PBI devices)
On machines like the Apple,DOS also includes the programme to operate the
disk controller.If you ever got a memory upgrade(for a RAMdisk) or some
new kind of drive,you needed to run that company's version of DOS.
ProDOS put a end to that.
But most other machines have device independance so DOS can access your
new disk drive like any other disk drive.
(though in MS-DOS,you need to load up a special device driver for anything
other than a normal hard disk drive or floppy drive,since all
hardware devices are accessed in unique ways)

: Does that answer your questions?

I don't think I asked a question.I just said that TOS and DOS are stored
in ROM.(I assume that DOS is built-in to TOS;what if you need to access a
CD drive?)

: Here comes my enormous sig again... <g>

Damn BBS ad.That belongs in the "Organization" header.

: # Regards, Harry Sideras - UK Association of Atari User Groups #
: *#*#*#*

: * hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

: --

: Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

: ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
: | The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
: ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
--
The Doctor

# 2736. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dj1nt$bo3@login.freenet.columbus.oh.us>
Source record: 128258

Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:
: In article <855009544_OASIS_@pwomar.demon.co.uk>,
: Paul@pwomar.demon.co.uk (Paul Womar) wrote:
: >
: > In article <5d5c96$bsv@login.freenet.columbus.oh.us>
: > dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-
: >
: >>Just look at the similarity of the 2600 to the Atari.
: >
: >Meaning?

: Meaning they both have a little Fuji on 'em someplace, I suppose. Poor
: Daniel has been worshipping at the altar of the All-Knowing Sinclap, judging
: from the tremendous amount of misinformation he has amassed.

Who's Sinclap???
Please stay on topic.
--
The Doctor

# 2737. Atari Stuff-For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: dfangmann@msn.com
Message-ID: <01bc163d$c526c600$021d2399@itjfvkli>
Source record: 128259

Following for sale:

MEGA STE/4MEG(removable SIMMS), TOS 2.06, 52MEG internal Quantum, Golden Image cordless trackball, Atari Mouse,
asking $250. With AlberTT VGA card, $350.

SLM804 Atari Laser, recently changed drum, works great with Atari Works!, asking $150.

SC1224 Atari Color Monitors, refurbished $55(original box); used $45(good condition).

PCM124 Atari PC Monitor, new, 9pin connector, original box, asking $55.

SCSI TOWER: 85meg Seagate HD, Sony CDU-541 CD DRIVE, ICD 155MB tape drive(5 extra tapes), 540 meg FUJITSU(new) HD, 50meg Seagate HD(new), 50meg SeagateHD, 6 SCSI devices in all, wired together in one new case with powersupply/fan with single output to LINK 2 SCSI Adapter, included with cable: recently constructed asking $600

Tower will boot automatically to any ST/STE without internal hard drive. Full instructions to install to MEGA /ST/STE/TT with internal hard drive. ICD driver software, tape backup software and ExtenDOS pro included!

1040 STF's, 1 meg, good used condition, tested, $65.

Plenty of software with original box/docs to be sold soon!

Jaguar Game System with CD Player, 2 controllers, Raiden, Highlander CD, Braindead 13 CD, Tempest 2000 Soundtrack CD, Blue Lightening CD, MYST Demo CD, Vid Grid CD, like new, asking $150.

Buyer pays shipping costs. Ship via UPS COD to USA and Canada ONLY!! Dan F.

# 2738. Re: NVDI 4 / SpeedoGDOS help please...

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <855428124_OASIS_@pwomar.demon.co.uk>
Source record: 128260

In article <970208122605_100550.3170_EHK79-2@CompuServe.COM>
Mark Gardiner <100550.3170@CompuServe.COM> said:-

>Hi all,
>
>Having got CAB/Stik set up on my 1040 STf (4Mb) running with my SM124, I would
>like to see a better display of screen fonts/graphics etc.
>
>Now, I have GDOS but am I right in thinking that NVDI 4.x is needed for Vector
>fonts? What about SpeedoGDOS? does this handle vectors?

SpeedoGdos is the Vector version of GDOS which uses Speedo fonts.
However NVDI also supports Speedo fonts, Truetype fonts and enhances
screen redraws by 200-350% and all for a lower price, unsurprisingly
I chose NVDI!

>Where can you buy NVDI from in UK? Anyone selling s/h?

System Solutions, phone 0181-693-6936 or 01753-830344 I think it's
around 50 quid.

>And, are they any shareware options?

Nothing that I know of.

>ALSO, is there a graphics card update for the standard mono setup?

I don't really know what advantage a graphics card would give on a
mono display, i doubt the atari monitors can handle any other
resolutions, if you are talking about screen update speed then your
best bet is to upgrade your processor, again ask SS.

>AND FINALLY! does the serial port update improve speed of WWW browsing that
>much? I notice that a lot of local processor time determins the output speed,
>you know 'Downloading image/Converting image'

With the RSVE serial port module I can't really say that I have
noticed higher speeds or anything as I always use 33,600 but with NOS
I find that by going above 19200 I actually lose speed so I'm not
really sure if it is a wise investment, the new CAB (hopefully
released in the near future) is quite a fair bit faster especially
with tables so I'd wait for that before you decide to do anything
else. I'm sure the RSVE is a perfectly good modification but you
probably need something with a bit more 'bite' than a 8mhz 68000.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

# 2739. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: Dan Cox <village1@lightspeed.net>
Message-ID: <32FD7A76.72EA@lightspeed.net>
Source record: 128261

Tony Smolar wrote:
>
> On Wed, 05 Feb 1997 18:21:39 -0800, Dan Cox <village1@lightspeed.net> wrote:
> >the time really. I hadn't thought about it for years until I started
> >looking at mac world and then typed in atari st for a search.
> >Apparently it still has a huge following.
> >Question to anyone:
> >Why do you think it died in the US? And, will it ever return?
>
> Well, the Tramiels, who owned Atari thought it was smarter to spend all
> their marketing dollars in Europe. People bought Amigas and PCs instead.
>
> Will it return?
> No. Only in emulation.
>
> >I mean who wants to type copy a:example.dat b: when you can just drag
> >and drop? It was so much better than the stuff then and now that I
> >don't understand why were not all using sts.
>
> Windows 95, for what it's worth, works very much like GEM on the ST did.
> Command lines still have there place. In Win95, I find I can get alot
> done more quickly by opening A DOS window and typing commands than I
> can by searching through directory Windows.
>
> --
>
> Tony Smolar
>
> ---------------------------------------------------------------------------
> asmolar@ma.ultranet.com home email
> http://www.users.fast.net/~smol homepage

In windows and win95 I have found the same to be true. Sometimes I
have to use dos to find something or delete something if windows is
being picky.

## 2740. Downloading files

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: Dan Cox <village1@lightspeed.net>
Message-ID: <32FD7BC5.7228@lightspeed.net>
Source record: 128262

Ok, say I download a file for the st with my IBM compatible. Now I
want to transfer that to the atari. How do I do it? My st has a 360k
floppy drive. Apparently you can only format a 5 inch disk for 360k in
dos. You get the idea I think. Any advice would be appreciated.
Thanks
dan

## 2741. JagMag in German?

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: thechyld@eastky.com
Message-ID: <855405378_OASIS_@eastky.com>
Source record: 128263

Just downloaded a couple of the JagMag uploads from an ftp site--its all in German... Any ftp sites carrying English versions? Thanks...! :)

--

```
_/_/_/
```

# 2742. PTC1426 Monitor (lower price!)

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: thechyld@eastky.com
Message-ID: <855405458_OASIS_@eastky.com>
Source record: 128264

The PTC1426 is still for sale... I'm only wanting $75.00 plus S&H (COD-CASH via UPS) for a mint-condition monitor! You won't find a PTC1426 at a lower price in as good a shape! E-mail replies, please...

--

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# 2743. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: colbee@tyndale.apana.org.au
Message-ID: <855372396_OASIS_@tyndale.apana.org.au>
Source record: 128265

In article <MPG.d65e2b59a52baf99896ea@news.redestb.es>
STigma@not.here (user) said:-

>1- He wants to access mostly e-mail, news and ftp, www browsing it's not
>among his most urgent needs
>
>2- He has to do it via a PPP connection.
>
>3- He is a musician, not a hacker ;-)
>
>Is there any alternative or you recommend suicide ?

I'm a muso, too, and in fact, studies have found that musos make great
computer programmers, due to the similar thought processes involved! :))
For email, news, ftp, but no www browsing, your brother should use
Oasis1.35e. It works extremely well, works offline to keep your costs down. I
use it on a daily basis.

--

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-------------------------------------------------------------------------
__ __ __ ___ ___ ___ _ _ __ _ _ Tablature is the
/ _)/ \( ) ( ,)( _)( ,) ( \( ) ( )( )( ) refuge of the
( (_( () ))(__ ) ,\ ) _) ) \ ) ( /__\ )()( musical
\__)\__/(____) (___/(___)(_)\_)(_)\_)(_)(_)\__/ illiterate
G U I T A R I S T colbee@tyndale.apana.org.au
-------------------------------------------------------------------------
```

# 2744. So long Ray Mitchell...

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: thechyld@eastky.com
Message-ID: <855405806_OASIS_@eastky.com>
Source record: 128266

I just wanted to bid a fond farewell to Ray, until recently of Toad Computers... Ray was their tech/repair person for more years than I can remember. Ray would often spend what seemed like hours on the phone, helping me with many technical questions over the years, as well as repairing my Atari computers... (for those few times that they needed it.) I wish you luck, long life, and happiness, in what ever direction your life now takes... :)

PS Drop in, now and again and let
the Atari faithful now how you
are doing!

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# 2745. Gemulator and Midi

Newsgroup: comp.sys.atari.st
Date: 1997-02-08 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <5dhs0j$hlm@preeda.internex.net.au>
Source record: 128267

I know that Gemulator 96 will not run midi but I was told that Gemulator 4 will. Is this correct? Does it need the card with the roms on it or will it do it using Magic?

Thanks, Julian.

--

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| | | | |/ | / | /|/| ( _ | |/ |/ / _|/�/�|
\|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
(| julian@connexus.apana.org.au |) |)

# 2746. Re: What is a SHTML Web Site?

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HBJKBGWAUp@tos.ak.planet.gen.nz>
Source record: 128072

In <5di3v4$m7u@einstein.ebicom.net> Brian Roland wrote :

>: That would be .shtml originally; beats me what the "s" stands for, but it's
>: still just html as far as Netscape is concerned, at least. I know Ben
>: Smith's web page has the same extension and it seems to work fine.

Generally the default filename if not specified in the URL is
"default.html" (CERN HTTPd) or "index.html" (NCSA HTTPd) IIRC.

The 's' in "shtml" generally signifies that the file is "parsed HTML",
where the file is parsed by HTTPd and certain commands in the file are
executed and replaced with a string by HTTPd. This allows for, for example,
text counters which work when the reader has images turned off (as opposed
to image counters that only count when the reader loads the image).

Parsed HTML is also used for a variety of other purposes. For example, I
could have used parsed HTML to have a "count-down to next meeting" or
automatic updating of the next meeting date on our Tariland club WWW page,
except that my ISP doesn't allow users WWW pages to have parsed HTML.

Under the "Help with HTML" section under the "WWW Links" section of my WWW
page, you should find links to a few sites demonstrating the use of parsed
HTML.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz _
http://www.pl.net/user/mario/ o( )
Tariland: http://www.pl.net/user/mario/tariland/ / /\

# 2747. Re: Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28836_please@no.spam.mail.here>
Source record: 128073

FROM: SSweet@mettav.demon.co.uk
SUBJ: Gemar

P>> ** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT
FS>
FS> Do you know that there now exists a PS/2-Simm Frak for fastram up to
FS> 64megs?

I didnt actually, i'l have to look into that some time. My machines likely to
cost me a bit in repair bills just now, so it'l have to wait a bit.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I know the depths I reach are limitless.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 2748. Re: Atari BBS?

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: chippy5040@aol.com
Message-ID: <19970209053601.AAA26294@ladder01.news.aol.com>
Source record: 128074

Where could I dial up with my ST to access the net? I want to get back into the ST, but I doubt I can use my local server to get there. Any help would be great. I use a PC now, but it would different to go to an Atari site with a PC and download?

# 2749. Re: How do I split .AIF on Ataris?

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: pwillis@hondo.cyberverse.com
Message-ID: <5djstd$mbo@rodelo.cyberverse.com>
Source record: 128075

Marcel Veltmaat (marcelv@stack.nl) wrote:
: Mark Fassett (mark_fassett@intuit.com) wrote:
: : The offline functions in Cubase Audio Falcon offer this ability.
: Or you can get the (german) program that comes with the recent recwin 114.
: Dunno the name that precise though. ???525g.prg (or something like that)
: Should be in any mayour ftp site. (atari.archive.umich.edu or ftp.cnam.fr)

Hmmmm... Well, it wouldn't be very cost effective to go the CAF route just
to get this one little funtion (unless some kind person wants to give me
CAF :-). Seriously, I'll take it!

And as for the 525 prg... well, I have the latest version (english BTW)
called 525_v213.zip and it does not split stereo files into 2 mono ones.
Worse than that, the 525 prg eliminates the 'loop' info from the header
for some strange reason and readers only the sample data.

Still looking and listening... anyone else have any ideas?

Thanks,

____
| |____ _____ _____ ____ _____
_____ | __ \ / \ / _/ __ \/ __ \
<_____> /__| |/ __ \| . . \ . . \ ___/| | \/
________(____ /__|_| /__|_| /___ >__|
\/ \/ \/ \/
----------
NOTICE: I neither read nor reply to UN-solicited e-mail responses to my
Usenet postings. This includes both unwanted advertisements AND flames.
So don't even waste your time...
----------

# 2750. Re: [Ach] ATARI STE ⊡quip⊡

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: Stephane Landier <slandier@icon.co.za>
Message-ID: <32FD361F.31C9@icon.co.za>
Source record: 128076

Thanks for posting in English.

Merci de poster en langue anglaise

Stephane

# 2751. ANNOUNCE: EmuZine

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc1660$804665e0$b4f7aecc@127.0.0.1>
Source record: 128077
Cross-posted to: comp.sys.acorn.misc,comp.sys.amiga.emulations,comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att,comp.sys.be,comp.sys.cbm,comp.sys.cdc,comp.sys.dec,comp.sys.ibm.pc.misc,comp.sys.m68k,comp.sys.mac.misc,comp

Hello,
My name is Will Fisher and I am setting up a new e-zine on the web for people who love emulators. This e-zine, called EmuZine, will focus on specific
emulators, the platforms they run on, and what emulator is the best in it's class of emulation.

The reason for this message is that, like any e-zine, we need people to help write articles, and to provide ideas for the e-zine. As this is a non-profit e-zine all submissions must be donated. All submissions become property of EmuZine and will not be returned, once a submission is accepted EmuZine will e-mail you for permission to 'publish' your article on the web.

EmuZine is also looking for a few 'permanent' authors for the e-zine. These people will have the distinction of having their own spot each and every
'printing' of the e-zine. I am looking for one such person for every major emulated platform. This post would not be 'for life' as such, you would hold
the post until you either got tired of it, or wanted to give it up to someone
else. EmuZine also has the right to transfer the post to another person at any time, without warning (but we would NEVER do that, except in very serious
circumstances).

What is good is any e-zine without some illustration? If you are an aspiring computer graphic artist or if you've been doing it for years we would
love the chance to use your illustrations in the e-zine. You would, of course,
get full credit in EmuZine. If you have a comic, or would like to create one,
that focuses on computer usage, or hopefully on emulators, we would love to add it to the e-zine.

If any of this sounds interesting to you please respond to this message via e-mail as I do not read all the NG's this message was posted to. This message is in the comp.sys.{any emulated system} to reach the maximum of
interested people.

Thanks for your time,
Will Fisher

---

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

(NB: EmuZine is not online as of yet. The above web site will be
undergoing major renovation soon. EmuZine will show up once
I get enough interest raised, and articles written!)

# 2752. Help Monitor

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: Juan Perujo <juan_per@jet.es>
Message-ID: <32FDBDF3.60AF@jet.es>
Source record: 128078

Hello!

I want to connect a IBM monitor (model 8512002) to my Atari, but I
don't Know why to do it.

If you could help my, please send to my an e-mail.

Thanks

# 2753. Re: What is a SHTML Web Site?

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <5dkd8u$irb$1@roch.zetnet.co.uk>
Source record: 128079

>:
>: That would be .shtml originally; beats me what the "s" stands for, but it's

>Hey guys...I'm speculating here..but I belive that on linux based ISPs,
>each user can have a directory called www, and from this directory,
>you may name one file with the extension .shtml and it will become
>the default file downloaded if someone requests an url with your
>user name. I.E. http://www.ebicom.net/~bjr

Nah, I think Frank Charlton gave a more plausable explanation of the
shtml extender in this self same newsgroup :-) I think you are
confusing the Index. bit with shtml. On my server, zetnet, we were
told to name our home page index.htm or html or, I suppose, shtml as
long as it is called index it will be loaded first :-) I could be
wrong also, hey I usually am!! but it gives me a reason to waffle on
at great length :-))

Regards,
James ��������

|\ _____ * *
|/ock |roll  An tari user
|\ | <------->
In Scotland!!

james.pirie@zetnet.co.uk

Telephone, (voice) 01571-855327
,, (Mobile) 0378 779120

# 2754. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <855492216_OASIS_@pwomar.demon.co.uk>
Source record: 128080

In article <5dj125$9bn@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-

>Paul Womar (Paul@pwomar.demon.co.uk) wrote:
>: In article <5d5bn3$9h5@login.freenet.columbus.oh.us>
>: dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-
>:
>: >The Atari also kept the OS in ROM.It's just that the original OS was out
>: >there for everybody with a modem.
>: >
>: >The ST also stores DOS in ROM.
>: >(but aren't there alternative DOSes that you
>: > can load.There must be if you want to read a CD)
>
>: Is it really too hard to admit that you know absolutely bugger all
>: about the ST?
>
>My assertations must be corect because the ST worka without having to
>"boot DOS".

So you are simply guessing then. It doesn't use DOS, it does have *A*
DOS however but if you need to use disks then you need one obviously.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

## 2755. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <855492310_OASIS_@pwomar.demon.co.uk>
Source record: 128081

In article <5dj1gp$b06@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-

>Paul Womar (Paul@pwomar.demon.co.uk) wrote:
>: In article <5d5c96$bsv@login.freenet.columbus.oh.us>
>: dklugh@freenet.columbus.oh.us (Daniel Klugh) said:-
>
>: >Frank Charlton (frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk) wrote:
>: >: please@no.spam.mail.here <please@no.spam.mail.here> wrote:
>: >
>: >: > Don't panic, Frank. I belive he thinks that we are talking about 8-bit
>: >: > Atari's with their disk-loadable operating systems. He's just more out of
>: >: > date than Sinclap...
>: >
>: >: I gathered that from the rest of his posting, which is weird considering
>: >: we're in comp.sys.atari.st rather than .8bit ;)
>: >
>: >The point is that Atari shouldn't restrict the OS&DOS.
>
>: Why not? They can do what they like, they wrote it! I suppose all
>: software everywhere should be free?
>
>Well certainly the key programme that makes the computer run!
>It comes with the computer anyway,so you've paid for it.
>So it's just a matter of free upgrades.

Then where is the incentive to upgrade it, to make it better? They
have to spend tens/hundereds of thousands of pounds in development and
get nothing in return?

>: >Obviously the ST just threw away the Atari technology rather than building
>: >on it.
>
>: They did eventually but it has nothing to do with TOS.
>: >(The Amiga almost seems like a sequel to the Atari)
>: You don't appear to have ever seen an ST.
>
>Are you saying that the Amiga isn't similar to the Atari or that the ST IS
>like the Atari?

What I am saying is "You don't seem to have ever seen an ST." Not hard
really.

>: >Just look at the similarity of the 2600 to the Atari.
>: Meaning?
>

>It means what it says.
>The ST looks like it's made by a different company.Does it even have
>player/missle graphics?
>(i.e.sprites)

You want all machines by a single company to all look the same? Th
readon that it looks different is that it's got a PSU in the case,
it's got a keyboard and diskdrive and it's also a computer not a
console, hardly surprising really especially when you had that many
years inbetwwen to 2 products.

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

## 2756. New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: ebaiz@qtm.net
Message-ID: <5dki3m$78v$1@news2.qtm.net>
Source record: 128082

Oregon Research will be coming out with some new products for Atari computers. TermiteTCP (I think that is the name) will allow PPP connection to the Internet. I heard ORA is working with the CAB people the will allow it to work with this program. Also, ORA is going to release a new web browser for the Atari's. Both programs are ports from the Amiga versions. The web browser is due out in April while the Termite should be released very soon.

# 2757. Re: touble w/Atari Works/Speedo GDOS 4.x

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: tparrett@parrett.fast.co.za
Message-ID: <855499182_OASIS_@parrett.fast.co.za>
Source record: 128083

In article <5db2m6$l66@freenet-news.carleton.ca>
cj439@FreeNet.Carleton.CA (Robert Wills) said:-

>
>After years of craving it, I picked up Atari Works and Speedo GDOS
>ver.4.x? AW looks fine, but I can't print anything. I just get
>gobbledegook ASCII, along with pitiful beeps. I'm using a MegaSTe
>TOS 2.05, Canon BJ5 in Epson LQ emulation. I vaguely remembered something
>about Speedo clashing with Warp 9, so I disabled W9. Still no go. In fact,
>it locks up so completely, that a CTRL-ALT-DEL warm boot won't work!

It seems like you either have the wrong printer driver installed or the
dipswitch settings on the Canon are out of sync with the driver.

==================================================
|tparrett@fast.co.za | Ted Parrett |
|City: Johannesburg | Tel No.++27 11 476 5242 |
|Country: South Africa | Fax No.++27 11 474 2985 |
==================================================

## 2758. Protext v6.7 release

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: tparrett@parrett.fast.co.za
Message-ID: <855499442_OASIS_@parrett.fast.co.za>
Source record: 128084

I have been advised that Protext v6.7 is now available for the Atari. The letter I received from the developer mentioned Atari ST and TT but was silent on the question of compatablity with the Falcon. Before I part with the cash (50.00 UK pounds + p & p) I wonder if any UK users have taken the plunge. The specs look pretty impressive( including scaleable fonts) so I'm keen to buy but am hesitant given the cost and distance from the supplier. Thanks


==================================================
|tparrett@fast.co.za | Ted Parrett |
|City: Johannesburg | Tel No.++27 11 476 5242 |
|Country: South Africa | Fax No.++27 11 474 2985 |
==================================================

# 2759. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <5dkph8$nfu$1@roch.zetnet.co.uk>
Source record: 128085

>On 9 Feb 1997 00:15:29 GMT, asmolar@localhost.fast.net (Tony Smolar)
>wrote:

>>Will it return?
>> No. Only in emulation.
>
> And you post a message saying ATARI is only going to be in
>emulation...in a dedicated ATARI newsgroup ???????????????? look
>around? ATARI is alive!
>
>>Windows 95, for what it's worth, works very much like GEM on the ST did.

>everyone wake up this morning and throw there ATARI away or something?
>
>> Command lines still have there place. In Win95, I find I can get alot
>
> I have had my ATARI for more years than I care to recall, and have
>never used a command line yet ?, just WTF are you talking about ?
^^^
;-) On you go Tony, thats telling him. This made me laugh, I usually
have to ask people just WTF these things mean :-)))) ROTFL!!!

Regards,
James ��������

|\ _____ * *
|/ock |roll  An tari user
|\ | <------->
In Scotland!!

james.pirie@zetnet.co.uk

Telephone, (voice) 01571-855327
,, (Mobile) 0378 779120

# 2760. Re: 2.5" drives in 3.5" spaces

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5dkt13$l9u@einstein.ebicom.net>
Source record: 128086

Cmoore (cmoore@cyberport.com) wrote:
: In article <5dbapq$o89@nnrp1.news.primenet.com>, jimd1@primenet.com says...
:
: >I have seen posting mentioning 2.5" drives sobstituted for the original
: >3.5" drives in Mega machines and TTs. What does it take to do that?

Hi folx,
It is my understanding that most any 2.5" SCSI drive can
work with these machines...you'll need a standard SCSI 2.5 to 3.5
adapter kit which includes a mouting bracket (specify what size bay
to want to put it in...3.5 or 5.25), and proper SCSI conversion cables.
It is a good idea to choose drives that allow the user to ebable or
disable parity...as some Atari SCSI hosts do not like parity.
These kits usually fall in the $20.00 ball park range, and can
be purchased from most any PC mail order or retail outlet.
I have not tried this personaly...but SCSI is SCSI...your biggest
problem may be "if" the smaller drives use a different size cable...
and getting power to the drive since alot of the 2.5" drives run from
termination power rather than having a special cable running to the power
supply. At any rate...you should be able to get this combo to work...

: I would also be interested in this info..and which 2.5 drives
: fit and work in a falcon ?

You can get any IDE or EIDE drive to work in the Falcon...at least
I've not heard of any that don't work yet...there may be limits to
how large a partition can be, depending on which driver software you
use...but they all should work. It's simple plug and play with
an IDE or EIDE drive...a small ribbon cable that plugs right onto
the Falcon mother board. If you don't have a mounting bracket, you
can order them from Toad (and other Atari retailers), or make your
own from light gage metal, a drill, and a good pair of metal cutters or
nibble tool.

SCSI drives should be a similar case to the IDE drives. I've not
tried this...but I believe there is an internal SCSI bus in the Falcon,
I'm almost positive there is one in the C-Lab MK Falcons, and if the
Atari Falcon doesn't have one...I belive Toad has an offer to install
one for you. Personaly, I suggest you get the 3.5" drives and order
or build a kit that will allow you to put this type of drive in the
Falcon. The 3.5 drives usually give you a lot more performance and
space for less cash!

Brian

## 2761. Who wanted Invision Elite?

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: twilkins@solarwinds.com
Message-ID: <5dks0u$kad$1@news.rapidnet.net>
Source record: 128087

Could the person who said they wanted to buy Invision Elite please contact me if you still want the program. Somehow, I can't find your message to me.

Thanks
Tom

# 2762. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5dktrd$l9u@einstein.ebicom.net>
Source record: 128088

Dan Cox (village1@lightspeed.net) wrote:
: >
: > Windows 95, for what it's worth, works very much like GEM on the ST did.
: > Command lines still have there place. In Win95, I find I can get alot
: > done more quickly by opening A DOS window and typing commands than I
: > can by searching through directory Windows.
: >
: In windows and win95 I have found the same to be true. Sometimes I
: have to use dos to find something or delete something if windows is
: being picky.

This is why one can/should get a simple CLI for their TOS machine.
There are quite a few out there in free/share ware land that are
quite good "dos or unix" like shells. TCSH is a good example of a
free UNIX type shell that should run on any ATARI ST or better. There are
even versions that work as an ACCESARY for quick instant access to a CLI.

I personaly use NEO CLI which plugs into NeoDesk...it accepts both unix
and dos names for commands...and unlike DOS, allows you to enter user
alias commands for any thing your heart desires!

Since upgrading to NeoDesk 4, I've found very little use for the CLI
however. You can search your entire hard=drive for a wild-card enhanced
file-name in a matter of seconds! Simply open one dialogue, put in
the pattern you're searching for...and before you know it, a window
is open and the file/files you specified are highlighted for you.
Also, you can easily tell NeoDesk to only display files with certian
templates if you desire...to keep down window clutter. It really is
faster once you take a little time to learn how it works.

Windows will do this too by the way...nothing new really.

Brian

## 2763. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: Jim Moore <ramblreb@elink.net>
Message-ID: <01bc16a6$25809fe0$9ff3a1cd@ramblreb>
Source record: 128089

```
1040STf 1meg stock machines in good condition all tested. $65.00
SC1224 color monitors. $50.00
SM124 mono monitor $40.00

Prepay or COD
Buyer pays shipping and COD

Jim
```

# 2764. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5dl0ho$9ja@flood.xnet.com>
Source record: 128090

Edward S. Baiz Jr. (ebaiz@qtm.net) wrote:
:
: Oregon Research will be coming out with some new products for Atari
: computers. TermiteTCP (I think that is the name) will allow PPP
: connection to the Internet. I heard ORA is working with the CAB
: people the will allow it to work with this program. Also, ORA is
: going to release a new web browser for the Atari's. Both programs are
: ports from the Amiga versions. The web browser is due out in April
: while the Termite should be released very soon.

I wonder if the browser will really be a port. If so, you guys should
enjoy IBrowse.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
Pythagoras with the looking glass... ...reflects the full moon.

# 2765. FS Mega4 ST...may split

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5dkqq9$ikn$1@macaw.cyberport.com>
Source record: 128091

I may split this up if i have buyers for all the pieces
email with offers if interested.

$150 ATARI Mega ST4, with original box, manuals, clean.

/$225 NEC 3D multisync monitor
\ Omniswitch , switch between all 3 ST resolutions
\ along with sound and floppy ports.

$75 100 meg Micropolis SCSI external 5.25 HD shoebox case with fan.
$75 ICD LINK 2 (led version) SCSI interface, with cable and latest
software.
$50 New Uninstalled (spare) Best Heavy duty power supply for Mega ST.
((enough power to drive internal scsi drive with icd micro scsi host))
$40 Spectre GCR Macintosh system 6.5 emulator, complete, latest version.
( turns the ST into an enhanced Mac plus with 14 in screen
and a 20% performance increase ) uses ST printers to emulate mac
printers.
$50 Super charger IBM emulator, 1 meg RAM disk or PC emulator,
( This turns the ST in to an enhanced XT, with DOS 4.01 and software,
docs.) or the ST can use the 1 meg as a Ram disk.)
$25 External floppy for ST, 720k, 1/2 height,
not Atari (no brand name in it) , much smaller, with cable and power
supply
$10 Wico Command Control Joystick, great for all the flight games below.

loads of free software to someone who buys the system.

## 2766. Re:NoDsk

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: tparrett@parrett.fast.co.za
Message-ID: <855510252_OASIS_@parrett.fast.co.za>
Source record: 128092

I've yet to find an English version of the replacement Desktop 'NoDsk'. Is there one and if so where ? i found German versions on the cnam.fr and sunsite umich sites but in recent correspondence on c.s.a.s there has been no comment on the versions available.
TIA

==================================================
|tparrett@fast.co.za | Ted Parrett |
|City: Johannesburg | Tel No.++27 11 476 5242 |
|Country: South Africa | Fax No.++27 11 474 2985 |
==================================================

## 2767. Data Manager Pro

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: tparrett@parrett.fast.co.za
Message-ID: <855502398_OASIS_@parrett.fast.co.za>
Source record: 128093

I downloaded a conversion prg to convert Data Manager files to Atari Works files. Unfortunately it can't handle Data Manager Pro files as that prg doesn't have a 'save as ASCII' option. Is anyone aware of a utility to undertake this conversion ?
Thanks

==================================================
|tparrett@fast.co.za | Ted Parrett |
|City: Johannesburg | Tel No.++27 11 476 5242 |
|Country: South Africa | Fax No.++27 11 474 2985 |
==================================================

# 2768. Falcon Audio Problem, help?

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970209181459275 67@tachyon.demon.co.uk>
Source record: 128094

Hi,

I've now owned 2 Falcons, a TOS 4.01 machine and a TOS 4.04 machine. Since I first got them, they've now *both* developed what looks like exactly the same fault on the audio inputs. That is, both machines record one channel only - the left. The right appears to record an electrical buzz, and nothing else. I've tried more audio leads than you would believe and numerous mics, and the fault always appears.

Has anyone else experienced this? Is it a common fault? Anyone have any idea on either what causes it, or better still, how I can fix it?

Thanks in advance,
Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2769. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HBJTAHAFUP@alkor.sax.de>
Source record: 128095

In <32fe3a4d.146058@news.airtime.co.uk> !ynoT wrote:

>On 9 Feb 1997 00:15:29 GMT, asmolar@localhost.fast.net (Tony Smolar)
>wrote:
>
>>>Why do you think it died in the US? And, will it ever return?
>>
>>Well, the Tramiels, who owned Atari thought it was smarter to spend all
>>their marketing dollars in Europe. People bought Amigas and PCs instead.
>>
>>Will it return?
>> No. Only in emulation.
>
> And you post a message saying ATARI is only going to be in
>emulation...in a dedicated ATARI newsgroup ???????????????? look
>around?

Uhh? I look around, and I can't find any ATARI official people.
Only ATARI users. What Tony Smolar like to say is: No new original ATARI
developments for the TOS system will appear.

>ATARI is alive!

Show me a example of new developments from ATARI Corp.
I find only clones and emulators.

>
>>Windows 95, for what it's worth, works very much like GEM on the ST did.
>
> eh? win95 like GEM, like gem "did" ? did I miss something, did
>everyone wake up this morning and throw there ATARI away or something?

Compare Win 3.11 with GEM, and compare Win95 with GEM. The look 'n feel
of Win95 is much better. (Haven't you statet that GEM is crap in
Nov/Dec 96?)

>> Command lines still have there place. In Win95, I find I can get alot
>
> I have had my ATARI for more years than I care to recall, and have
>never used a command line yet ?, just WTF are you talking about ?

I can't believe that you never started a program with the file extension
*.TTP (TOS takes parameters). You will see a dialog box that let's you
enter some parameters (commands) in a line. That's a (very simple) command
line.

If you install a CLI (command line interpreter) you can use the same script files on your atari, MS-DOS PC, or unix workstation.

The command line

zoo a a:archive .

will have the same result on all three systems. It will start ZOO (a packer) and packs the actual directory to disk.

--
Email: haase@alkor.sax.de

# 2770. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: !ynoT
Message-ID: <32fe1c2b.8076976@news.airtime.co.uk>
Source record: 128096

On Sun, 09 Feb 1997 19:32:18 +0100, haase@alkor.sax.de (Uwe Haase)
wrote:

Hi Uwe :)

>>>Will it return?
>>> No. Only in emulation.

>> And you post a message saying ATARI is only going to be in
>>emulation...in a dedicated ATARI newsgroup ???????????????? look
>>around?
>
>Uhh? I look around, and I can't find any ATARI official people.

When talking of ATARI and the term "it" is used then surely the
thread is ATARI Computers, people and there use?, If you think the
thread was the ATARI corp', then surely "Only in emulation" is an even
sillier answer as ATARI corp will not appear there?, or do you think
they will :)))

>Only ATARI users. What Tony Smolar like to say is: No new original ATARI
>developments for the TOS system will appear.

That's because ATARI does not exists, as a company?, but ATARI is
alive.......ATARI lives on, If Elvis can be "King" when he is 6ft
under then I am damm sure that ATARI can be alive without the need for
a company bearing the name :)

>>ATARI is alive!
>
>Show me a example of new developments from ATARI Corp.
>I find only clones and emulators.

You can find emulators made by ATARI ? where show me ?

Either you are talking about ATARI not developing (that is an obvious
fact) or you are talking about what ?...I fail to see ?

My point is that the ATARI platform, the user base the whatever! is
ALIVE and people saying ATARI is only around for emulation, in an
ATARI newsgroup is flame bait ?...or as it is more commanly known
around here "Knitting class bait"

Shhhh whats that clicking sound.....

>>>Windows 95, for what it's worth, works very much like GEM on the ST did.
>>
>> eh? win95 like GEM, like gem "did" ? did I miss something, did

>>everyone wake up this morning and throw there ATARI away or something?
>
>Compare Win 3.11 with GEM, and compare Win95 with GEM. The look 'n feel
>of Win95 is much better. (Haven't you statet that GEM is crap in
>Nov/Dec 96?)

Yes, it is a well known fact that I don't like GEM, it is not
something I would like to have to deal with everyday, I run my ATARI
nearly every day of every year I have owned it, but very rarely use
GEM :(

But you are trying to put words into my mouth, I never said anything
was better than win or win95, I like win95, I would argue yours and
anyone elses point that win95 is simmilar to GEM, that IMHO is a
pathetic thing to say, Windows95 is simmilar to GEM...is it buggery!!!

>>> Command lines still have there place. In Win95, I find I can get alot
>>
>> I have had my ATARI for more years than I care to recall, and have
>>never used a command line yet ?, just WTF are you talking about ?
>
>I can't believe that you never started a program with the file extension

Well you will have to...the only app I can think of would be some
unarchiver, and since I found the need these there have been shells,

>*.TTP (TOS takes parameters). You will see a dialog box that let's you
>enter some parameters (commands) in a line. That's a (very simple) command
>line.

Yes and My original posting was the truth..BUT I now recall from your
prompting that yes I did once, unpacking some little known archive
format not supprted by current shells hahaha, my mistake,

However it hardly proves the point against does it, I have used my
ATARI for more years than I have used a command line, the original
post made it appear that command lines are the normality on the ATARI,

>If you install a CLI (command line interpreter) you can use the same script
>files on your atari, MS-DOS PC, or unix workstation.

WOW ??????? and ?....:(

>The command line
>
> zoo a a:archive .
>
>will have the same result on all three systems. It will start ZOO (a packer)
>and packs the actual directory to disk.

But why?...winzip supports zoo and everything else, it even decodes
files, why would a command line be needed when a click of a button
will do,

I am suprised at anyone coming into this group and saying anything detramental to the ATARI, it can only be for flame bait, I am suprised at yourself Uwe......The ATARI is not such a Dinasour that it needs to be run on command lines (I said NEEDS) you can happily run an ATARI without ever using one.....

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 2771. .HELP "BO BJOF"

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: A.Vitali@agora.stm.it
Message-ID: <msga04838@agora.stm.it>
Source record: 128097

HELP "BO BJOF"
I have a Mega STE.
Since yesterday the following word: "BO&#65533; BJOF" often appears on my screen.
I don't know what is the reason for that stuff...
Can someone tell me how to resolve it?
And if it's a virus can someone tell me where can I find an antivirus?
(in english 'cause I don't understand deutsch).
Thanks
Adriano
My adress: a.vitali@agora.stm.it

## 2772. Running into PC

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: Sentra XE Audio Aficienado <hectorq@mail.snet.net>
Message-ID: <32FE8E52.6BE6@mail.snet.net>
Source record: 128098

Is it possible for me to have my 520ST pull data from my PC? Maybe a
serial link or something?
Hector

# 2773. Re: Protext v6.7 release

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: rgoring@REMOVE_FOR_REPLYzetnet.co.uk
Message-ID: <5dle5k$glh@irk.zetnet.co.uk>
Source record: 128099

On 9 Feb 97 14:44:02 GM, Ted Parrett wrote:
>I have been advised that Protext v6.7 is now available for the Atari. The
>letter I received from the developer mentioned Atari ST and TT but was
>silent on the question of compatablity with the Falcon. Before I part with
>the cash (50.00 UK pounds + p & p) I wonder if any UK users have taken the
>plunge. The specs look pretty impressive( including scaleable fonts) so I'm
>keen to buy but am hesitant given the cost and distance from the supplier.
>Thanks
>

Try an email to

Mike Watson cam1@cix.co.uk

He is the person responsible for the release :-)

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

# 2774. WTB: Atari TM195

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@pacbell.net>
Message-ID: <32FE4299.5516@pacbell.net>
Source record: 128100

I would like to buy a Atari TM195 monitor...
This is the TT monchrome 19in...

I will pay $135.oo plus pay freight in US.. Must
be in good working order..

Richard
RClaunch@Pacbell.Net

# 2775. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: Dan Cox <village1@lightspeed.net>
Message-ID: <32FE46E0.62F1@lightspeed.net>
Source record: 128101

I have used win 3.1,3.11 and 95 as well as dos unfortunately. And
then, there's the GEM desktop. I have never used a mac so I don't know
how easy it is to use, BUT the GEM desktop has to be the easiest
interface I have ever used.

It just works. No blankety blank config.sys or autoexec.bat.
Simple AS That.

# 2776. Help Monitor !

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: Juan Perujo <juan_per@jet.es>
Message-ID: <32FE523C.668D@jet.es>
Source record: 128102

Hello!

I want to connect an IBM monitor (model 8512002 VGA) to my atari, but I
don't know how to do it.

If you could help my, please send to my an e-mail.

Thanks

# 2777. Re: Running into PC

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: Eric McCormack <earthshaker@datatek.com>
Message-ID: <32FE7AC5.1AC6@datatek.com>
Source record: 128103

Sentra XE Audio Aficienado wrote:
>
> Is it possible for me to have my 520ST pull data from my PC? Maybe a
> serial link or something?
> Hector

Look for a file called Ghostlink. Does a number with a serial cable
(null modem) that treats the PC and a slave. Can't run .PRGs through
the link, but for data transfer (from HD's and CDROMs) it looks good.
Also the fabled "SneakerNet" is the perennial standby.

Eric

# 2778. Re: ANNOUNCE: EmuZine

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: etruss@visi.com
Message-ID: <5dllja$r33@darla.visi.com>
Source record: 128104
Cross-posted to: comp.sys.acorn.misc,comp.sys.amiga.emulations,comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att,comp.sys.be,comp.sys.cbm,comp.sys.cdc,comp.sys.dec,comp.sys.ibm.pc.misc,comp.sys.m68k,comp.sys.mac.misc,comp

"Will Fisher" <blackat@direct.ca> wrote:

> My name is Will Fisher and I am setting up a new e-zine on the web for
>people who love emulators. This e-zine, called EmuZine, will focus on
>specific
>emulators, the platforms they run on, and what emulator is the best in it's
>class of emulation.

Emulate this ...

# 2779. Re: How do I split .AIF on Ataris?

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: roedaal@audiophile.com
Message-ID: <33096499.5003986@news.univie.ac.at>
Source record: 128105

quoting msg <5djstd$mbo@rodelo.cyberverse.com> from
pwillis@hondo.cyberverse.com (Jammer):
>>
>And as for the 525 prg... well, I have the latest version (english BTW)
>called 525_v213.zip and it does not split stereo files into 2 mono ones.
>Worse than that, the 525 prg eliminates the 'loop' info from the header
>for some strange reason and readers only the sample data.
>
>Still looking and listening... anyone else have any ideas?

Isn't sox capable of doing it? I haven't used it for so long...
---
Chris Roth
roedaal@audiophile.com

# 2780. Re: Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28850_please@no.spam.mail.here>
Source record: 128106

Yo! Derryck Dude!

P>>> ** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT
FS>>
FS>> Do you know that there now exists a PS/2-Simm Frak for fastram up to
FS>> 64megs?

DC> Wow!

DC> C'mon Steve, go for it! (g)

Already spoken to a man who knows someone who knows someone else etc...

8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I am Locutus .... of Borg. Resistance is futile.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 2781. .DIM files?

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970209173638.7928A-100000@freenet>
Source record: 128107
Body handling: 1 inline base64-encoded payload block was not displayed

[Inline base64-encoded payload not displayed]

# 2782. Direct YM2149 programming

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970209235342.21115B-100000@freenet>
Source record: 128108
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Ok, I'm really bored, is there any docs on how to directly program the
PSG on the 'net? I'm trying to write a player (in GFA basic!) for the .YM
format used by the ST Sound Emulator. I have 'The Atari ST Internals'
page that used to be on Flinnys old STiK page, (where did this go to??)
I've (s)poked around $FFFF8800, but I can't get anything to happen. What
exactly do I do with these addresses??

=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
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=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
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# 2783. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5dmcv7$o36@ash.ridgecrest.ca.us>
Source record: 128109

Jason Compton wrote:
>
> Edward S. Baiz Jr. (ebaiz@qtm.net) wrote:
> :
> : Oregon Research will be coming out with some new products for Atari
> : computers. TermiteTCP (I think that is the name) will allow PPP
> : connection to the Internet. I heard ORA is working with the CAB
> : people the will allow it to work with this program. Also, ORA is
> : going to release a new web browser for the Atari's. Both programs are
> : ports from the Amiga versions. The web browser is due out in April
> : while the Termite should be released very soon.
>
> I wonder if the browser will really be a port. If so, you guys should
> enjoy IBrowse.
>
> --
> Jason Compton jcompton@xnet.com
> Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
> AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
> Pythagoras with the looking glass... ...reflects the full moon.

Welcome to the group. How about a little info on the
060 accelerators available on the Amiga platform.
Performance, software issues ect..

Thanks, Mike

# 2784. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970209145317657796@tachyon.demon.co.uk>
Source record: 128110

Tony Smolar <asmolar@localhost.fast.net> wrote:

> Well, the Tramiels, who owned Atari thought it was smarter to spend all
> their marketing dollars in Europe. People bought Amigas and PCs instead.

Ack, you're kidding? We had almost no marketing in the UK, certainly.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2785. Re: Manual SLIP connection with STiK?

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <855510002_OASIS_@swampdog.demon.co.uk>
Source record: 128111

In article <855253828_OASIS_@bassment.demon.nl>
maurits@bassment.demon.nl (Maurits van de Kamp) said:-

> In article <855142504_OASIS_@swampdog.demon.co.uk>
> guy@swampdog.demon.co.uk (Guy Harrison) said:-
>
>>The staff at many ISP's don't know what they are talking about. If you
>>suspect this then (assuming one of the values is right) one of the
>>following should work ...
>>
>>MTU=1006
>>MRU=966
>
>You're confused with MSS!!!! MRU is usually the same size as MTU, but as it
>is a PPP parameter, STiK doesn't need it!!!
>MSS should indeed be MTU-40, but you don't need to set this as STiK assumes
>that already.

Yep apologies, comes of posting after being awake for far too long!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 2786. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <855529972_OASIS_NEWS@nest.demon.co.uk>
Source record: 128112

>Phil, please tell Daron that those of us who know him are behind him
>110% here. We know him well enough, and we all look forward to seeing
>him back here and in NeST - something which wouldn't exist without
>Daron.

Thanks for the message Frank, I will be returning to the nets, and as you can see have already started.

The trusty Psion is working overtime linking me to CIX, and using Phils old Mega ST4 I'm now linked back into the net.

As soon as I can get hold of the fido software again I will be returning as a private node under 90:100/106 until (all being well) I get the Falcon back again.

Until that point Kevin Osborne has been nominated as ZC Pro-Tem and is passing on my directives re NeST.

--

---
dbrewood@nest.demon.co.uk
---

# 2787. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <855530106_OASIS_NEWS@nest.demon.co.uk>
Source record: 128113

In article <28491_please@no.spam.mail.here>
please@no.spam.mail.here (please@no.spam.mail.here) wrote:-

>The more I hear, the more sure I am that the only action likely to be taken
>is to charge someone with wasting police time, or Daron suing the arse off
>someone for defamation of character.
>My money's still on an ex-girlfriend...

Well according to my solicitor the penalties could run up to a spell in
goal, but are likely to be a caution or heavy fine. Yes I did have some
slightly dodgy pics on the HD.

Ex-girlfriends I doubt it, although they had heard of Ruth...

--

---
dbrewood@nest.demon.co.uk
---

# 2788. Re: .HELP "BO BJOF"

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: colbee@tyndale.apana.org.au
Message-ID: <855532016_OASIS_@tyndale.apana.org.au>
Source record: 128114

In article <msga04838@agora.stm.it>
A.Vitali@agora.stm.it said:-

>HELP "BO BJOF"
>I have a Mega STE.
>Since yesterday the following word: "BO&#65533; BJOF" often appears on my screen.
>I don't know what is the reason for that stuff...
>Can someone tell me how to resolve it?
>And if it's a virus can someone tell me where can I find an antivirus?
>(in english 'cause I don't understand deutsch).
>Thanks
>Adriano
>My adress: a.vitali@agora.stm.it
>

It's the Carpe Diem virus. If you examine your boot sector with Knife ST or similar, you'll find a hidden .prg file in your auto folder that needs to be deleted. Delete Carpe Diem ,turn your system off for a minute or so and reboot, and you should be OK.

--


```
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\__)\__/(____) (___/(___)(_)\_)(_)\_)(_)(_)\__/ illiterate
G U I T A R I S T colbee@tyndale.apana.org.au
```

## 2789. Docs fo for Classic Gemulator?

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: emil.josefson@mbox300.swipnet.se
Message-ID: <5dpgpq$hko@mn5.swip.net>
Source record: 128115

It's no longer on the www.emulators.com-site. If someone has it, or earlier docs for Gemulator,
could you E-mail it or post it to this group?

# 2790. Re: Atari STand internet

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: STigma@not.here
Message-ID: <MPG.d6730ad53ef38519896ed@news.redestb.es>
Source record: 128268

El Tue, 04 Feb 97 15:54:34 GMT, Rich Tietjens
(atari@teleport.NO.SPAM.com) dijo:
> >I would like to know what programs are the best for conecting to internet
> >with an Atari STe with 4 Mb RAM, hard disk and mono monitor.
> >Any good URL will do.
> http://www.teleport.com/~atari/internet.htm will get you started.

Thanks, it was one of the first places I visited.

# 2791. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: asmolar@localhost.fast.net
Message-ID: <5dj4v1$cc0@news1.fast.net>
Source record: 128269

On Wed, 05 Feb 1997 18:21:39 -0800, Dan Cox <village1@lightspeed.net> wrote:
>the time really. I hadn't thought about it for years until I started
>looking at mac world and then typed in atari st for a search.
>Apparently it still has a huge following.
>Question to anyone:
>Why do you think it died in the US? And, will it ever return?

Well, the Tramiels, who owned Atari thought it was smarter to spend all
their marketing dollars in Europe. People bought Amigas and PCs instead.

Will it return?
No. Only in emulation.

>I mean who wants to type copy a:example.dat b: when you can just drag
>and drop? It was so much better than the stuff then and now that I
>don't understand why were not all using sts.

Windows 95, for what it's worth, works very much like GEM on the ST did.
Command lines still have there place. In Win95, I find I can get alot
done more quickly by opening A DOS window and typing commands than I
can by searching through directory Windows.

--

Tony Smolar

---
asmolar@ma.ultranet.com home email
http://www.users.fast.net/~smol homepage

# 2792. ATARI RETAILER GONE OUT OF BUSINESS

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: modemkid@gate.net
Message-ID: <32fd285b.5188262@news.gate.net>
Source record: 128270

I was a Atari retailer that has gone out of business and I am loaded
with atari software. I have software for every atari item with the
exception of the lynx. My shop hours are from 1pm to 9pm eastern
standard time and my number is 561-464-0019. Gary is the name.
If you call, please have a list ready or just email me a your list to
modemkid@gate.net. Thank you

# 2793. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-09 00:00:00 UTC
From: !ynoT
Message-ID: <32fe3a4d.146058@news.airtime.co.uk>
Source record: 128271

On 9 Feb 1997 00:15:29 GMT, asmolar@localhost.fast.net (Tony Smolar)
wrote:

>>Why do you think it died in the US? And, will it ever return?
>
>Well, the Tramiels, who owned Atari thought it was smarter to spend all
>their marketing dollars in Europe. People bought Amigas and PCs instead.
>
>Will it return?
> No. Only in emulation.

And you post a message saying ATARI is only going to be in
emulation...in a dedicated ATARI newsgroup ???????????????? look
around? ATARI is alive!

>Windows 95, for what it's worth, works very much like GEM on the ST did.

eh? win95 like GEM, like gem "did" ? did I miss something, did
everyone wake up this morning and throw there ATARI away or something?

> Command lines still have there place. In Win95, I find I can get alot

I have had my ATARI for more years than I care to recall, and have
never used a command line yet ?, just WTF are you talking about ?

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

# 2794. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dnmbq$4n8@ornews.intel.com>
Source record: 128022

In article <855529972_OASIS_NEWS@nest.demon.co.uk>,
dbrewood@nest.demon.co.uk (Daron Brewood) wrote:
>
>... Kevin Osborne has been nominated as ZC Pro-Tem and is
>passing on my directives re NeST.

Will the NeSTlist and NeSTkit at your Web site be kept up-to-date during
this period of investigation/annoyance?

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## 2795. STE and hard drive....

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Alan Swanson <emdu02@holyrood.ed.ac.uk>
Message-ID: <32FF4D09.3485@holyrood.ed.ac.uk>
Source record: 128023

Hi, after following previous discussions about the early STEs and hard drive corruption, I have the following questions.

I have an early STE, serial no A19 B300 53nn, one of the shortlisted with duff a DMA chip. I am getting a hard drive soon from an ex-Atarian with information already on it. Does the corruption affect BOTH the file and the fat?

If so, how do I avoid it writing over anything other than the test file when checking if I have this problem?

Reply appreciated.

ALaN.

"One must never be purposelessnessnesslessness"

# 2796. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dnnom$4n8@ornews.intel.com>
Source record: 128024

In article <HBJTAHAFUP@alkor.sax.de>, haase@alkor.sax.de (Uwe Haase) wrote:
>If you install a CLI (command line interpreter) you can use the same script
>files on your atari, MS-DOS PC, or unix workstation.
>
>The command line
>
> zoo a a:archive .
>
>will have the same result on all three systems. It will start ZOO (a
>packer) and packs the actual directory to disk.

Hmm, well, sometimes it will. <G> On this P100, it produced "file not found" until I did a Web search for Zoo - now it says something about "this program has performed an illegal instruction and will be shut down" followed by a really interesting crash of the entire user interface, that followed by a power-off/power-on cycle (as nothing else will restart either DOS or the GUI).

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# 2797. Re: Sundog ST Disk Image?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dnn9l$4n8@ornews.intel.com>
Source record: 128025

In article <19970208185844952841@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>
>Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:
>
>> Yes, from FTL Software, I believe, same folks who brought us Dungeon
>> Master amd Chaos Strikes Back. And I /won't/ sell mine, but there are
>> still people selling unused copies.
>
>I thought it was, thanks for confirming. Great, now we have people
>openly asking for disk images of copyrighted commercial software in here
>as well. :(

Fixable.

Step 1: email them and let them know it's copyrighted and still commercially
available, and ask them to stop posting requests for copyrighted software in
violation of the law.

Step 2: if it continues, email them a second time with a Cc: to their
psotmaster - and reference your first email, making sure that the postmaster
knows that the individual has been informed that he is breaking the law (or
at leas attempting to - I would think soliciting to commit copyright
violation is jsut as illegal as actually violating the copyright).

Step3: if it still continues, nuke the b*st*rd.

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# 2798. Re: Falcon Audio Problem, help?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dnon4$4n8@ornews.intel.com>
Source record: 128026

In article <19970209181459275 67@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>I've now owned 2 Falcons, a TOS 4.01 machine and a TOS 4.04 machine.
>Since I first got them, they've now *both* developed what looks like
>exactly the same fault on the audio inputs. That is, both machines
>record one channel only - the left. The right appears to record an
>electrical buzz, and nothing else. I've tried more audio leads than you
>would believe and numerous mics, and the fault always appears.
>
>Has anyone else experienced this? Is it a common fault? Anyone have any
>idea on either what causes it, or better still, how I can fix it?

As for what causes it - if it happened with both Falcons, I would seriously consdier getting the INPUT device checked - if you ahd it hooked up to a mixer board or something similar, it would appear that some amount of overvoltage must be leaking into that device's output lines.

Regarding a fix - I haven't looked at the actual hardware, but if you're lucky, it's capacitor-isolated, and you can test the capacitors to see if the left one is open or shorted. If you're not lucky... Well, doesn't System Solutions do repairs?

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# 2799. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dnnv6$4n8@ornews.intel.com>
Source record: 128027

In article <32FEF47C.2781E494@etlxdmx.ericsson.se>,
Martyn Tidd <etlmntd@etlxdmx.ericsson.se> wrote:
>
>Yeah, the only place that Atari marketed the ST well was Germany and,
>unless the history books got it wrong, that doesn't constitute the
>Europe.

There was a short guy with a stupid-looking moustache about 50 years ago who
would have disagreed with you. <G>

Seriously, I saw Atari equipment practically everywhere I went in Germany
between 1985 and 1989. I even saw a 260ST in one store in Ulm. If the
Tramiels had doen that sort of marketing in California, New York, and Texas
at the very beginning of the ST's marketing cycle, the world might be very
different today.

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## 2800. Re: .DIM files?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dnovk$4n8@ornews.intel.com>
Source record: 128028

In article <Pine.SGI.3.91r.970209173638.7928A-100000@freenet>,
Callum Baird Lerwick <lerwick@freenet.msp.mn.us> wrote:
>
>< Content-Type: TEXT/PLAIN; Filename: D:\DOWNLOAD\ATARI\TEXT.txt >

Want to try that again with the text in the body of the message, instead of
as an attachment?

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## 2801. Re: emulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dnosf$4n8@ornews.intel.com>
Source record: 128029

(posted and mailed)

In article <01bc16e5$afd7ab40$6d548dcc@bayat>,
"beat keerl" <ark@thing.net> wrote:

>My father in Spain has an Mega II Atari, I an IBM platform.
>How can I send him programs in which I have downloaded. Can he read IBM
>formatted disks?(not programs)

As long as the disks are formated to 720k, the Atari can read them just
fine. And you can use the PC to unzip archives directly onto the floppies
(if they will fit, of course) and save him the time of unzipping them on the
ST. Let's face it, STzip on an 8 MHz 68000 isn't as fast as PKunzip on a
100 MHz Pentium.

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## 2802. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dnodq$4n8@ornews.intel.com>
Source record: 128030

In article <32F68211.7815@cfcsc.dnd.ca>,
Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:
>
>Daniel Klugh wrote:
>> It would be easier if TOs were on disk so that you could switch between
>> TOS 1 and 3.The point is that since it can only be (legaly) on ROM,it's
>> time consuming to switch between versions.
>> --
>> The Doctor
>
>I'm not sure about that.
>It may be a legal requirement for you to _own_ the ROM's, onve owned
>could you not then use the TOS image from those ROM's?

Two interesting points here - the first is that TOS 3 (which would have to be 3.0x something) won't run on an ST - it needs an 030 CPU. And TOS 1.x is incapable of supporting the TT or Falcon hardware properly. So Herr Klughless once more demonstrates total ignorance of things Atari.

The second point is, he's passing himself off as the "doctor;" doctor of what? Where did he get his degree?

Simply quibbling, don't bother to reply.

Followups set.

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## 2803. magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: David Rutherford <d_rutherford@geocities.com>
Message-ID: <32FFCB89.29C0@geocities.com>
Source record: 128031

I would be gratefull if someone could help me on a problem.

I am currenly running nvdi 4.11 and magic 5.03. on my falcon and there seems to be some problems, such as stack errors, and gemdos errors.

I ain't got a clue what the problem is, can any one help me please.

# 2804. Need a TT power supply HELP

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: dipching@ping.be
Message-ID: <855605728_OASIS_@ping.be>
Source record: 128032

hello everyone,

My TT power supply is out of work ... i can't imagine stoping
computing because of that ... Please, where can i buy one before I
talk to Best electronics ?

Thank you for any serious answer ...
Can you imagine one moment you're loosing your best toy ?

Jo

--


---
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
#  *** *** *** *** *** * ** *** *** Jo Vandeweghe  #
#  ** *** ** ** * * * * ** * dipching@ping.be  #
#  * * * *** *** * * *** *** * A*C*M*S  #
#  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  #
#  " Sure highest mountains are not made of stone."  #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---

# 2805. New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: David Rutherford <d_rutherford@geocities.com>
Message-ID: <32FFCCC2.720A@geocities.com>
Source record: 128033

Does any one know where i can get a version of stoop which is over 1.05. I've looked everywhere. Someone said that there was a version 2 out, but i am still unable to find it anywhere on the net, could someone please help.

# 2806. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5do1m9$6jn@alexander.INS.CWRU.Edu>
Source record: 128034
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

(This should be in Atari advocacy, but I hang out here and there
isn't any traffic there.)
(Tim S. and Thorsten G. discuss Jaguar, true 64 bit machine
or a 'pretender'. (Pardon paraphrase).)

I am glad Mr. Seufert mentions that the 64bitedness of a
game machine doesn't really mean much. A 32 bit RISC chip
sounds like pleeeeenty to me. And these game machines today
have multiple processors, like the A8. Some for video and
some for digital sound, the machines are fantastic. But, the
N64 hype about 64 bits sorta gets to a Saturn owner, I'd
like to say it's a bunch of BS. I'm sure the N64 and PX are
the 'premier' game machines today and undoubtably the two
will battle it out. I'm afraid I have a 'not in the running'
Saturn as far as hype goes. But as far as true quality of
games, with fantastic sound and graphics, the Saturn is as
good as a PX or N64, but I can't compare them directly.
It's sorta where I've been before, liking the A8 when the
general concensus was it was a 'game machine' and inferior
to C64 and Apple ][. Again, my feelings are 'BS', the A8 was
advanced for its time. S. Jobs left Atari with enough
knowlege to put together an inferr pduct and market it
fast, but the A8 was far ahead of the ][ for me.
I think the problem with the N64 is gonna be the cart only
concept. Carts, especially these whopping ones, 100s of
megabytes, are gonna be expensive, while the Saturn and PX
will be able to produce 100s of megabyte software at a
fraction of the cost of N64 software. Off topic, but there
is the same feeling about my Saturn I had about my A8.
Russ Gilbert

# 2807. Re: Java

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5do276$gv8@ccshst05.cs.uoguelph.ca>
Source record: 128035

Maurits van de Kamp (maurits@bassment.demon.nl) wrote:
[snipped stuff re: security implications of downloadable TOS minapps]
: It could be done if the same restrictions apply as they do to JAVA-applets:
: A JAVA applet cannot access files on the local machines, nor can it connect
: to other servers than the one it was downloaded from. So if CAB could have a
: little TOS-environment from which the local filesystem cannot be reached, it
: would be safe.

That's easier said than done; Java machines are by definition virtual, so
it's dead easy to limit access. TOS machines, OTOH, aren't; there is no
machanism to prevent a program from accessing the disk or other RAM, even
under something relatively sophisticated like Mint.

THeo

## 2808. q: Internal HD on an STE

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: REMOVE-TO-REPLYJames@grunt.demon.co.uk
Message-ID: <331f8960.2341936@news.demon.co.uk>
Source record: 128036

Can I bung one inside my STE?

(and get it work also for the smart arses out there!!!!)

IDE or SCSI ? 2.5" or 3.5" ?

What interfaces/chips/soldering do I need?

Thanks guys.

I love Gemulator on my PC but the best solution would be something
like a 200Mb drive inside my STE.

# 2809. Re: WebSpace HTML browser: PPP layer snapshots

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970210211126737 75@tachyon.demon.co.uk>
Source record: 128037

Magnus Kollberg <emwoll@emw.ericsson.se> wrote:

> Moan, moan, moan... how long will you guys keep one moaning about
> WebSpace? I'm getting a bit tiered of reading this MOANING.

So use a killfile. He's as much entitled to free speech as Sinclap is,
whether you think it's moaning or not ;/

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2810. Re: .DIM files?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970210211122735 40@tachyon.demon.co.uk>
Source record: 128038

Callum Baird Lerwick <lerwick@freenet.msp.mn.us> wrote:

> SSBqdXN0IGRvd25sb2FkZWQgYSBnZnggZGVtbyBmcm9tIGZ0cC5jbmFtLmZy
> LCBpdCBjYW1lIGFzIGEgLkRJTSBmaWxlLiANCkZyb21lIHdoYXQgSSBjYW4g

No, sorry, you'll have to repeat that, I've gone hard of hearing.

If on the other hand you were meaning to ask what creates .DIM files, it could be Fastcopy Pro (Even Fastcopy 3, for all I know), which uses that extender for Disk IMages. Who knows what you were asking, though? :-)))

ATB, Frank.
--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

## 2811. Re: emulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970210211124736 32@tachyon.demon.co.uk>
Source record: 128039

beat keerl <ark@thing.net> wrote:

> My father in Spain has an Mega II Atari, I an IBM platform.
> How can I send him programs in which I have downloaded. Can he read IBM
> formatted disks?(not programs)

Yes, but remember he probably only has a double-density floppy drive,
not high-density.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2812. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970210211125737 09@tachyon.demon.co.uk>
Source record: 128040

Daron Brewood <dbrewood@nest.demon.co.uk> wrote:

> Thanks for the message Frank, I will be returning to the nets, and as you
> can see have already started.

Well done that man! Good to see you back, Mate!

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2813. Re: IDE CD-ROM on Falcon - Anyone tried that?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5dnjrc$7vr@due.unit.no>
Source record: 128041

tomo (tomo@fly.cc.fer.hr) wrote:
:
: If you got it working, please let me know how it works. What software
: is needed? Any problems, etc ...?

I have a Toshiba 4x in my Falcon, and it works great. I use CD-Tools (2.xx) which has a IDE-driver for Metados. The only problem I know of is that you must get a *real* IDE, so if you have the chance, try before you buy.

Jo Even Skarstein

# 2814. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5do574$ps9@flood.xnet.com>
Source record: 128042

Hallvard Tangeraas (hallvart@sn.no) wrote:

: Does Oregon Research have a web page where one can get more information?

Technically, they do at www.teleport.com/~orres.

However, you're going to be VERY disappointed. They don't have any time
to create a web page, it seems.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
Pythagoras with the looking glass... ...reflects the full moon.

# 2815. Re: .HELP "BO BJOF"

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <32FF8E49.79F8@cadvision.com>
Source record: 128043

Adriano.... this is the same virus that infected my machine. It came from a game I downloaded from the Internet called 'Carpe Diem". You may have done likewise and wound up with the same problem. It is apparently a link virus that infects your hard disk, floppy disks and RAM. If you have Kobold, Selectric, UIS then enable display of hidden/system files. These files show up as greyed out text or icons so they're easily spotted.

Get a clean hard disk boot disk or some disk with a hard disk booter utility on it. Boot the computer from the floppy - that gets rid of the virus that installs itself in RAM from your AUTO folder on Drive C. Once you get to the desktop, use Kobold/Selectric/UIS to look inside your AUTO folder. You will find the greyed out file inside the AUTO folder - delete the file from the folder, then get Ultimate Virus Killer from Chris and run it on all your floppy disks that have been in the floppy drive for the last day or so (since the funny script was being displayed on your screen). UVK will disinfect and protect you against any further infection. Also - DO NOT RUN that stupid Carpe Diem program!!

Regards,
Keith

# 2816. TOS/GEM?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Dan Cox <village1@lightspeed.net>
Message-ID: <32FF9B8E.7190@lightspeed.net>
Source record: 128044

Being an ibm user currently, but having used the st as a kid, and now discovering a following for it, I pulled it out of the closet. It's just as I remember. INCREDIBLY easy to use, no nonsense straight forward and simple.
Now please tell me how the st series utilized GEM and TOS.
I have a 520st as an example which has tos hardwired in the computer as well as gem. This is an earlier model without the internal floppy.

I am assuming tos performed all of the operating system functions and gem was purely the gui interface riding on top of it. Or, were they intertwined?

How many versions of tos were there?
Were there different versions of gem?

And, am I the only one who thinks it's the best thing since, as some put it, canned beer?

Sincerely,
Dan

# 2817. Re: emulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970210170923.949A-100000@usr04.primenet.com>
Source record: 128045

On Mon, 10 Feb 1997, Rich Tietjens wrote:

>(posted and mailed)
>
>In article <01bc16e5$afd7ab40$6d548dcc@bayat>,
> "beat keerl" <ark@thing.net> wrote:
>
>>My father in Spain has an Mega II Atari, I an IBM platform.
>>How can I send him programs in which I have downloaded. Can he read IBM
>>formatted disks?(not programs)
>
>As long as the disks are formated to 720k, the Atari can read them just
>fine. And you can use the PC to unzip archives directly onto the floppies
>(if they will fit, of course) and save him the time of unzipping them on the
>ST. Let's face it, STzip on an 8 MHz 68000 isn't as fast as PKunzip on a
>100 MHz Pentium.
>
hmmm And the point being what???

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 2818. Re: .HELP "BO BJOF"

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5do7pm$ke2@scanner.worldgate.com>
Source record: 128046

No need, as here I be! :) Yes indeed, that is a virus (as Chris said), and the only program to remove that is Ultimate Virus Killer (none of the other virus killers support BO BJOF yet). Humorously enough, one of the people you can get UVK from is Chris Krowchuk of Computer Direct, although I'd imagine that you might want to find someone in Italy who sells it. :)

Leslie

Chris Krowchuk (chris@compdirect.com) wrote:
: A.Vitali@agora.stm.it wrote:
: >HELP "BO BJOF"
: >I have a Mega STE.
: >Since yesterday the following word: "BO BJOF" often appears on my screen.
: >I don't know what is the reason for that stuff...
: >Can someone tell me how to resolve it?
: >And if it's a virus can someone tell me where can I find an antivirus?
: >(in english 'cause I don't understand deutsch).
: >Thanks
: >Adriano
: >My adress: a.vitali@agora.stm.it
: >

: This is most certainly a virus, it first appeared here about 6 months
: ago on our club's presidents machine. I don't know what or how it was
: resolved, but you can send e-mail to leslieh@worldgate.com and ask
: him for info.

: All the best,
: Chris @ Computer Direct

# 2819. Floppy write problem

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Samuel Johansson <s94sjo@student.csd.uu.se>
Message-ID: <32FF94EC.4BB3@student.csd.uu.se>
Source record: 128047

Hi

I'm having major problems with my 1040STFM.
It began after I had left it running for a long time (I mean a REALLY long time, probably a month or more) without shutting it off. I wasn't using it at all during that time so I don't know when it actually stopped working.
This is the state it is in right now:
When I turn it on after it has been switched off for more than 5 minutes the screen is totally garbled (strange black and white, stretched and fluttering) and it won't boot. If I leave it on it seems to 'warm up' and the screen slowly turns into plain white. It still won't boot, but if I reset it, it boots OK. From now on it seems to work fine. The really big problem is that it won't write to the floppydrive. If I format a floppy, it will gladly do it, including verifying the formatted disk, but when I open the disk it still has all the files on it that it had before I formatted it. If I delete a file it disappears from the disk window, but when I later read the disk it is still there (not just the directory entry, but the entire file). Reading from the disk is no problem. I don't have access to any other diskdrives, and I don't have any hard drive, so I don't know if the problem is with the drive, the cable, or the floppy controller. RAM disks are not affected by this. I can write to the RAM disk without any problem.
The only modification of the computer is that I installed a 4 MB memory upgrade about a year before all of this happened. I would appreciate if anyone could give me some advice on how to fix this.

**********

Samuel Johansson E-mail: s94sjo@csd.uu.se
Sernanders vag 10-618 Phone:
S-752 62 Uppsala (In Sweden) 018 - 46 20 14
Sweden (International) + 46 18 46 20 14

**********

## 2820. How to make all files "readable/writable"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ffa2da86a753@sn.no>
Source record: 128048

Some time ago I changed the file status of several
files/folders/sub-folders to "read-only", but I'd like to change them all
back into "read/write".
Is there an easier and more effective way to do this than to
"manually" edit the status of each file?

I've tried using "Gemini", but it doesn't even have the "chmod" command,
and Gulam seems to work if I enter each folder and do a "chmod +w *", but
how would I go about to change one folder with all it's files and
sub-folders in one go?

I've already tried "chmod -r +w images*" and other variations of the same
command sequence, but it doesn't work. Any ideas?

Hallvard

--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 2821. Re: lharc for Unix

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ffa2d88691b1@sn.no>
Source record: 128049

On Mon 10-02-97 10:29, Steven Rodgers (skr@dcs.ed.ac.uk) wrote:

>Is there any way of compressing/decompressing files in the lharc
>format under Unix?

I was wondering about the same thing a while ago, when I wanted to check out some .LZH files without having to "zmodem" them down to my STe first. Turns out that "lha" was installed on the UNIX system on my provider's machine, so maybe your system has it as well.

Try this on a .LZH file: lha -x demofile.lzh

Hallvard
--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2822. Re: Need a TT power supply HELP

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5do5l8$8bd@ornews.intel.com>
Source record: 128050

In article <855605728_OASIS_@ping.be>,
dipching@ping.be (Vandeweghe Jo) wrote:
>
>My TT power supply is out of work ... i can't imagine stoping
>computing because of that ... Please, where can i buy one before I
>talk to Best electronics ?

An ordinary PC power supply won't fit inside the TT's case - but it's a LOT cheaper than calling Best Electronics, and it will plug right in to the power header on the TT's motherboard. Be sure to keep the black wires together (in the center of the connector) if you have a split plug (most PC supplies do have a split plug).

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# 2823. Re: q: Internal HD on an STE

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5do5to$8bd@ornews.intel.com>
Source record: 128051

In article <331f8960.2341936@news.demon.co.uk>,
REMOVE-TO-REPLYJames@grunt.demon.co.uk (James) wrote:
>
>Can I bung one inside my STE?

Yes.

>(and get it work also for the smart arses out there!!!!)

Can you solder and read a VOM?

>IDE or SCSI ? 2.5" or 3.5" ?

SCSI, 3.5 inch

>What interfaces/chips/soldering do I need?

Get the ICD Micro host adapter, and strip off all the sheet metal on the top of the STe's innards. You'll have to solder the ribbon cable from the ICD Micro to the underside of the DMA connector, and figure out where to mount the drive (good luck on that part), but otherwise there should be no insurmountable problems. Low power consumption is an absolute must. Seagate makes a 1 gig 0.5-inch high SCSI drive that's ideal for this purpose. Hit their Web page for the model number and specifications. I have one in my personal workstation TT and am thinking of adding a second one (there's room for at least 2, possibly 3, inside the TT).

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# 2824. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5do847$ke2@scanner.worldgate.com>
Source record: 128052

Where are these errors happening? I use NVDI 4.11 and MagiC 5.03 as well (in fact, I'm using it right now). What version of NVDI 4.11 are you using? Do you use MTOROM13 (protects the MagiC kernal from being written to, which help increase stability.

Leslie

David Rutherford (d_rutherford@geocities.com) wrote:
: I would be gratefull if someone could help me on a problem.

: I am currenly running nvdi 4.11 and magic 5.03. on my falcon and there
: seems to be some problems, such as stack errors, and gemdos errors.

: I ain't got a clue what the problem is, can any one help me please.

# 2825. Re: 2.06 TOS wanted !!

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970210225452447062@tachyon.demon.co.uk>
Source record: 128053

Joachim Schulz <achimpje@cs.tu-berlin.de> wrote:

> Anyone out there, who can tell me where I can find (get) tos image 2.06
> I need it to run an atari emulator on a unix system.

Sure, buy it like every other Atari user had to.

> Unfortunately I don't have my own atari anymore :(

Shame you don't have a copy of TOS, then.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2826. /// Falcon 030 4/540 Computer For Sale - USA \\\

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: wvelting@ix.netcom.com
Message-ID: <5doasn$qe1@dfw-ixnews6.ix.netcom.com>
Source record: 128054

I have the following for sale:

Atari Falcon 030 computer with:
4 Meg Ram
540 Meg 2.5" HD (IBM Brand)
1.44 Disk Drive

Comes with original box and manuals.

This system is in excellent condition.

Asking $500.00 + shipping.

# 2827. Re: Falcon Audio Problem, help?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970210225453447135@tachyon.demon.co.uk>
Source record: 128055

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

> As for what causes it - if it happened with both Falcons, I would seriously
> consdier getting the INPUT device checked - if you ahd it hooked up to a
> mixer board or something similar, it would appear that some amount of
> overvoltage must be leaking into that device's output lines.

It happened with a variety of audio sources, Rich, or I'd have had the
same thought. I don't even own the same audio sources which used to feed
the older Falcon, so that seems doubtful.

> Regarding a fix - I haven't looked at the actual hardware, but if you're
> lucky, it's capacitor-isolated, and you can test the capacitors to see if

Yep, that sounds like a good idea. Thanks.

> the left one is open or shorted. If you're not lucky... Well, doesn't
> System Solutions do repairs?

They do. When I first rang them about a year ago when the original
machine developed this problem, they told me it was a common fault, and
only repairable with a new motherboard - which they would sell me, of
course ;/

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2828. Re: Sundog ST Disk Image?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970210225455447231@tachyon.demon.co.uk>
Source record: 128056

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

> Step3: if it still continues, nuke the b*st*rd.

You have detailed schematics available, Rich? :)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 2829. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <94615023_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 128057

In article <32FFCB89.29C0@geocities.com>
David Rutherford <d_rutherford@geocities.com> wrote:-

>I would be gratefull if someone could help me on a problem.
>
>I am currenly running nvdi 4.11 and magic 5.03. on my falcon and there
>seems to be some problems, such as stack errors, and gemdos errors.
>
>I ain't got a clue what the problem is, can any one help me please.

Unfortunately for you, there isn't a cure to your problems. I get the gemdos errors all the time (on boot up) with my Falcon failing to boot 8 times out of 10!

The 'alleged' Falcon compatability of MagiC5 is a myth! MagiC5 is *not* Falcon compatible. At least *not* compatible with *all* Falcons. Apparently (according to the authors) it is compatible with some!!

Oh dear. You've started me off on one of my pet subjects :)

Saying all that, I still use MagiC5 on a daily basis (despite it's problems)!

I just wish that the authors would accept responsibility for the *bugs* and fix 'em!!

You could use MagToRom (by Uwe Seimet). This uses the PMMU to try and protect the MagiC code from being overwritten. Since using it, I seem to get less crashes (it doesn't help with booting though)!

Regards, Gary

--

---

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 2830. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HBKWCFAIUP@alkor.sax.de>
Source record: 128058

In <32FF5FB0.7778@xs4all.nl> Rene Kint wrote:

>Uwe Haase wrote:

>> Uhh? I look around, and I can't find any ATARI official people.
>> Only ATARI users. What Tony Smolar like to say is: No new original ATARI
>> developments for the TOS system will appear.

>As long as there are ATARI users (and there are a *lot* of them,
>and any action is to be spotted in the ATARI arena, ATARI is alive
>AS A PLATFORM.

The user platform is alive. That's true.
But how many professional developers are there? Can a developer of ATARI
software pay his bills from his sold copies?

>> I can't believe that you never started a program with the file extension
>> *.TTP (TOS takes parameters). You will see a dialog box that let's you
>> enter some parameters (commands) in a line. That's a (very simple) command
>> line.

>The GEM approach is to drag the object to the TTP, as command parameter.

... and GEM delivers this command parameter in the command line.
See GEMDOS reference, Pexec call, 3rd parameter of Pexec (). ;-)

>A real GEM implementation would take the dragged files/directories as
>a parameter.

There is no difference between drag/drop at program start and command
line parameters. The programmer have to evaluate the passed command
line.

>CLI's will be around forever. You're right. But they are NOT the main
>means to work and interface with your machine, anymore.

Right.

Greetings,
Uwe.

--
Email: haase@alkor.sax.de

# 2831. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: haase@alkor.sax.de
Message-ID: <HBKWCFAFUP@alkor.sax.de>
Source record: 128059

In <32fe1c2b.8076976@news.airtime.co.uk> !ynoT wrote:

Hi !ynoT ;)

>On Sun, 09 Feb 1997 19:32:18 +0100, haase@alkor.sax.de (Uwe Haase)
>wrote:

> Hi Uwe :)
>
>>ATARI is alive!
>
>Show me a example of new developments from ATARI Corp.
>I find only clones and emulators.

> You can find emulators made by ATARI ? where show me ?

I'm not allowed to do so until 2016. But I mean clones and emulators from
other developers...

> Either you are talking about ATARI not developing (that is an obvious
>fact) or you are talking about what ?...I fail to see ?

> My point is that the ATARI platform, the user base the whatever! is
>ALIVE and people saying ATARI is only around for emulation, in an
>ATARI newsgroup is flame bait ?...or as it is more commanly known
>around here "Knitting class bait"

The ATARI user platform is alive, that's true. I divide them into 5 parts:

1.Gamers. They own their 1040 ST(e), playing some games made in 1992 (or maybe
in the short past). They wonder why there are so less new games?
2.Typical users. Owning a ST or MEGA ST(e) with a small harddisk, writing some
letters or doing there small business.
3.Musicians. They control there MIDI equipment with an 7 years old 1040 STFM
and the best monochrome monitor ever build, a SM 124. After every entrance
they are asked: "Is this computer compatible to my P166?" - "No. Fortunately
not." ;)
4.Power Users. They own a FALCON or a TT (TT mostly with graphic card),
surfing the Internet with CAB, coding kewl demos or making high quality
prints with calamus.
5. Some persistent software developers. They dream about making much money,
(but nearly nobody is buying new software) or program just for fun.

(I'm sure I missed some of you)

What is the group that is producing new products? Only group 5 (and some of
group 4). The other parts are crying "Why are there not so much new software
like in 1993/94?"

I published a (very small but very tricky) piece of software last autumn. (I mean alvi - Alkor JPEG viewer, a fast, simple and not memory hungry JPEG viewer. GEM of course. Monochrome only. Somebody have stated that alvi is nearly as fast as DSP viewers, but alvi needs only a 68000...)

My log files have counted more than 1'000 (!!!) downloads. (I can't count the downloads from the >10 ftp servers were it was uploaded by other ATARI enthusiasts) I recieved 4 eMails ("Thank you for that good ...", "Well done" and so on) but how many have registered? None! (The registration fee is a postcard.)

So what is my conclusion? They don't honour my work, so they are not worth to get my software. That's very simple.

My very own actual version is a little bit faster, without some errors, and supports 8 grayscales/16 colors. In some days it will possible support 24bit true color. But this version will never be published...<G>

I hope to buy a ATARI emulator later this year, the speedup will be 25x and more (emulated 68020 with 140..300 MHz clockspeed compared to a real 8 MHz 68000) I'm actually design a multimedia/game library for some applications/games, but that's a very long way to finish...

With/for that very fast but emulated ATARI I can develop applications that won't be possible on the original ATARIs (better graphics, much more speed)

> Yes, it is a well known fact that I don't like GEM, it is not
>something I would like to have to deal with everyday, I run my ATARI
>nearly every day of every year I have owned it, but very rarely use
>GEM :(

This would change if you could use a better resolution as 320x200x16. (Seriously: Can I mail you some neat screen shots to show you what I mean?)

>>I can't believe that you never started a program with the file extension
>
> Well you will have to...the only app I can think of would be some
>unarchiver, and since I found the need these there have been shells,

Of course, these "ah -t14a!asy c:\to_there\yesterday\backup\hope1.all d:\from_here\ all_the\good_stu.ff*.*" typing isn't user friendly. But (internally) our packer shell is doing exactly this for you. So you use (a hidden) command line. ;)

If I want to know the free disk space of my hardisks I type this:

Alt+M (opens a console window)
df <Return> (Starts the disk free command)
[I see a list of the free diskspace of all 14 partitions 2 seconds later]
Cntrl+U (close the console window)

If I need a hardcopy of this list, I type

df >PRN: <Return>

Same procedure with the GEM desktop:

Select "drive C:", chose "File/Info", wait 20..40 seconds, select "drive D:"
chose "File/Info", wait......

(after some minutes)
What was the free disk space of drive C:?

I hope this small example will show you a advantage of CLIs...

>The ATARI is not such a Dinasour that it needs to
>be run on command lines (I said NEEDS) you can happily run an ATARI
>without ever using one.....

There are a lot of command line tools around making the live of a developer
much easier. Of course you don't need to use a command line, especially not
as a "normal" user.

> But why?...winzip supports zoo and everything else, it even decodes
>files, why would a command line be needed when a click of a button
>will do,

Just start your winzip on a none-Win95 computer, and you will see what I
mean with

>>If you install a CLI (command line interpreter) you can use the same script
>>files on your atari, MS-DOS PC, or unix workstation.

Regards,
Uwe.

--
Email: haase@alkor.sax.de

## 2832. Re: TOS/GEM?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dobuf$hv6@ornews.intel.com>
Source record: 128060

(posted and mailed)

In article <32FF9B8E.7190@lightspeed.net>,
Dan Cox <village1@lightspeed.net> wrote:
>Being an ibm user currently, but having used the st as a kid, and now
>discovering a following for it, I pulled it out of the closet. It's
>just as I remember. INCREDIBLY easy to use, no nonsense straight
>forward and simple.

<snip>

>I am assuming tos performed all of the operating system functions and
>gem was purely the gui interface riding on top of it. Or, were they
>intertwined?

Yes. <G>

TOS is The Operating System; GEM is Graphics Environment Manager. Programs that don't use GEM at all will have an extension of .TOS or .TTP, while programs which require GEM will have extensions of .APP, .PRG, or in later versions of TOS, .GTP; the part that manages all the pretty graphics is usually referred to as AES, and there are replacement versions available (oAESis, xaAES) which can run as replacements over single-tasking TOS sometimes) or over MiNT.

>How many versions of tos were there?

That depends on how you count, actually.

TOS 0.98 was a bootable floppy-loaded version that shipped with the very earliest 520ST.

TOS 1.0 was the first version in ROM.

TOS 1.2 was the ROM version in the Mega ST.

TOS 1.4 or 1.04 (same version, different counting system due to Atari changing the rules in mid-stream, so to speak) came along later and was aka "Rainbow TOS."

TOS 1.6 and 1.62 were delivered with the STe.

TOS 2.05 and 2.06 were delivered with the Mega STe. Both 1.04 and 2.06 were made available as upgrades for end users who were willing to shell out the $60 for the chips, and then get them installed.

TOS 3.0x is the version delivered in the TT030 (I have 3.06, and I know of at least one other version).

TOS 4.0x is in the Falcon030 (again, there are at least 2 versions of TOS 4.0x; I don't know the exact numbering of those versions).

>Were there different versions of gem?

Indubitably - some adjustments had to be made when video resolution improved, for example. The folx who write the replacement AESes would be better qualified to give you details on this, however.

> And, am I the only one who thinks it's the best thing since, as some >put it, canned beer?

Hardly the only one, by any means.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

## 2833. For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Ken Klotz <kklotz@gte.net>
Message-ID: <32FFDACD.4F15@gte.net>
Source record: 128061

I have an Atari Falcon 4meg ram,80 hd.and all my software.
Make offer. or leave message for list of software. Ive moved to
other platform and hate to see it in the closet with 6 other Atari
computers.

# 2834. Re: ST on a PC??

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: "James F. Hooper, M.D." <jhooper9@tusc.net>
Message-ID: <32FFE563.6242@tusc.net>
Source record: 128062

Ray Pilon wrote:
sone stuff about Gemulator...
I made the move to PC, but only when I was sure I could take my Atari with me. The Gemulator is good, esp under Win 95. On a Pentium 60 I get performace that is good, but not outstanding... faster would be better. I use the BEST benchmark there is... I let the DA for Shake it run, and guess how fast she goes... she's a little slow on my Gemulator, but I have a 16mhtz Mega 4. I have a Cannon flatbed scanner on my Mega. I scan on it, save as .IMG, and then transfer to the PC to Fax. Slow, but cheap.
--
James F. Hooper

# 2835. Re: HD Driver 6.1 demo, et al

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <xFAU-Xy.greg_evans@delphi.com>
Source record: 128063

Mike,

I got the "Drive S is write protected" error also. Then it said
installation was successful. Maybe the demo is correupted the same
as your disk copy. Hello Uwe???

Greg

# 2836. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5doqlh$5c4@ash.ridgecrest.ca.us>
Source record: 128064

Chris Krowchuk wrote:
>
> Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
> >martinr@hookup.net (Rick Martin) writes:
> >
> >> I seen these CLOWNS at the TAF show in Toronto with the Baracuda but
> >> unfortunately the one board they had " They lost the chips on-route "
> >> The second and only Baracuda they had with them never worked. They also
> >> had the same excuse at the Hartford show so you be the judge vapour or
> >> imaginary ware ! Just think about it they also were in negotiations to
> >> buy Atari at one time. Scary stuff !
> >
> >Yup. As someone said. They have used every excuse found in a book (or
> >something like it). This one must be the best, " They lost the chips
> >on-route ". :-))))
> >
> >Clowns? ;-)
> >
> >//Magnus Kollberg
> >--
>
> Yep, they told me at the same Toronto show that the card fell off the
> truck and got broken on the journey. Now, it seems to me that if I had
> a hot new product like this and I was taking it to a show... it would
> certainly ride in my lap all the way!
>
> Anyway, Afterburner 040 exists and is supported extremely well by
> Black Scorpions and Titan Designs. Who needs Barracuda now?
>
> On a side note, I called Wizztronics the other day and Steve told me
> that they had bought Atari and are sitting down "as we speak" with
> an Engineer to design new TOS machines.
>
> Take it with a grain of salt folks...
>
> All the best,
> Chris @ Computer Direct

Steve told me a year ago they already had the machine built.
They just need TOS to release it:)

As I pulled the HBS 640 out of a Mega I put up for sale,
I looked at the Compatibility Plus card. In another box
I looked over the extra Wizztronics memory card I have.
There was another little thingy that made installing the

Falcon clock patch a snap. 74F04 was mounted on a card and it inserted into the GAL sockets, GAL's fitting atop the Wizz card. All excellent workmanship. To bad all dreams don't make it to market.

I use TABASCO whenever I can in lue of salt:')

Mike

# 2837. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5dorcd$5c4@ash.ridgecrest.ca.us>
Source record: 128065

Daron Brewood wrote:
>
> In article <28491_please@no.spam.mail.here>
> please@no.spam.mail.here (please@no.spam.mail.here) wrote:-
>
> >The more I hear, the more sure I am that the only action likely to be taken
> >is to charge someone with wasting police time, or Daron suing the arse off
> >someone for defamation of character.
> >My money's still on an ex-girlfriend...
>
> Well according to my solicitor the penalties could run up to a spell in
> goal, but are likely to be a caution or heavy fine. Yes I did have some
> slightly dodgy pics on the HD.
>
> Ex-girlfriends I doubt it, although they had heard of Ruth...
>
>
> --
>
> ---------------------------------------------------------------------------
> dbrewood@nest.demon.co.uk
> ---------------------------------------------------------------------------
>

Wish you luck. Over in the U.S. you can kill someone and as long
as you didn't think about it for to long before the crime you'll
probably only get five years.

I fail to understand how the governments of the world think they are
trying to help us. They already take all the money, now they want your
blood. Someday they will get it, but not how they would like to.

Mike

# 2838. Re: TOS/GEM?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <33000567.33C5@cadvision.com>
Source record: 128066

Dan Cox wrote:
> 
> Being an ibm user currently, but having used the st as a kid, and now
> discovering a following for it, I pulled it out of the closet. It's
> just as I remember. INCREDIBLY easy to use, no nonsense straight
> forward and simple.
> Now please tell me how the st series utilized GEM and TOS.
> I have a 520st as an example which has tos hardwired in the computer as
> well as gem. This is an earlier model without the internal floppy.
> 
> I am assuming tos performed all of the operating system functions and
> gem was purely the gui interface riding on top of it. Or, were they
> intertwined?
> 
> How many versions of tos were there?
> Were there different versions of gem?
> 
> And, am I the only one who thinks it's the best thing since, as some
> put it, canned beer?
> 
> Sincerely,
> Dan

Welcome back Dan! We old timers are really devoted fans of the Atari hardware and you'd be surprised how much really terrific, powerful software is out there, although you'd be hard pressed to run a lot of it on a 520ST!

Originally, TOS v1.0 was on disk but moved to ROM chips thereafter. The Falcon was up to TOS 4.x and there was a beta TOS 5 as I understand it. The TT030 went to TOS 3.06, using a 32MHz Motorola 68030 and a 68882 FPU, burst mode RAM on a 64bit wide buss and full SCSI interface with 4 serial ports as well as DMA sound, stereo in and out plus the usual MIDI and other ports normally found on all Atari computers since the ST first came out. Now the clones are coming out of Germany. The T60 from Computer Direct in Edmonton runs a 68060 chip running at 50 MHz and reportedly 130MIPS. Let me tell you it a hot machine that runs like hell -the motherboard it has is aptly named - HADES!!!

With MagiC, TOS has been brought up to date by the Germans who have optimized all the routines to give us all a fully pre-emptive, multitasking OS that blazes! With NVDI you have full vector fonts on screen. There are graphic video cards, and the new T60 box has 4 PCI slots, IDE & SCSI drives.

So-o-o-o what are you planning to do with your 520? ;-)

Keith

## 2839. Da's Vector Pro

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <330006D7.3CD3@cadvision.com>
Source record: 128067

Since DA stopped making Vector Pro available, has anyone out there got a used copy for sale at a reasonable price? I'm looking for Vector Pro so I can do some extrusions of vector objects. I suppose they might upgrade me if I could get DA's Vector at least.... thanks all!

Keith

# 2840. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <855607702_OASIS_@flinny.demon.co.uk>
Source record: 128068

In article <yvv3ev5dmid.fsf@emw.ericsson.se>
Magnus Kollberg <emwoll@emw.ericsson.se> said:-

>Moan, moan, moan... how long will you guys keep one moaning about
>WebSpace? I'm getting a bit tiered of reading this MOANING.

I wasn't moaning about webspace really what I was moaning about
was the lack or response I got to a few questions I asked when I sent
these guys the STiK development kits.. ?

>Why can't we just be happy that there is going to be two good webbrowsers
>for the Atari?

I dont think anybody was moaning about there being 2 browsers?

>Just me two cents.

And my reply to it..

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

## 2841. Lynx with NOS? (was: PPP on Atari ?)

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <855572986_OASIS_@nordnet.fr>
Source record: 128069

In article <5dgg0c$5fp@ornews.intel.com>
atari@teleport.NO.SPAM.com (Rich Tietjens) said:-

>Oasis 1.35 is your best bet for immediate usage. [...]
>and it does allow the use of Lynx to browse in plain text mode.

There is a Lynx web browser working with NOS? Where? In another
article you said to someone to type 'lynx' without other informations,
could you please explain a little more?

>If his ISP uses POP3 for mail, however, he will also need NOSPOP3 to
>replace the NOS that's included in the package.

In any case take NOSPOP3, there are also at least 2 other services
(nntp POST and kill file) where it's better than the original. Or wait for
the next release of Mike de Petris's NOS update project, it will include a
POP3 client.

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

## 2842. emulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: beat keerl <ark@thing.net>
Message-ID: <01bc16e5$afd7ab40$6d548dcc@bayat>
Source record: 128116

My father in Spain has an Mega II Atari, I an IBM platform.
How can I send him programs in which I have downloaded. Can he read IBM formatted disks?(not programs)

Bayat Keerl

# 2843. Using Tos1.0 form. disks with PC

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: mvogel@coli.uni-sb.de
Message-ID: <32fe6000.14207802@134.96.82.11>
Source record: 128117

Hi,

from time to time I see that someone has the same problem, but I could never read a satisfying answer:

How can I read/write atari-formatted floppy disks (with TOS 1.0 !) on a PC (with windows95)?
I know that some people may now be willing to suggest: Use st2dos or st2ibm, but I tried and tried again, this doesn't work!
On another PC (with win3.1 instead of win95), it partially works, i.e. half of such a tos disk is readable, the other half seems to be corrupted (I talk about 720 kB disks).

Moreover, Gemulator (for windows as well as Gemulator Classic) claims to let me use such tos1.0 disks on my PC, but this isn't true, it simply fails, despite their great promises!?

My two computers (Atari 520ST+ and Pentium 150) are in different locations, so a cable connection isn't possible either.

Who has found a way and would be so kind to help me?

Many thanks

Manfred

## 2844. Sundog on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: jbjr@iglou.com
Message-ID: <32fe697b.2977856@news.iglou.com>
Source record: 128118

I finally got Sundog to work with the Gemulator. It took some trying, but it works, sort of.

Here's how I did it, in case anyone wants to know.

First, my copy is one of the first made for the ST (back in old 1985). It wasn't protected, but was the Atari ST format disk. I used my friends 1040STE to copy the disk to a standard formatted disk (MS DOS compatible). It will now run under Gemulator 3.6 and 4.5 and 4.6.

However... The Gemulator does strange things with the scrolling effect. When you're out walking around your ship and the screen scrolls, your ship will appear twice or three times. The scrolling is not right like on an original ST. It's not really playable.

I hope it works better when my Gemulator card arrives.

# 2845. Re: ANNOUNCE: EmuZine

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Matthew Schinckel <9308394v@hopper.Underdale.UniSA.edu.au>
Message-ID: <Pine.PMDF.3.91.970210112921.17818A-100000@hopper.Underdale.UniSA.edu.au>
Source record: 128119
Cross-posted to: comp.sys.acorn.misc,comp.sys.amiga.emulations,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att,comp.sys.be,comp.sys.cbm,comp.sys.cdc,comp.sys.dec,comp.sys.ibm.pc.misc,comp.sys.m68k,comp.sys.mac.misc

[some newsgroups trimmed]
On Sun, 9 Feb 1997, Earl Truss wrote:

> "Will Fisher" <blackat@direct.ca> wrote:
>
> > My name is Will Fisher and I am setting up a new e-zine on the web for
> >people who love emulators. This e-zine, called EmuZine, will focus on
> >specific
> >emulators, the platforms they run on, and what emulator is the best in it's
> >class of emulation.
>
> Emulate this ...

Oh yeah, nothing like a constructive reply.

Grow up.

To Will,

I look forward to reading your emulations E-Zine.
---
Matthew Schinckel - matt@null.net Shapeshifter #2813
TopFermentation@beer.com (Yay Coopers Ale!)

# 2846. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <5dm1p2$dpv$1@nic.ott.hookup.net>
Source record: 128120

I don't agree that it should be limited to OXO's page as there are many
spots where it could run into a problem . I believe a time limited demo
would be the best route to go as I and not OXO will test the program on
different sites to compare to Cab for speed ...
>In article <5d5okq$39p@belzebul.imaginet.fr>, oxo@imaginet.fr says...
>
>>kock@kockens.pp.se (J Kock) wrote:
>>
>>
>>>I fully agree, and i have also told Oxo this, but they dont answer
>>>E-mail it seems. I will not buy a browser i cant test online with
>>>the Demo.
>>
>>Yes there will be an online version demo but maybe limited to the
>>access of the OXO web site.
>>
>
>Ok, thats fair enough. Thanks for the answer.
>
>--
>\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
>\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
>\\ kock@hempseed.com - kock@myself.com
>\\ http://home1.swipnet.se/~w-12411
>\\ http://www.geocities.com/Broadway/1353
>
>.

---
**********
* martinr@hookup.net Falcon 16/ 85/IDE 1.6/GIG SCSI Powerup 2 *
* Ottawa , Ontario Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
**********
---

# 2847. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <5dm2al$dpv$2@nic.ott.hookup.net>
Source record: 128121

I seen these CLOWNS at the TAF show in Toronto with the Baracuda but
unfortunately the one board they had " They lost the chips on-route "
The second and only Baracuda they had with them never worked. They also
had the same excuse at the Hartford show so you be the judge vapour or
imaginary ware ! Just think about it they also were in negotiations to
buy Atari at one time. Scary stuff !
>skr@dcs.ed.ac.uk (Steven Rodgers) wrote:
>>In article <5co8u8$l1p@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
>>> skr@dcs.ed.ac.uk (Steven Rodgers) wrote:
>>> >Does anyone have any info on the Baracuda Falcon 040 board?
>>> >
>>> >--
>>> >
>>> >:=----+Steve.
>>>
>>> Doesn't exist, probably never did exist. Vapourware.
>>>
>>> Afterburner 040 does exist though.
>>>
>>>
>>> All the best,
>>> Chris @ Computer Direct
>>>
>>>
>>>
>>Does exist - I know somebody who has one.
>>--
>>
>>:=----+Steve.
>
>A Barracuda or Afterburner? Barracuda has been promised in two weeks for
>four years now. About two years ago, Wizztronics announced it was scrapping
>the Barracuda in favour of hawk, an 030 card which has been in final beta
>for two years now.
>
>If you know somebody with a Barracuda, then perhaps you should ask him
>for information on it and share this info with all of us. I am sure
>many would be interested in hearing about it.
>
>All the best,
>Chris @ Computer Direct
>
>

>
>
>
>.

---
**********
* martinr@hookup.net Falcon 16/ 85/IDE 1.6/GIG SCSI Powerup 2 *
* Ottawa , Ontario Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
**********
---

# 2848. Re: Using Tos1.0 form. disks with PC

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <5dm4aa$if5$1@nic.ott.hookup.net>
Source record: 128122

If you format your disk using Neodesk you will be able to use them on
a PC. BTW. Neodesk is the desktop replacement for Atari. I have done
this countless times flawlessly. You can find demos of this program at
Gribnif's web page.

>Hi,
>
>from time to time I see that someone has the same problem, but I could
>never read a satisfying answer:
>
>How can I read/write atari-formatted floppy disks (with TOS 1.0 !) on
>a PC (with windows95)?
>I know that some people may now be willing to suggest: Use st2dos or
>st2ibm, but I tried and tried again, this doesn't work!
>On another PC (with win3.1 instead of win95), it partially works, i.e.
>half of such a tos disk is readable, the other half seems to be
>corrupted (I talk about 720 kB disks).
>
>Moreover, Gemulator (for windows as well as Gemulator Classic) claims
>to let me use such tos1.0 disks on my PC, but this isn't true, it
>simply fails, despite their great promises!?
>
>My two computers (Atari 520ST+ and Pentium 150) are in different
>locations, so a cable connection isn't possible either.
>
>Who has found a way and would be so kind to help me?
>
>Many thanks
>
>Manfred
>.


---
**********
* martinr@hookup.net Falcon 16/ 85/IDE 1.6/GIG SCSI Powerup 2 *
* Ottawa , Ontario Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
**********
---

# 2849. Re: ANNOUNCE: EmuZine

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc170f$b9008aa0$b8f7aecc@127.0.0.1>
Source record: 128123
Cross-posted to: comp.sys.acorn.misc,comp.sys.amiga.emulations,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att,comp.sys.be,comp.sys.cbm,comp.sys.cdc,comp.sys.dec,comp.sys.ibm.pc.misc,comp.sys.m68k,comp.sys.mac.misc

```
> > "Will Fisher" <blackat@direct.ca> wrote:
> >
> > > My name is Will Fisher and I am setting up a new e-zine on the web
for
> > >people who love emulators. This e-zine, called EmuZine, will focus on
> > >specific
> > >emulators, the platforms they run on, and what emulator is the best in
it's
> > >class of emulation.
> >
> > Emulate this ...
>
> Oh yeah, nothing like a constructive reply.
>
> Grow up.
>
> To Will,
>
> I look forward to reading your emulations E-Zine.

Thanks for the support! If you would like to contribute I would be very
interested!

Will Fisher

(to the other person: if you are offended by my cross-posting I was only
posting
to the comp.sys ng's that have emulators since not everyone knows about or
gets
comp.emulators.misc!)
```

## 2850. Re: "Family Tree" type program?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Robert Trowbridge <bobtrow@delphi.com>
Message-ID: <BbE1vry.bobtrow@delphi.com>
Source record: 128124

I would be more than happy to also recommend FAMILY TREE for the Atari!
It has a lot of features. I just recently got started with genealogy
and have entered about 30-40 of my family already. It also allows you to
enter notes about a person.

Robert Trowbridge.

## 2851. Re: 2.5" drives in 3.5" spaces

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: mazzeri@foxvalley.net
Message-ID: <mazzeri-1002970033580001@ttyc13.foxvalley.net>
Source record: 128125

In article <5dkt13$l9u@einstein.ebicom.net>, bjr@edison.ebicom.net (Brian Roland) wrote:

|Cmoore (cmoore@cyberport.com) wrote:
|: In article <5dbapq$o89@nnrp1.news.primenet.com>, jimd1@primenet.com says...
|:
|: >I have seen posting mentioning 2.5" drives sobstituted for the original
|: >3.5" drives in Mega machines and TTs. What does it take to do that?
|

where can you get 2.5" scsi drives? what size are they?

--
_____/ You Know Who _____

## 2852. Re: emulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: mazzeri@foxvalley.net
Message-ID: <mazzeri-1002970036480001@ttyc13.foxvalley.net>
Source record: 128126

In article <01bc16e5$afd7ab40$6d548dcc@bayat>, "beat keerl"
<ark@thing.net> wrote:

|My father in Spain has an Mega II Atari, I an IBM platform.
|How can I send him programs in which I have downloaded. Can he read IBM
|formatted disks?(not programs)
|
|
|Bayat Keerl

yes. you are correct. his computer WILL READ your disks, but will not
EXECUTE the programs on it. SO you can share data or text this way, but
NOT software.. Unless you are sending him something that SI supposed to
run on his machine...

--
_____/ You Know Who _____

## 2853. Word Conversion

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: curse@dds.nl
Message-ID: <32FED697.36D0@dds.nl>
Source record: 128127

Anyone out there who can supply an ftp address, where I can download
an Atari 1ST word to Microsoft 6.0 or WordPerfect conversion program?

Thanx.

bastiaan de bruin

# 2854. FS U.S. Atari Computers and Hardware

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5dmins$ou2@ash.ridgecrest.ca.us>
Source record: 128128

```
Atari Computer and Hardware Sale
(and some PC stuff at the bottom)

Replys by email, first come first
serve. Sorry, no holding.
Postal moneyorder or bank issue check
unless i've sold to you before.
No COD's. Prices are for shipping
within the 48 U.S. States. Alaska
and Hawaii at cost. Most items
shipped by U.S. Express mail.
Larger items U.S. Partial Post
mail. Prices are firm.

***********************************
ST Computers and Hardware
***********************************

ComputerEyes color video digitizer
manual and software
Connect to VCR or Camcorder
includes Digispec (converts ComputerEyes
raw files to Spectrum 512 format).
$23.00 shipped
***********************************

PC Ditto 8088/8086 software emulator
Disk and manual
$8.00 shipped
***********************************

PC Ditto II hardware emulator
Lots of work to install this card
Manual, software and box
Not guarnteed because of difficult
installation proceedure ST-MegaST
$23.00 shipped (selling for friend)
or make offer
***********************************

Video Key: Allows your ST to be connected
to a VCR or TV. Composite video output,
mono audio output and monitor pass-through.
$23.00 shipped
***********************************
```

Multi-Switch by IB Computers
Connects Multisync monitor to any ST
Allows switching from color to mono on
multisync monitors (like the NEC 3D).
Good way to connect a VGA monitor to an
ST for High Res as well.
(Just don't push the color button:)
$23.00 shipped
**********

Keyboard Gizzmo
Adapts a PC keyboard and mouse
to ST/Falcon adds two joy ports
keeps Atari mouse too
Long cables for moving ST/Falcon
into PC Tower case. Hard-coded.
(bought a C-Lab case, don't need it now)
$18.00 shipped
**********

1040ST 1mb/TOS 1.02 w/mouse
Newer Falcon keyboard installed
720K floppy
Nice condition
$48.00 shipped
**********

MegaST2 fair-good condition
Compatibility Plus installed
(switches between TOS 2.06-1.02)
Marpet XTRA-Ram card total 4mb memory
floppy drive eject button sticks
No mouse or keyboard
Works great
$48.00 shipped
**********

**********
Falcon Hardware
**********

Speed Resolution Card
used, German docs and software
a lot of soldering.
$13.00 shipped
**********

Falcon standard 4mb memory card
(keep for spare)
$15.00 shipped
**********

Falcon powersupply
no brackets and plug has been
desoldered (upgraded my machine
to 66 watt supply).
$30.00 shipped

**********
Misc hardware
**********

Apple Computer/IBM 3.5'' 80mb SCSI
harddisk only, model WDS-L80.
$23.00 shipped
**********

Segate ST157N SCSI 40mb HD
harddisk only
$13.00 shipped
**********

USRobotics Sportster 14.4K Modem
external. Box, manuals. No modem
cable. Served my Falcon and ST
well for a few years. NOT a fax
modem.
$43.00 shipped
**********

2 each
Motorola MC68020RC16E/B PGA CPU
gold pins
$6.00 each shipped
**********

Motorola XC68040RC25B PGA CPU
68040/25MHz w/fpu
gold pins
$20.00 shipped
**********

2 each
Motorola MC68882RC16A PGA FPU
68882/16MHz FPU
gold pins
$6.00 each shipped
**********

Motorola MC68882RC20A PGA FPU
68882/20MHz FPU
gold pins
$8.00 shipped
**********

Set of 4 1mb 30 pin matched 100ns simms
8-bit
$15.00 shipped

set of 2 1mb 30 pin matched 80ns simms
8-bit
$9.00 shipped

set of 2 1mb 30 pin matched 100ns simms
8-bit
$9.00 shipped

set of 2 1mb 30 pin matched 120ns simms
8-bit
$9.00 shipped

All the above simms for $30.00 shipped
(if not previously sold)
******************************

ATI Graphics Pro Turbo 2mb video VLB card
for PC manuals and software
$60.00 shipped
******************************

OS/2 Warp V 3 on CD ROM
with Bonus Pak
Internet/fax/IBM works ect.
Like new, not registered
registration card included
includes all packed freebie offers
$56.00 shipped
******************************

Autodesk AUTOCAD R12 for DOS
Box, manuals, disk
$130.00 shipped
******************************

# 2855. Re: Q: Time stretching an audio file ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Mikael Hillborg <Mikael.Hillborg@softlab.se>
Message-ID: <32FF2F08.30A0@softlab.se>
Source record: 128129

Postmaster wrote:
>
> In article <32fa5d0215e090@sn.no>
> hallvart@sn.no (Hallvard Tangeraas) said:-
>
> >I believe "Zero-X" does this. There's a demo available on the net for
> >downloading, but I'm not sure where.
>
> I have it on my site! (See signature). Go to the Studio Support section.
>
> Greetz,

Doesn't help much since Zero-X doesn't do the job. The question was
about a program that executes a timestretch on a *stereo* file (without
loosing sync) which Zero-X can *not* do according to one of its authors.
Also, it cannot operate on files larger than RAM, which would be hopeless
with my 50 MB aiff files (not counting that, Zero-X is a great program,
especially its SCSI transfer facilities which seem to be excellent).

I have almost completed an own implementation that does a time
stretch on 16 bit stereo wav files of any size, e.g. 50 MB. If
someone gives me the Cubase Audio format for aiff files, I might
do an aiff version. And if there's *some* interest I might upload
it somewhere.

/Mikael

# 2856. Why I'm Impressed With OXO

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5dmm20$9tn@einstein.ebicom.net>
Source record: 128130

Greetings Gang,
Just wanted to say...I'm very impressed with OXO right now.
A few weeks ago I posted a fairly critical yet friendly article about
their new coming commercial release WWW browser "Web Space". In a very
short period of time, they'd updated their web-pages to include all of
the information I'd requested (and it was a lot!). This one gesture has
sold me on Web Space...can't wait to get my hands on it now! I get the
feeling OXO is very sincere about makeing WebSpace 1st class...and doing
the best of ability to deliver what "we" ask for.

Brian

# 2857. Wanted: Mega-STE

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <5dm2b1$88v$1@cti01.citenet.net>
Source record: 128131

I'm looking for a Mega-STE (only offers from within Canada please!)
-----
specs wanted:
* 4 Mb RAM
* internal Hard-Disk controller (HD capacity not important)
* clean or mint condition
-
e-mail offer and details (condition of equipment, included goodies).
-
Note that I do not need any monitor; only the machine and, possibly,
some included power softwares (NVDI 3.x &+, MagiC 5.x, etc.) are of
any consideration for this purchase, should you offer your complete
package --unless the price is SO rock-bottom that the monitor seems
like a freebee in the package deal 8^D
-
to those who had replied to my similar post last month, I've changed
providers, after having lost access to my previous e-mail account, so
please re-send to my new e-mail <grin>

# 2858. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Rene Kint <itsux@xs4all.nl>
Message-ID: <32FF5FB0.7778@xs4all.nl>
Source record: 128132

Uwe Haase wrote:

> Uhh? I look around, and I can't find any ATARI official people.
> Only ATARI users. What Tony Smolar like to say is: No new original ATARI
> developments for the TOS system will appear.

As long as there are ATARI users (and there are a *lot* of them,
and any action is to be spotted in the ATARI arena, ATARI is alive
AS A PLATFORM.

In your statement, you could as well state that WINDOWS 3.1 is dead,
because Microsoft doesn'd develop ANYTHING on that platform
anymore ;-) Nobody would agree with you.

> Show me a example of new developments from ATARI Corp.
> I find only clones and emulators.

See my previous comment.
Atari as a platform is alive...maybe even growing slightly.

> I can't believe that you never started a program with the file extension
> *.TTP (TOS takes parameters). You will see a dialog box that let's you
> enter some parameters (commands) in a line. That's a (very simple) command
> line.

The GEM approach is to drag the object to the TTP, as command parameter.

CLI implementation is a patch for UNIX-style programs, etc.

>
> If you install a CLI (command line interpreter) you can use the same script
> files on your atari, MS-DOS PC, or unix workstation.

Right.

> zoo a a:archive .
>
> will have the same result on all three systems. It will start ZOO (a packer)
> and packs the actual directory to disk.

A real GEM implementation would take the dragged files/directories as
a parameter.

Mind you, I use OS/2 (another 'dead' platform, hahaha) at home, Win3.11
at work, and an ST at home. I don't like the Win95 interface (worked
with it),
nor the Win3.11. GEM is OK (maybe because I got used to it so much
during

my pure ST time), OS/2 WPS is (IMHO) very good.

CLI's will be around forever. You're right. But they are NOT the main means
to work and interface with your machine, anymore.

Regards.
Rene Kint
Amsterdam, NL.

## 2859. Cubase graphic card patch ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-1002971012150001@macmax.irfmn.mnegri.it>
Source record: 128133

Please, does anyone know if there is a patch program, trick, bestiality,
a God etc. to run Cubase (3.01 on TT030 in my case) under CrazyDots graphic
card ?

Please, let me know...


```
--------------------------------------------------------------------------------
| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |
--------------------------------------------------------------------------------
```

# 2860. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv6801dn69.fsf@emw.ericsson.se>
Source record: 128134

martinr@hookup.net (Rick Martin) writes:

> I seen these CLOWNS at the TAF show in Toronto with the Baracuda but
> unfortunately the one board they had " They lost the chips on-route "
> The second and only Baracuda they had with them never worked. They also
> had the same excuse at the Hartford show so you be the judge vapour or
> imaginary ware ! Just think about it they also were in negotiations to
> buy Atari at one time. Scary stuff !

Yup. As someone said. They have used every excuse found in a book (or
something like it). This one must be the best, " They lost the chips
on-route ". :-))))

Clowns? ;-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2861. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv4tfldn3k.fsf@emw.ericsson.se>
Source record: 128135

fredrik.estberg@p76.dada.ct.se (Fredrik Estberg) writes:

Hej Fredrik,

> 
> > If I understand it correctly, the Barracuda worked but they
> > couldn't release it out of copyright problems (realy strange
> > as there are Hades and Medusa TOS clones) and the Hawk never
> > worked properly.
> I've heard that the Baracuda work ok on an ST, if thats so why
> didn't they released it for the ST. Imagine an ST with 040 :-).

Heheheee.. cool. Like a Medusa then. :-)

BTW. Have you got your AB040 yet?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2862. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv20apdm4c.fsf@emw.ericsson.se>
Source record: 128136

jcompton@typhoon.xnet.com (Jason Compton) writes:

> I wonder if the browser will really be a port. If so, you guys should
> enjoy IBrowse.

One more? :-)

Suddenly it starts to rain webbrowsers over TOS. :-)

Nice. :-)

So which one will I pick? Hehehee... it's starting to get compliated!

So, where is the Java support and VRML? :-)

BTW. Is IBrowse anything good?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2863. Re: WebSpace HTML browser: PPP layer snapshots

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv3ev5dmid.fsf@emw.ericsson.se>
Source record: 128137

Nick@flinny.demon.co.uk (Nicholas Flintham) writes:

> >They've never answered mine - including quite a few where I asked them
> >to remove an image of mine from their older web pages as they used it
> >without permission :/
>
> I got one a while back about getting hold of the stik dev kit.. sent
> them it and a few updates to it.. didn't get one response to it...

Moan, moan, moan... how long will you guys keep one moaning about
WebSpace? I'm getting a bit tiered of reading this MOANING.

Why can't we just be happy that there is going to be two good webbrowsers
for the Atari?

Just me two cents.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2864. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32FEF47C.2781E494@etlxdmx.ericsson.se>
Source record: 128138

Frank Charlton wrote:
>
> Tony Smolar <asmolar@localhost.fast.net> wrote:
>
> > Well, the Tramiels, who owned Atari thought it was smarter to spend all
> > their marketing dollars in Europe. People bought Amigas and PCs instead.
>
> Ack, you're kidding? We had almost no marketing in the UK, certainly.

Yeah, the only place that Atari marketed the ST well was Germany and,
unless the history books got it wrong, that doesn't constitute the
Europe.

Regards
Martyn

# 2865. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32FEF3A7.167EB0E7@etlxdmx.ericsson.se>
Source record: 128139

!ynoT wrote:

> I have had my ATARI for more years than I care to recall, and have
> never used a command line yet ?, just WTF are you talking about ?

Bet you have Tony. Every time you enter parameters into a TTP program
you're using a command line. Even if you've never used any other (and I
know that STOS 3D came with some TTP apps) you must have used ARC.TTP to
unarchive all the STOS apps and MBK files in the original package.

Regards
Martyn

## 2866. lharc for Unix

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: skr@dcs.ed.ac.uk
Message-ID: <E5DuHH.20s.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 128140

Is there any way of compressing/decompressing files in the lharc format under Unix?

--

:=----+Steve.

# 2867. Re: noDesk

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5dmuph$1g97@rs18.hrz.th-darmstadt.de>
Source record: 128141

Hi

In article <28558_please@no.spam.mail.here>,
please@no.spam.mail.here (please@no.spam.mail.here) writes:
> Their are also other replacement desktops that are PD/ freeware, such as
> THING and TERRADESK.
Just the note that Thing is (IMO inexpensive) shareware, not PD or freeware.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

# 2868. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HBKTEFUQUp@tos.ak.planet.gen.nz>
Source record: 128142

In <MPG.d65e2b59a52baf99896ea@news.redestb.es> user wrote :

>My brother wants to access the internet with his Atari STe (4 MB Ram and
>Hard Disk) and before searching the net I've found that STiK needs a SLIP
>connection. :-(
>
>As his ISP provider only accepts PPP connections, I searched again
>looking for any program that support this protocol and found a file
>(PPPKIT14) by Abel Philippe (p-abel@imaginet.fr), but don't know if this
>package will serve with other programs for e-mail, news or ftp.
[...]
>I've found many other programs (Oasis, NOS, Ice) but I don't want to
>download all and everyone to find that they don't fit the purpose...

I understand that Oasis (or is it ICE?) supports email, usenet and ftp and
is, from what I have heard, easy to use.

I use MiNTNet, but setting this up is not just a matter of "double click on
INSTALL.APP".

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

## 2869. Atari Falcon possibly for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Andrew Hague <andrewh@codemasters.com>
Message-ID: <01bc1748$5ae6f1a0$7f03a8c0@hague.codemasters.com>
Source record: 128143

What is the going rate for an Atari Falcon 030 with 4Mb RAM these days.
Especially one in a desktopper case with 160Mb of hard disk, Lattice C 5.6
and various other manuals, and software?
I also have an IBM SVGA monitor which I use for it which can go too.

If someone makes me a serious offer I may sell it. If not, I'll just keep
it.

-Andrew

--
Andrew Hague
andrewh@codemasters.com

# 2870. Re: Wanted: best terminal program for freenet

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32FF0E97.446B9B3D@etlxdmx.ericsson.se>
Source record: 128144

Daniel Klugh wrote:
>
> What is MS-DOS's file system based on?
> Certainly not CP/M,I used that and it works totally differently.
>
MS-DOS is based on CP/M. The similarities ore obvious, most notably the
8+3 file name system. Naturally there are differences also, otherwise
MS-DOS would be CP/M.

> QDOS is a analogue of CP/M.It used 8086 and CP/M a 8080.Programmes are
> totaly incompatible.Just like how MS-DOS 2+ system calls are analogues of

You are getting confused between an OS and hardware. The OS is simply
an interface between the user and the H/W. In theory, any OS could be
made to work to work with any H/W. The ICU's they normally run on are
irrelevant.

Regards
Martyn

# 2871. HDD And Processor Direct slot on Mega ST?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: tony.mattsson.0279@student.uu.se
Message-ID: <tony.mattsson.0279-1002971329480001@lab05.soc.uu.se>
Source record: 128145

Hi, I was wondering if there is an enlightend Atarian out there
who could answer following Questions...

I have a Atari Mega ST 2

1. What can i connect to the Processor direct slot?

2. Can I put a Internal HDD in it, and in that case WHAT?

3. Ascsi, what is that? Can in connect a SCSI HDD?

4. Can I expand the RAM? What circuits do I need in that case?

Will anyone sell me a HDD for it? I live in SWEDEN.

I would be thankful for a reply...

# 2872. Re: AutoSwitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-1002971242240001@47.85.0.99>
Source record: 128146

In article <28817_please@no.spam.mail.here>, please@no.spam.mail.here wrote:

** dtuff deleted about Overscan **

> A later development of Overscan is LaceScan, I have one fitted ATM but it too
> suffers from the "dirty" resolution change, which does clear once you run a
> prog, that is if you can read the screen to find one! (g)

I am trying Lacescan ATM.

I find that I must have the switch set to the 'off' position before I
power up the ST, otherwise the machine won't boot.

I also find that it sometimes gets confused about which res it's in, so it
won't let you change from Low to Med.

Appart from that, it works; something I could not get the PD version of overscan
to do.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

## 2873. 2.06 TOS wanted !!

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Joachim Schulz <achimpje@cs.tu-berlin.de>
Message-ID: <32FF1E08.1D60@cs.tu-berlin.de>
Source record: 128147

```
Hi Fans!

Anyone out there, who can tell me where I can find (get) tos image 2.06
I need it to run an atari emulator on a unix system.

Unfortunately I don't have my own atari anymore :(

Perhaps, somebody can help me :)

Greetings from Berlin/Germany

ps: please email
--
+------------------+-----------------------------------------------------+
| Joachim Schulz | WWW : http://www.cs.tu-berlin.de/~achimpje/ |
| TU-Berlin FB 13 | MAIL: achimpje@cs.tu-berlin.de |
+------------------+-----------------------------------------------------+
```

# 2874. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: !ynoT
Message-ID: <32ff08ec.1328664@news.airtime.co.uk>
Source record: 128148

On Mon, 10 Feb 1997 10:08:39 +0000, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> wrote:

>!ynoT wrote:
>
>> I have had my ATARI for more years than I care to recall, and have
>> never used a command line yet ?, just WTF are you talking about ?
>
>Bet you have Tony. Every time you enter parameters into a TTP program

Once, maybe twice I have had to use a command line, something so rare
that I had forgotten ?, However the original post was making it sound
like the "norm" for ATARI users, my point was its not,

>you're using a command line. Even if you've never used any other (and I
>know that STOS 3D came with some TTP apps) you must have used ARC.TTP to

Did it?...As STOS3D is a bit of a joke amongst the STOS community I
can say I wouldnt know, I got a copy all ready to use, like everyone
else I was unimpressed enough to dump it :)))

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

## 2875. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5dn7fj$p4d@m1.cs.man.ac.uk>
Source record: 128149

In article <5d5bn3$9h5@login.freenet.columbus.oh.us>, dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>The Atari also kept the OS in ROM.It's just that the original OS was out
>there for everybody with a modem.

Look, there is NO SUCH THING as 'The Atari'. There are LOTS of different types of Atari computers/consoles, and you cannot generalise about them. Previous confusion in this thread was due to the use of this incorrect term.

Anthony
--
---
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
---
New program - KP Flash - Sound 2 Light (literally) for the Falcon
---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
---

# 2876. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5dn8e9$26@flood.xnet.com>
Source record: 128150

Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:
: Welcome to the group. How about a little info on the
: 060 accelerators available on the Amiga platform.
: Performance, software issues ect..

Well, ok, in short, they're all fast. More specifically, they're available for the mid to high end Amigas (1200, 2000, 3000, 4000). They range from $700 to nearly $1500, depending on features, manufacturer, models, etc.

There's at least 5 manufacturers of 060 accelerators, and the Draco Amiga compatible is 060 based.

Most notable of the bunch is the Phase5 technology, which includes software to patch certain FPU instructions directly to the 060 commands rather than let them get bogged down in the chip's 040 emulation.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
Pythagoras with the looking glass... ...reflects the full moon.

# 2877. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5dn8gj$26@flood.xnet.com>
Source record: 128151

Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
: BTW. Is IBrowse anything good?

Yes, that's why I said it.

It is, however, dependent on the MUI (Magic User Interface) system on the Amiga, which means I wonder if instead of an IBrowse port, you'll get parts of its technology (the image decode library, etc.) in a new browser.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
Pythagoras with the looking glass... ...reflects the full moon.

# 2878. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <32FF29F0.41C67EA6@etlxdmx.ericsson.se>
Source record: 128152

!ynoT wrote:
> >> I have had my ATARI for more years than I care to recall, and have
> >> never used a command line yet ?, just WTF are you talking about ?
> >
> >Bet you have Tony. Every time you enter parameters into a TTP program
>
> Once, maybe twice I have had to use a command line, something so rare
> that I had forgotten ?, However the original post was making it sound
> like the "norm" for ATARI users, my point was its not,
>
I know it's rare, my point was that would have done it at some time.
Case proven m'lud, I think. Besides, it makes a change for someone to
wind you up rather than vice versa :-)

> Did it?...As STOS3D is a bit of a joke amongst the STOS community I
> can say I wouldnt know, I got a copy all ready to use, like everyone
> else I was unimpressed enough to dump it :)))

I'm not sure from this whether or not you actually tried it. I know
I've seen you mention it as useless in the past and so presumed you had
installed and used it. I thought it was quite good and managed to get
it to do some interesting stuff (none of which I have anymore, before
you ask :-( )

# 2879. CD-R Media for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: march@july.com
Message-ID: <5dna6n$1eh@dfw-ixnews5.ix.netcom.com>
Source record: 128153

We have the following CD-R media for sale.

Brand: Pioneer
Type: Printable Media (Surface is blank for printing or labels)
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.99
Minimum Order: 10

Brand: Maxell
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: TDK
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Hewlett Packard
Type Gold on Gold
Size: 74 min (650 mb)
Price: 7.15
Minimum Order: 10
Lifetime Warranty

The Copy Cat Shop has all your CD duplication, replication, recorders,
software, and media needs.

If you have any questions feel free to call.

Cordially,

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

## 2880. IDE CD-ROM on Falcon - Anyone tried that?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: tomo@fly.cc.fer.hr
Message-ID: <5dnb7c$qhr@bagan.srce.hr>
Source record: 128154

Hi to all!

If you got it working, please let me know how it works. What software
is needed? Any problems, etc ...?

Please, followup here and to my personal email also!

Thanks!

Tomislav Djigas

tomo@fly.cc.fer.hr

# 2881. Help-> Hooking a SCSI drive to my ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Jeff Lawton <jlawton@groupz.net>
Message-ID: <32FF3C13.31D5@groupz.net>
Source record: 128155

What do I need to hook a SCSI card up to my Atari ST (1040) could
someone please help..

TIA

Jeff

# 2882. Re: lharc for Unix

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: tomo@fly.cc.fer.hr
Message-ID: <5dnd3g$sml@bagan.srce.hr>
Source record: 128156

Steven Rodgers (skr@dcs.ed.ac.uk) wrote:
> Is there any way of compressing/decompressing files in the lharc format under Unix?

> --

> :=----+Steve.

Yes, there is, with a dedicated lha program.

We have it on our local mainframe, which is a single-processor
SPARCstation 2 under SunOS 5.5. If you have that, or a Solaris, I can send
you a binary executable. If not, you will have to search around the Net
for a source (it is free) and compile it at your host, or home computer.

If you'll reply, please use my personal e_mail.

Good luck!

Tomo

**********************************************************************
* Tomislav Djigas *
* Student of The Department of Electroacoustics *
* Faculty of Electrotechnics And Computing in Zagreb, Croatia *
* http://fly.cc.fer.hr/~tomo (nothing interesting on) *
* e_mail: tomislav.digas@fer.hr *
**********************************************************************

## 2883. Re: Linux on the Falcon...

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: cure@cnam.fr
Message-ID: <5dndjr$nv8@ys.ifremer.fr>
Source record: 128157

In article <Pine.GSO.3.94.970208161437.4316B-100000@suntan>, "Jon Hull (CS)"
<hull@eng.usf.edu> writes:
>Hello, all. I have a Falcon with TOS v4.04, 4M RAM, int. 65M HD, ext.
>530M, and 68882 FPU. I would like to install Linux on my machine so that

4Mo is less to use graphical interface.

>I may begin understanding a UNIX system better with the hopes that
>sometime I'd be able to program for them. I have tried to install Linux
>once before, but have had no luck. I would like to inquire as to where to
>download it from, which source and/or binaries I'd need (and how to

You can download it from : ftp://sunsite.cnam.fr/pub/Atari/Linux68k/Mirror/

Take watchtower-2 filesystem in erl/filesys, ataboot, kernel and
ramdisk in erl/v2.0

David.
--
David Cure : cure@cnam.fr
Atari-Web Admin : http://www.cnam.fr/Comp/Atari/
Linux/68k ftp Admin : ftp://ftp.cnam.fr/pub/Atari/Linux68k
http://www.cnam.fr/Comp/Atari/Index_Linux68k.html

# 2884. Re: WTB: Atari TM195

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1002970844060001@i515.oro.net>
Source record: 128158

In article <32FE4299.5516@pacbell.net>, RCLAUNCH@pacbell.net wrote:

> I would like to buy a Atari TM195 monitor...
> This is the TT monchrome 19in...
>
> I will pay $135.oo plus pay freight in US.. Must
> be in good working order..
>
> Richard
> RClaunch@Pacbell.Net

Well if you dont find one for the $135, let me know as I have mine
available for $175 plus freight.

Thomas

$175 is my lowest dropping point as I know eventually it will sell as its
a good price.

# 2885. Re: WTB: Atari TM195

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1002970846000001@i515.oro.net>
Source record: 128159

In article <32FE4299.5516@pacbell.net>, RCLAUNCH@pacbell.net wrote:

> I would like to buy a Atari TM195 monitor...
> This is the TT monchrome 19in...
>
> I will pay $135.oo plus pay freight in US.. Must
> be in good working order..
>
> Richard
> RClaunch@Pacbell.Net

Another added plus is I will throw in the magazines we had been discussing for 1/2 price. $25 plus freight for the magazines if purchased with the monitor. That would make the magazines in your original budget for your user group. Good bargain.

Tom

# 2886. Re: ATARI RETAILER GONE OUT OF BUSINESS

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ff5ac644e550@sn.no>
Source record: 128160

On Sun 09-02-97 01:32, modemkid@gate (modemkid@gate.net) wrote:

>I was a Atari retailer that has gone out of business and I am loaded
>with atari software. I have software for every atari item with the
>exception of the lynx. My shop hours are from 1pm to 9pm eastern
>standard time and my number is 561-464-0019. Gary is the name.
>If you call, please have a list ready or just email me a your list to
>modemkid@gate.net. Thank you

Do you have the following?:

Diamond Edge (harddisk utility)
Papyrus (word processor)
NVDI w/SpeedoGDOS (screen accelerator w/system fonts etc)

Hallvard
--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2887. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ff5ac844fe71@sn.no>
Source record: 128161

On Sun 09-02-97 13:05, Edward S. Baiz Jr. (ebaiz@qtm.net) wrote:

>
>Oregon Research will be coming out with some new products for Atari
>computers. TermiteTCP (I think that is the name) will allow PPP
>connection to the Internet. I heard ORA is working with the CAB
>people the will allow it to work with this program. Also, ORA is
>going to release a new web browser for the Atari's. Both programs are
>ports from the Amiga versions. The web browser is due out in April
>while the Termite should be released very soon.

Does Oregon Research have a web page where one can get more information?

Hallvard
--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 2888. Anyone using "That's Write"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ff5ad2457b95@sn.no>
Source record: 128162

I'm working on installing a harddrive for my dad's system, and one of his programs is the "That's Write" word-processor.

It seems like he's somehow managed to mess up the master-disks, because some files are apparently missing when I try to run the "install" program, so I was wondering if some kind soul out there could help me get hold of the missing/corrupt files needed to get it working?

I'm not quite sure of which files are missing, so I'd have to get some sort of listing of the files included with the original disks and compare them with what I have.

Hallvard
--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 2889. Any web page for "Connect"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ff5ad645ab07@sn.no>
Source record: 128163

Is there any web page out there dedicated to the terminal program
"Connect"? I'd like to add a link from my Atari web-page if there's
one around.

Hallvard
--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 2890. Postmortem program required

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <11652845_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 128164
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Does anyone know of a good 'postmortem' program that displays the registers
etc. after a program has bombed ie. RAM $380 - $3EB!

It must work under MagiC.

TIA, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 2891. Re: What is a SHTML Web Site?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Karl Samyn <saka@stud.rma.ac.be>
Message-ID: <32FFBAA7.78A@stud.rma.ac.be>
Source record: 128165

James Pirie wrote:
>
> >:
> >: That would be .shtml originally; beats me what the "s" stands for, but it's
>
> >Hey guys...I'm speculating here..but I belive that on linux based ISPs,
> >each user can have a directory called www, and from this directory,
> >you may name one file with the extension .shtml and it will become
> >the default file downloaded if someone requests an url with your
> >user name. I.E. http://www.ebicom.net/~bjr
>
> Nah, I think Frank Charlton gave a more plausable explanation of the
> shtml extender in this self same newsgroup :-) I think you are
> confusing the Index. bit with shtml. On my server, zetnet, we were
> told to name our home page index.htm or html or, I suppose, shtml as
> long as it is called index it will be loaded first :-) I could be
> wrong also, hey I usually am!! but it gives me a reason to waffle on
> at great length :-))

SHTML
Pages that contain Server Side Includes (SSI) are by default *.shtml.
Pages containing SSI are also called parsed-html files. These files are
analysed by the http-server. Server Side Includes are special codes you
have to put in your html-code and pages. These codes allow special
options that the http-server will execute. With the SSI you can include
other files and variabels. Here are some exemples of SSI code you have
to put on the page :
<!-- #include file="signature.html -->
This SSI will show a signature file on your *.shtml page.
<!-- #echo var="DATE_LOCAL" -->
This SSI will show the local date on the *.shtml page.
These SSI can also used to get info about the visitor.
<!--#echo var="REMOTE_ADDR"--> shows the IP-address of the visitor.
These SSI will only be executed when you put them in a *.shtml page, and
not on a normal *.html page or you've told the server so.

The home-page you put on a server is normally named index.html. This
name can also be something else, but then again you have tell the server
again what he has to look for. If you don't specify a file the server
has to load automatically, he will display the entire directory with all
the files in. This isn't very plesant for the web-surfer because then he
has to think a little about on what he could click.

If somebody wants I can put an example of both of these things on my
WEB-server, so you will be able to see it once real what I mean.

--
Greetings,

```
/*---------------------------- Saka -------------------------------*/
/* Karl Samyn - 148 Pol - RMA */
/* http://193.190.205.13/Popo/148_pol/Samyn/Atari.htm */
/*-----------------------------------------------------------------*/
```

# 2892. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: !ynoT
Message-ID: <33044899.7599535@news.airtime.co.uk>
Source record: 128166

On Mon, 10 Feb 1997 14:00:16 +0000, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> wrote:

>> that I had forgotten ?, However the original post was making it sound
>> like the "norm" for ATARI users, my point was its not,
>>
>I know it's rare, my point was that would have done it at some time.

Well your point is proven that people will "Probably" use a command
line at sometime?, Mine is proven that it's definatly not the norm'
for ATARI users to use or need command lines, hehehe (never give an
inch) hehehe

>Case proven m'lud, I think. Besides, it makes a change for someone to
>wind you up rather than vice versa :-)

Why whatever do you mean,;-)

** Shhhh whats that Clicking sound?..... **

>> Did it?...As STOS3D is a bit of a joke amongst the STOS community I

>I'm not sure from this whether or not you actually tried it. I know

Tried the demo routines that came with it, also tried replacing a few
with commands I know to be faster,(Wiping the screen etc) but alas
still looked naff,

>I've seen you mention it as useless in the past and so presumed you had
>installed and used it. I thought it was quite good and managed to get
>it to do some interesting stuff (none of which I have anymore, before
>you ask :-( )

Well I look at it like this...It has been around for a long time, and
many people say they have played with it and had minimal success with
the odd routine, but if it was any good then someone would have
released something with it?, I think the lack of STOS 3D Programs
tells its own story...
Now of course some clever Dick will now tell us an exact program
released...but not enough to make it any good, IMAMOPO

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 2893. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5dnq1b$afd@scanner.worldgate.com>
Source record: 128167

Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
>martinr@hookup.net (Rick Martin) writes:
>
>> I seen these CLOWNS at the TAF show in Toronto with the Baracuda but
>> unfortunately the one board they had " They lost the chips on-route "
>> The second and only Baracuda they had with them never worked. They also
>> had the same excuse at the Hartford show so you be the judge vapour or
>> imaginary ware ! Just think about it they also were in negotiations to
>> buy Atari at one time. Scary stuff !
>
>Yup. As someone said. They have used every excuse found in a book (or
>something like it). This one must be the best, " They lost the chips
>on-route ". :-))))
>
>Clowns? ;-)
>
>//Magnus Kollberg
>--

Yep, they told me at the same Toronto show that the card fell off the truck and got broken on the journey. Now, it seems to me that if I had a hot new product like this and I was taking it to a show... it would certainly ride in my lap all the way!

Anyway, Afterburner 040 exists and is supported extremely well by Black Scorpions and Titan Designs. Who needs Barracuda now?

On a side note, I called Wizztronics the other day and Steve told me that they had bought Atari and are sitting down "as we speak" with an Engineer to design new TOS machines.

Take it with a grain of salt folks...

All the best,
Chris @ Computer Direct

# 2894. ethernet connection for ATARI ST needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: ralfl@schunta.etc.tu-bs.de
Message-ID: <32ff6146.29632799@personalnews.germany.eu.net>
Source record: 128168

Hello
is there an ethernet connection for atari st available?????

# 2895. Re: Sundog ST Disk Image?

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dnn46$4n8@ornews.intel.com>
Source record: 128169

In article <32ffb745.600804406@nntp.msstate.edu>,
shane (at) erc (dot) msstate (dot) edu (Shane Hebert (anti-spam email
address)) wrote:
>On Fri, 7 Feb 1997 22:36:48 +0000, an alien in the guise of
>frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>
>>| M. Mackin <mmackin@eden.com> wrote:
>>|
>>| > Does anyone know where I might be able to find a disk image of Sundog
>>| > for the Atari ST?
>>|
>>| Wasn't that a commercial game?
>
>Probably doesn't matter much anymore...

It matters to Toad Computers, who (last I checked) still sold Sundog.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 2896. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dnmp6$4n8@ornews.intel.com>
Source record: 128170

In article <51a_9702051700@to.org>, dave.lee@to.org (Dave Lee) wrote:
>
> In message 0/32/1402, atari@teleport.NO.SPAM.com writes:
> > ... it should be noted that FoReM is long out of support, ...
> > ... adding Fido capability (or Internet capability
> > for that matter) is going to be nearly impossible...
> >
>Now stop that Rich. I run TAF ONLINE on Friends Of Ricky Moose. And as
>you know, I can send I-Net E-Mail by using Fidodoor. It's receiving the
>messages through Fidodoor that has me beat. While the program is no
>longer supported by anyone.... the alternatives are not that easy to set
>up.

For you, it's great - but where does a new Sysop get a registered FIFO, or a key for Fidodoor?

>I have never liked the script language of Ratsoft and while Octopus
>IS supported, it's a bear to set up. Why can't somebody come up with a
>real nice BBS program for the 16/32 bit Atari machines that's easy to set
>up and allows for "easy" file transfers and "easy" I-Net ability? Must be
>because "we" are a dieing breed. Hmnnfff!

Actually, if you can't set up the (relatively old) demo package of Octopus, you probably aren't qualified to be a sysop. <G> It consists of 3 steops:

(1) Unzip the package to your C: drive

(2) Edit the Octopus.Cfg file to change the sysop name.

(3) Run the program.

Granted, adding a bunch of existing file areas is a PITA but it's not /hard/, just tedious.

Adding a CD-ROM to the BBS system is almost trivial; run the provided utility with a simple "make" command line option (to make writeable FILES.BBS files on your hard drive) and then add the info thus produced to your Octopus.Cfg file.

And this is turning into an advocacy discussion, so I'll close by saying that, if anyone (who speaks/writes English - there are others better qualified than I in other lnaguages) has any specific questions about an Octopus setup, I'll be happy to answer them in email.

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--------------------ftp://ftp.teleport.com/users/atari----------------------

# 2897. Re: .HELP "BO BJOF"

Newsgroup: comp.sys.atari.st
Date: 1997-02-10 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5dnq84$afd@scanner.worldgate.com>
Source record: 128171

A.Vitali@agora.stm.it wrote:
>HELP "BO BJOF"
>I have a Mega STE.
>Since yesterday the following word: "BOï¿½ BJOF" often appears on my screen.
>I don't know what is the reason for that stuff...
>Can someone tell me how to resolve it?
>And if it's a virus can someone tell me where can I find an antivirus?
>(in english 'cause I don't understand deutsch).
>Thanks
>Adriano
>My adress: a.vitali@agora.stm.it
>

This is most certainly a virus, it first appeared here about 6 months
ago on our club's presidents machine. I don't know what or how it was
resolved, but you can send e-mail to leslieh@worldgate.com and ask
him for info.

All the best,
Chris @ Computer Direct

# 2898. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5dqfjt$b0m@scanner.worldgate.com>
Source record: 127922

Magnus Kollberg <emwoll@emw.ericsson.se> wrote:

>I certainly would! I would also have packed it very well in a big box
>full of "soft stuff" (I have no idea what it's called in english)
>to make it be "drop" proof as well.

No doubt! I would have packed it so well it could have survived a cab
ride in New York City!

>> On a side note, I called Wizztronics the other day and Steve told me
>> that they had bought Atari and are sitting down "as we speak" with
>> an Engineer to design new TOS machines.
>
>Are you joking, or is this what he realy said?

Almost! Sorry, in rereading this post I made one error. He said he had
bought TOS from Atari.

>> Take it with a grain of salt

All the best,
Chris @ Computer Direct

folks...

# 2899. Re: ST on a PC??

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970211135809.2784A-100000@usr11.primenet.com>
Source record: 127923

Aren't you scared to get a pc?
Why moving directly to pc? Don't you dream about the DirectT60?
Or the future Phoenix?
Even if you REEEEEEAAAALLLYY have to run pc stuffs, the Pentium card
is/will be available.
Get a computer, not a pc.
Bye :)
and be happy :)

On 11 Feb 1997, Ray Pilon wrote:

>
>Well like a lot of others out there I'm thinking about moving to a PC
>machine. But on the way I would like to run some of my ST software on
>the PC.
>I've heard of Gemulater and Magic C. Some of the stuff on Gemulator
>isn't very good. Is Magic C any better?? Is it easier to get either
>of these programs to work on a Mac rather than a PC.
>
>
>Any thoughts would be appreciated.
>
>
>Thank you
>
>
>73
>
>
>Ray
>
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 2900. Re: Any web page for "Connect"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HBLQAFATUP@data.rhein-main.de>
Source record: 127924

In <32ff5ad645ab07@sn.no> Hallvard Tangeraas wrote:

>Is there any web page out there dedicated to the terminal program
>"Connect"? I'd like to add a link from my Atari web-page if there's

I can't found a page.
I check that with web.de lycos and yahoo.

(If you found , tell me the url, i will include that page too) :-)

regards, robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 2901. BTV the new strain, part 2

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Ade@finitive.demon.co.uk
Message-ID: <855690352_OASIS_@finitive.demon.co.uk>
Source record: 127925

Hi again,
The info on the new strain follows....
(Hope you read or remember the original, it helps this one make sense!)
The Baby Turtles now have their own terrorist group, The Baby Turtle Liberation Front (BTLF), not to be confused with the counter organization, The Liberation Front of Baby Turtles (LFoBT)!
The BTLF's main task is to liberate all electronical and mechanical items from the control of us humans, or part humans, and run them themselves.
One of thier terrorist actions seems to be leaving little bombs all over the place, these have been noticed on many monitor screens, completely affecting the controlling humans work, you may think this is just a normal crash, but while they are causing havoc with these mini explosions they have control of your computer. Hav you noticed light bulbs suddenly go ping when you turn them on, the turtles place a little bomb inside the bulvb that goes off when you turn the light on, of course sometimes thesew bombs go off prematurely and you'll see the light ping out when its still on!

Remember the Baby Turtles are out to get you ......

--

---
ade@finitive.demon.co.uk
http://www.finitive.demon.co.uk/
---

# 2902. Baby Turtle Virus, New Strain.

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Ade@finitive.demon.co.uk
Message-ID: <855689894_OASIS_@finitive.demon.co.uk>
Source record: 127926

Hello All,
Some of you may know of the Baby Turtle Virus (BTV), and some of you
will not, well there is now a new, more powerful strain, the effects are even
nastier than before, but are easier to spot, (at least most of them!)
Details of the original BTV can be found at :-
http://www.finitive.demon.co.uk/safari/btv.htm this will enlighten you bit!

BTV2 info in next posting....

Ade.

--

ade@finitive.demon.co.uk
http://www.finitive.demon.co.uk/

# 2903. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <3300CA39.794BDF32@doc.ic.ac.uk>
Source record: 127927

> As his ISP provider only accepts PPP connections, I searched again
> looking for any program that support this protocol and found a file
> (PPPKIT14) by Abel Philippe (p-abel@imaginet.fr), but don't know if this
> package will serve with other programs for e-mail, news or ftp.

> I've found many other programs (Oasis, NOS, Ice) but I don't want to
> download all and everyone to find that they don't fit the purpose...

I believe that Oasis and NOS are the best two for normal TOS.
If you have MiNT, then get MiNTNet, but only if you are sure
you can configure it correctly; MiNTNet is a *proper* socket
based TCP/IP stack, and is a bitch to set-up correctly.

Oasis and NOS come with tools (ftp, etc...). Oasis is newer
than NOS, but couldn't support PPP the last time I looked;
though they did say it would soon, and I looked quite a
while ago. MiNTNet supports PPP, but it's harder to use.

Basically, get NOS, unless you find that Oasis does PPP
(which it didn't before), or you're a dedicated UNIX hack
in which case you'll like MiNTNet.

--------------------------------------------------------------
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

# 2904. Re: need help Printer HP LJ 5L

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <3300CAE2.15FB7483@doc.ic.ac.uk>
Source record: 127928

Vadim Gouida wrote:
>
> Hi, all
>
> Recently I bought HP LaserJet 5L printer. How can I print on it
> Russian letters. So far I can do it only in Calamus but I like to
> do it in other program also as LDW, SB, Word plus etc. I believe I have
> to find special utility to load russian characters in printer. I was
> supplied such programm for IBM. If anybody has suck kind of programm for
> Atari I will apreciate your help.
>
> By the way I have Atari 1040 ST.

What you need is some Russian fonts. I don't know where you would get these from - I imagine that (given that you use Speedo compatible GDOS) Bitstream would have some. Failing that, you could use TrueTypes (there must be Russian TrueType fonts about somewhere) with NVDI/Speedo 5. The drivers for STs don't tend to use the printer's built-in font rendering, so uploading the fonts to the printer just reduces the amount of memory free for other work.

If you're just printing ASCII, then you could use the PC program to upload the fonts, then just plug your printer into your ST. The fonts will stay in the printer until you next reset it or power it down.

--------------------------------------------------------------
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

# 2905. Cable between ST and Megafile 60 harddisk unit

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: 0schenk01@flnet.nl
Message-ID: <3300d5a9.1269384@news.flnet.nl>
Source record: 127929

Hi!

I recently bought an Atari 1040 Stf with an Monochrome
monitor/external diskdrive and build-in PC-AT emulator and a Megafile
60 Harddisk unit. It cost me about $25 in all and it works perfectly.

However, I am missing the cable between the harddrive unit and the ST.

Does anyone know where one can get these (no supplier has any ST stuff
left!). I would be equally happy if someone could get me the schematic
of the cable so I can build one myself.

Thanks!

Jacob Schenk
(0schenk01@flnet.nl)

# 2906. Re: Where to find Munpack.ttp

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Doug Kendall <dkendall@facstaff.wisc.edu>
Message-ID: <3301004E.29C5@facstaff.wisc.edu>
Source record: 127930

Is the program Mpack or Munpack commercial, shareware or freeware? Where is it available? (I didn't seem to find it on HENSA or UMICH. By the way, has HENSA dropped its access limits for non-UK domains? I've had no trouble connecting well before 8:00 PM GMT lately.)

Doug Kendall, Madison WI
e-mail: dkendall@facstaff.wisc.edu

# 2907. Re: Sundog ST Disk Image?

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Jonas Andreasson <jonas.andreasson@mbox2.swipnet.se>
Message-ID: <3300E472.6556@mbox2.swipnet.se>
Source record: 127931

Mr.Maddog@Microserve.com wrote:
>
> frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>
> >I thought it was, thanks for confirming. Great, now we have people
> >openly asking for disk images of copyrighted commercial software in here
> >as well. :(
>
> Yo, ho, ho.....I smell pirates who are thinking too slow! :)

Don't they all...

>
> From the words 'disk image', the person assumed that the ST platform
> has the same archive of 'images' that the 8-bit has for the emulators.

Of course there are disk images, that's what msa(?) and dms (Amiga) are
for, If he wanted someone to email him a copy of a ST disk it would'nt
be
very practical to Zip it or whatever, just 'mash' it with MSA and send
the 'disk image'!

Jonas.

# 2908. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Kim Andersen <dksoft@image.dk>
Message-ID: <VA.00000065.0001265b@kim->
Source record: 127932

> Thanks for the message Frank, I will be returning to the nets, and as you
> can see have already started.

Nice going Daron.. We are a few people here missing you, (on NeST ofcouse).
Glad to see youï¿½re back.

Greets
Kim

# 2909. Re: Sundog on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970211171709.9211A-100000@voyager.cris.com>
Source record: 127933

On Mon, 10 Feb 1997 jbjr@iglou.com wrote:

>I finally got Sundog to work with the Gemulator. It took some trying,
>but it works, sort of.
>
>Here's how I did it, in case anyone wants to know.
>
>First, my copy is one of the first made for the ST (back in old 1985).
>It wasn't protected, but was the Atari ST format disk. I used my
>friends 1040STE to copy the disk to a standard formatted disk (MS DOS
>compatible). It will now run under Gemulator 3.6 and 4.5 and 4.6.
>
>However... The Gemulator does strange things with the scrolling
>effect. When you're out walking around your ship and the screen
>scrolls, your ship will appear twice or three times. The scrolling is
>not right like on an original ST. It's not really playable.

Sundog exhibited the same behavior under TOS 2.06! I seem to remember correcting the situation by running Warp9 before Sundog, of course it has been quite a while since I did this and it might have been another game that this fix was for! Once I got the TOS switcher board installed and was able to switch back to TOS 1.62, Sundog worked perfect without any messing around! Oh. yeah! buy and sell scatterguns for cash and stock up on nutripacks before going after the last cryogen.

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 2910. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970211173433.9211B-100000@voyager.cris.com>
Source record: 127934

On 11 Feb 1997, Magnus Kollberg wrote:

>As most Atari users. If you can use it fully offline when it wouldn't be that
>bad if they removed, lets say the graphics on the oline version. As you say,
>teh graphics are important and therefor remove it would be a good thing
>top make you buy it, to get the graphics! If they work offline they should
>would online as well. The graphics is just one small bit of html. Supporting
>all the html commandostags and display them correctly is for me much more important
>and the most complex part of the browser (atleast I would think it is).

How about removing the ability to cache the downloaded pages? Having to
wait while it grabs the page from the original site every time you want to
go back a page would seem to provide a real nice incentive to buy the full
version!!

>
>> >BTW. WebSpace will be more than just a Webbrowser as well, atleast if it
>> >will have everything that is in the demo. I'm talking about FTP and
>> >mail.
>>
>> Big deal! So it'll end up like NetScape and MSIE then!
>> I for one have never got on with mail/news in MSIE and use Turnpike instead.
>> Thus the facility is wasted on me!

News, mail and FTP seem like a very good idea to me! Especially if I could
follow an FTP link from the browser and actually get the file that way, at
the present time I have to write down the url then quit CAB and fire up
mgftp to do this! Very clumsy!

>
>Sure, if it isn't any good.
>
>> IMHO a webbrowser should be just that, a webbrowser. I'm much more in
>> favour of individual TCP/IP clients for mail, ftp etc.
>> Rather than have one program do everything averagely. I'd rather it did one
>> thing excellently! ie. they should concentrate on making it the worlds best
>> web browser and not an average browser with mail/news/ftp etc. :)
>> If you're cramming all those features into a product then something has to
>> suffer!

This is only a good idea if you are running a multi-tasking system and the
browser is able to call the FTP client and pass it the parameters it
needs! At least if you are following a link to a file on an FTP site!

>
>I agree, but I can't see why you can't make it a good mail client as well.

>It wouldn't be to hard to make it one of the best for TOS atleast. ;-)
>
>> >> If I can get hold of a copy of WebSpace and try it out on-line and I like
>> >> it, then I'll fork out the money, else I'll stick with CAB!
>> >
>> >And there is CAB 2 on its way.
>>
>> Certainly is! I seem to get a new beta every other day :)
>> It's looking very good too!!
>
>Ah, so you are beta testing it. So how is it? Does it handle frames?
>Java? :-))
>
>//Magnus Kollberg
>--
> +----------------------------------------+
> | Falcon040, Bad Mood support team |
> | email: Magnus.Kollberg@emw.ericsson.se |
> +----------------------------------------+
>
>

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 2911. Re: Help Monitor !

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: STigma@not.here
Message-ID: <MPG.d689fa662379c3c9896ef@news.redestb.es>
Source record: 127935

El Sun, 09 Feb 1997 21:39:56 -0100, Juan Perujo (juan_per@jet.es) dijo:

> I want to connect an IBM monitor (model 8512002 VGA) to my atari, but I
> don't know how to do it.
> If you could help my, please send to my an e-mail.

No way. You will need a multisync monitor. The IBM 8512 doesn't support
the Horizontal Frequency used by the ST.

# 2912. Re: Atari STand internet

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: STigma@not.here
Message-ID: <MPG.d689d976c75577d9896ee@news.redestb.es>
Source record: 127936

El Thu, 06 Feb 97 04:22:24, please@no.spam.mail.here
(please@no.spam.mail.here) dijo:
> In a previous message STigma@not.here wrote
> > I would like to know what programs are the best for conecting to
> > internet with an Atari STe with 4 Mb RAM, hard disk and mono monitor.
> > Any good URL will do.
> Depends on what you want from the internet...

MAinly e-mail, news and ftp. Web browsing not needed yet. One drawback is
that it MUST be a PPP conection.

# 2913. Re: Wav Player

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dr17t$76q@ornews.intel.com>
Source record: 127937

In article <5dof6d$1u0nk_004@news.ti.com>,
wongck@ti.com (William Wong) wrote:
>
>In article <854982094_OASIS_@cvtv.net>, boeer@cvtv.net wrote:
>> I am looking for a good program that will all wav formates.. I am using
>>a TT030... Any help will be appreciated...
>>
>
>Have you tried my DMA player? Should work with a TT.
>Try http://www.geocities.com/SiliconValley/6880/phsw.html

It does run on a TT - I have a couple of 'em. <G> However, like all other
DMA players I have tried, it doesn't convert SounBlaster's standard sample
rates to the STe/TT/Falcon DMA standard sample rates on the fly, so I
usually use SoundLab to convert them first.

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# 2914. Re: Cable between ST and Megafile 60 harddisk unit

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dr1uv$76q@ornews.intel.com>
Source record: 127938

In article <3300d5a9.1269384@news.flnet.nl>,
0schenk01@flnet.nl (Jacob Schenk) wrote:
>I recently bought an Atari 1040 Stf with an Monochrome
>monitor/external diskdrive and build-in PC-AT emulator and a Megafile
>60 Harddisk unit. It cost me about $25 in all and it works perfectly.
>
>However, I am missing the cable between the harddrive unit and the ST.
>
>Does anyone know where one can get these (no supplier has any ST stuff
>left!). I would be equally happy if someone could get me the schematic
>of the cable so I can build one myself.

Get two plastic crimp-on DB-25M plugs and a meter or so of 19-conductor
ribbon cable (at least 19, you can always strip off the excess conductors).

Fiddle with the plug and see what's the best fit to the ST's DMA port; then
use something permanent to make that plug "ST" and remove the extra pins on
one end (so it will plug in all the way and not have pins hanging in the
air).

Do something similar on the hard disk end; mark this plug "HDD"

Crimp the plugs onto the ribbon cable so that pin 1 goes to pin 1 and so on
down to pin 19 to pin 19.

Plug and play.

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# 2915. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dr01l$76q@ornews.intel.com>
Source record: 127939

In article <32ff5ac844fe71@sn.no>,
hallvart@sn.no (Hallvard Tangeraas) wrote:
>
>On Sun 09-02-97 13:05, Edward S. Baiz Jr. (ebaiz@qtm.net) wrote:
>
>>Oregon Research will be coming out with some new products for Atari
>>computers. TermiteTCP (I think that is the name) will allow PPP
..
>
>Does Oregon Research have a web page where one can get more information?

They have a Web page. There's no information there. However, I did call
Bob Luneski (he /is/ OrRes), and if my copy reached Joe Connor in time, you
can read about the interview in Atari Computing #3. <G>

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# 2916. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dr0du$76q@ornews.intel.com>
Source record: 127940

In article <yvvn2tbcyqp.fsf@emw.ericsson.se>,
Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
>
>I guess you are right, but you have the offline version to test the
>graphics with. If it can display teh pages correctly without the pictures
>it should do with them as well (if the offline version does it).
>
>Anway, they must criple it somehow.

Simple enough - in the demo version, after running for, say, 5 minutes, make it add a great big "unregistered DEMO" banner across the entire screen display area and flash it on and off. Once the banner appears, disable the click-and-browse features, so that mouse clicks on anything other than "quit" don't do anything.

And in order to ensure that no one can bypass the limitation, you make the code multipley redundant, and the program will check its own CRC before allowing you to open any page when it first runs.

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# 2917. Re: ST on a PC??

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dr14m$76q@ornews.intel.com>
Source record: 127941

In article <5doele$voq@hermes.achilles.net>,
rpilon@achilles.net (Ray Pilon) wrote:
>
>Well like a lot of others out there I'm thinking about moving to a PC
>machine. But on the way I would like to run some of my ST software on
>the PC.
>I've heard of Gemulater and Magic C. Some of the stuff on Gemulator
>isn't very good. Is Magic C any better?? Is it easier to get either
>of these programs to work on a Mac rather than a PC.

I've seen MagiC Mac in operation and it seems pretty stable and works
reasonably well.

I use the TOS2WIN demo here to check compatability of ST proggies that are
going to my ftp site, and I like it a lot. Will buy it eventually; it
requires no special partitioning of your hard drive, no TOS images, no other
goofy operations, and it allows you to have a different "virtual ST" (or
vitual Falcon, since it supports 256 colors in whater rez your video card
can handle) for each and every program - and you can run bunches of them at
once, in the registered version.

You can find more about it at http://www.aixit.com/ - the pages are all in
German right now, but I'm working on an "unofficial" translation for them.

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## 2918. Re: emulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dr0lo$76q@ornews.intel.com>
Source record: 127942

In article <Pine.BSI.3.95.970210170923.949A-100000@usr04.primenet.com>,
Katherine L Ellis <kellis@primenet.com> wrote:
>
>On Mon, 10 Feb 1997, Rich Tietjens wrote:
>
>>As long as the disks are formated to 720k, the Atari can read them just
>>fine. And you can use the PC to unzip archives directly onto the floppies
>>(if they will fit, of course) and save him the time of unzipping them on
>>ST. Let's face it, STzip on an 8 MHz 68000 isn't as fast as PKunzip on a
>>100 MHz Pentium.
>>
>hmmm And the point being what???

The point being, if you're going to use the PC to download anyhow, then the
files are going to be on the PC, and you might as well use that
number-cruncher for doing what it does best - crunching numbers, i.e.,
unzipping the files. Particularly so if the ST doesn't happen to have a
hard drive attached - we all know how slow floppies are, or at least thsoe
of us who have used a hard drive know. While the PC is doing donkey work,
Dad can be doing something useful or interesting on the ST. <G>

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# 2919. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dr0rn$76q@ornews.intel.com>
Source record: 127943

In article <855644246_OASIS_NEWS@nest.demon.co.uk>,
dbrewood@nest.demon.co.uk (Daron Brewood) wrote:
>
> In article <19970210211125737 09@tachyon.demon.co.uk>
> frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:-
>
>>Well done that man! Good to see you back, Mate!
>
>Not back fully yet but getting there. The police have now asked for my
>assistance in accessing the Atari. For some reason their PC guys are
>having a few problems.

Doesn't that fall under "self-incrimination" if you've been accused of
loading something illegla onto it?

Tell 'em to get your attorney and ask /him/ to access the files. <G>

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# 2920. Re: Lynx with NOS? (was: PPP on Atari ?)

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dqvtj$76q@ornews.intel.com>
Source record: 127944

In article <855572986_OASIS_@nordnet.fr>,
bkozlowski@nordnet.fr (Bruno Kozlowski) wrote:
>
> In article <5dgg0c$5fp@ornews.intel.com>
> atari@teleport.NO.SPAM.com (Rich Tietjens) said:-
>
>>Oasis 1.35 is your best bet for immediate usage. [...]
>>and it does allow the use of Lynx to browse in plain text mode.
>
> There is a Lynx web browser working with NOS? Where? In another
>article you said to someone to type 'lynx' without other informations,
>could you please explain a little more?

Lynx is a server-side browser client, so it will run with any system that gives you shell access - a dial-up shell account, telnet through NOS, or any other way you can get to the shell. Lynx should be installed on any system that has shell access available; if it's not, ask your sysadmin to install it. Since it runs on the server, there's nothing for you to download or configure - you can even run lynx if you're dialing in using Freeze Dried or TeddyTerm.

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# 2921. Re: Sundog ST Disk Image?

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dr1n5$76q@ornews.intel.com>
Source record: 127945

In article <19970210225455447231@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:
>
>> Step3: if it still continues, nuke the b*st*rd.
>
>You have detailed schematics available, Rich? :)

Actually, I do, but I can't seem to find a retailer who carries
weapons-grade plutonium. The heavy water is no problem, as I can substitute
Grand Marnier...

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# 2922. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <ZTP5wyP.greg_evans@delphi.com>
Source record: 127946

What I heard from Steve Cohen at Wizztronics, for their Barracuda to work properly, it needed to copy the ROM into RAM and modify it. He said the copying into RAM violated Atari's copyright.

Greg

## 2923. Re: PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <855682836_OASIS_@nordnet.fr>
Source record: 127947

In article <5dgjn7$606@snail.stack.nl>
marcelv@stack.nl (Marcel Veltmaat) said:-

>I had to change the following line
>exec \bin\ficonfig lo0 addr 127.0.0.1 netmask 255.255.255.255 mtu 890 mru
>850 up
>So now the pppd could set up the ppp connection.

Strange, as the loopback interface is not PPP? Are you sure of that?
Perhaps your /etc/networks or /etc/netmasks files are incorrect?

>my provider asks for an PAP routine.

For providers using PAP authentication protocol, you must set your
username (login) in the "user" statement in /etc/connect, and create an
/etc/ppp/pap-secrets file (will have PAP-SECR name on a TOS partition
limited to 8+3 characters) with one line:

YourUserName * YourPassWord

>I presume that then the ppp connection is routed to the cab program. If
>you want to use other STIK connected programs can they work as well?

CAB works with the cab-for-mintnet overlay, other Stick family
programs should work with gluestick (ftp.cnam.fr).

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

# 2924. Re: PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <855684918_OASIS_@nordnet.fr>
Source record: 127948

In article <5dcohq$hlu$1@texas.nwlink.com>
caesar@nwlink.com (Joel Enbom) said:-

[extracts of your MINT.CNF]
>#setenv UNIXMODE /cu

If someone knows how to set this UNIXMODE environment variable, please explain, I never found any info... All I (think I) know is that a "b" letter included will lead C compilers to open files in binary mode by default. I suppose a "t" will set text mode by default?

>setenv TEMP /tmp
>setenv TEMPDIR /tmp

The most used by different programs is... TMP! And I've set a TMPDIR also, just in case ;-).

>sln d:\mintnet u:\ # <- ici

AFAIK such a symbolic link can not work, you must give it a name, not just the root of u:...

>INIT=C:\MINT\OLDGEM.PRG

I'm not sure of the real purpose of oldgem.prg. I cannot see any difference with just nothing (no INIT line in mint.cnf), it starts also the AES and desktop from the roms... any info?

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

# 2925. Atari Programs for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: brianj@iwl.net
Message-ID: <5dqqad$luj@news.iwl.net>
Source record: 127949

I have the following programs for sale. All are original disks with original documentation.

GFA Basic 3.0 with manuals $17.50
BB ST Bulletin Board for Atari $11.50

Drakkhen $7.50
Omega $6.50
Starglider $6.50
Rogue $6.50
Test Drive $6.50
Universal Military Simulator $6.50
Terrapods $6.50
Combat Course $6.50
Empire 2.0 $6.50
Virus $6.50
Carrier Command $6.50
Silent Service $6.50
Defender of the Crown $6.50
OIDS $6.50

All 14 games $48.00

Email brianj@iwl.net if interested. Thanks

# 2926. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5drrbj$ihh@ash.ridgecrest.ca.us>
Source record: 127950

Martyn Tidd wrote:
>
> Magnus Kollberg wrote:
> >
> > > http://www.hisoft.co.uk/
> >
> > Yeah, I noticed that as well. The Atari pages were _realy_ crap compared
> > to the Amiga pages. Was there any info at all for Atari products except
> > Papyrus (if you can call that info..).
>
> The last time I looked, there wasn't even info about Papyrus, just the
> opportunity to download the demo. I also e-mailed them before Christmas
> for info regarding Jazz Drives on the Falcon and I'm still awaiting a
> reply. If HiSoft are still supporting TOS machines, they're very half
> hearted about it.
>
> Regards
> Martyn

Last I was told by ORA was you have one or two free "support"
calls. After that you must sign-up (for a fee) for any additional
support for any of the products they sell. I used up my two free
calls getting a working version of Diamond Edge. They delivered and
it is a great product, but they are hard to get information from.
At that time they only had a TT in the office and couldn't see the
same problem I was seeing when it was run on the Falcon. I think a
new RSC file cured the problem in the finial version I received.
If they do market a browser for TOS, probably best to wait for
version 3 :). That seems to be their lucky number.
But if you look at it from a business standpoint, you happen to
release a product that DOES in fact work properly, how much time
can you afford to spend on the phone helping users set-up each of
their TOS machines running whatever O/S and hardware configuration
they have.....? If they can market it, it's probably
only a few bucks for them, getting them through another quarter.

Mike

# 2927. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: rgoring@REMOVE_FOR_REPLYzetnet.co.uk
Message-ID: <5dp782$rgg@irk.zetnet.co.uk>
Source record: 127951

>Thanks for the message Frank, I will be returning to the nets, and as you
>can see have already started.
>
>

Hi Daron,

Nice to see you about again :-)

Good luck for the forthcoming time :-)

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

# 2928. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <92460822_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 127952

>>
>> >And there is CAB 2 on its way.
>>
>> Certainly is! I seem to get a new beta every other day :)
>> It's looking very good too!!
>
>Ah, so you are beta testing it. So how is it? Does it handle frames?
>Java? :-))
>
>//Magnus Kollberg

CAB2 does indeed handle frames! And they look really good!

No Java, I'm afraid! And I somehow suspect that neither WebSpace nor
Ibrowse will come with that either <g>

But an awful lot of the code has been rewritten and it's quite a bit faster
than 1.5! I'm deliberately not going to mention release dates ('cos I don't
know 'em) and it's not my place to!! :)

Regards, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 2929. Re: HD Driver 6.1 demo, et al

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <855661464_OASIS_@mbedford.demon.co.uk>
Source record: 127953

In article <xFAU-Xy.greg_evans@delphi.com>
greg_evans@delphi.com said:-

>
>Mike,
>
>I got the "Drive S is write protected" error also. Then it said
>installation was successful. Maybe the demo is correupted the same
>as your disk copy. Hello Uwe???
>

I asked Uwe about it. He doesn't know what causes it.

(If he was Bill it would be an undocumented power feature, installs drives where others cannot :-) )

Mike

--

---

mike@mbedford.demon.co.uk

---

# 2930. Re: Falcon Audio Problem, help?

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: fredrik.estberg@p76.dada.ct.se
Message-ID: <ftn_2.200.136.76$fidonet.org_a25a89da_Fredrik.Estberg@p76.dada.ct.se>
Source record: 127954

> 
> From: atari@teleport.NO.SPAM.com (Rich Tietjens)
> 
> In article <19970209181459275 67@tachyon.demon.co.uk>,
> frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>> I've now owned 2 Falcons, a TOS 4.01 machine and a TOS 4.04 machine.
>> Since I first got them, they've now *both* developed what looks like
>> exactly the same fault on the audio inputs. That is, both machines
>> record one channel only - the left. The right appears to record an
>> electrical buzz, and nothing else. I've tried more audio leads than
>> you would believe and numerous mics, and the fault always appears.
>>
>> Has anyone else experienced this? Is it a common fault? Anyone have
>> any idea on either what causes it, or better still, how I can fix
>> it?
> 
Hallo.
I have the same problem with my Falcon. If you pull the plug in all the way
and pull it out a little bit you should get sound from both channels.
I hope this will help.

ATB Fredrik Estberg

# 2931. Re: How to make all files "readable/writabl

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <5dqu07$sh1$1@roch.zetnet.co.uk>
Source record: 127955

>Some time ago I changed the file status of several
>files/folders/sub-folders to "read-only", but I'd like to change them all
>back into "read/write".
>Is there an easier and more effective way to do this than to
>"manually" edit the status of each file?

I don't know about any of the other stuff you mention but I use Kobold
from Kaktus Software, available from System Solutions on
ssolutions@cix.compuserve.co.uk which is a replacement file selector
and is lightning fast as well as having loads of other little extras
attached including an option to change file attributes including write
protect or unprotect as you mention. It was not an expensive program
but it revolutionises the way you handle file's. Add it to MagiC and
the Ease desktop and things really start to happen on the desktop.

Just a thought :-))

P.S. I don't work for or represent either of the above companys :-)

Regards,
James ��������

|\ _____ * *
|/ock |roll  An tari user
|\ | <------->
In Scotland!!

james.pirie@zetnet.co.uk

Telephone, (voice) 01571-855327
,, (Mobile) 0378 779120

# 2932. Re: .DIM files?

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970211155254.2808B-100000@freenet>
Source record: 127956

On Mon, 10 Feb 1997, Frank Charlton wrote:

> Callum Baird Lerwick <lerwick@freenet.msp.mn.us> wrote:
>=20
> > SSBqdXN0IGRvd25sb2FkZWQgYSBnZnggZGVtbyBmcm9tIGZ0cC5jbmFtLmZy
> > LCBpdCBjYW1lIGFzIGEgLkRJTSBmaWxlLiANCkZyb21lIHdoYXQgSSBjYW4g
>=20
> No, sorry, you'll have to repeat that, I've gone hard of hearing.
>=20
> If on the other hand you were meaning to ask what creates .DIM files, it
> could be Fastcopy Pro (Even Fastcopy 3, for all I know), which uses that
> extender for Disk IMages. Who knows what you were asking, though? :-)))

Errrm, what the hell? I have no idea what I did... What I ment to say is=20
I want to unpack a .DIM file, but I can't find a copy of Fastcopy...=20

=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
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# 2933. Re: Wav Player

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5dof6d$1u0nk_004@news.ti.com>
Source record: 127972

In article <854982094_OASIS_@cvtv.net>, boeer@cvtv.net wrote:
> I am looking for a good program that will all wav formates.. I am using
>a TT030... Any help will be appreciated...
>

Have you tried my DMA player? Should work with a TT.
Try http://www.geocities.com/SiliconValley/6880/phsw.html

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 2934. Re: ethernet connection for ATARI ST needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ffc8d81d633c2@sn.no>
Source record: 127973

On Mon 10-02-97 18:11, Ralf Loehr (ralfl@schunta.etc.tu-bs.de) wrote:

>Hello
>is there an ethernet connection for atari st available?????

From my Atari web page:

<LI><a href="http://members.aol.com/NorWiecz/index_e.html">Hard &
softwarentwicklung Norbert Wieczorek</a> ('Link 96'/'Link 96 MegaSTE' SCSI
host-adaptors, ISDN card, Ethernet controller, SCSI Parallel-Interface..)

<LI><a href="http://www.overscan.com/">OverScan</a> ('Afterburner', 'CoMa',
'Overscan' autoswitch, 'Screenblaster', Novell connection for all STs..)

Hallvard
--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2935. Re: ATARI RETAILER GONE OUT OF BUSINESS

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ffc8d61d61b50@sn.no>
Source record: 127974

Oops! Sorry about that folks. I forgot to click the "reply as email"
button, and instead sent a reply to the posting in the newsgroup...

Hallvard
--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 2936. Re: Audio Players...Suggestions?

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5dofg7$1u0nk_006@news.ti.com>
Source record: 127975

In article <5d6obs$mm0@einstein.ebicom.net>, bjr@edison.ebicom.net (Brian Roland) wrote:

>For starters...is there a good sample player that can handle all of the
>popular formats? WAV, AU, MP3, AIF, SND, AVR, etc...
>Hopefuly one that can support Falcon DSP and plug on sample clocks (for
>44.1khz without coverting), and plug into CAB?
>If no single program...can we run down a list of players that would
>complement one another well?
>

Try my DMA player which does 8/16 bits, mono/Stereo, a-law/u-law samples for
wav, au,aif, snd & avr format. I am trying voc later this month after Chinese
New Year celebration.

It's at http://www.geocities.com/SiliconValley/6880/phsw.html

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 2937. Re: STE and hard drive....

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <32ffc8da1d640a3@sn.no>
Source record: 127976

On Mon 10-02-97 16:30, Alan Swanson (emdu02@holyrood.ed.ac.uk) wrote:

>Hi, after following previous discussions about the early STEs and hard
>drive corruption, I have the following questions.
>
>I have an early STE, serial no A19 B300 53nn, one of the shortlisted
>with duff a DMA chip. I am getting a hard drive soon from an ex-Atarian
>with information already on it. Does the corruption affect BOTH the file
>and the fat?
>
>If so, how do I avoid it writing over anything other than the test file
>when checking if I have this problem?

I just changed the faulty DMA chip in my dad's STe, so I know what you're
talking about unfortunately :-(

The faulty DMA chip for the STe is marked: C025913-38
while the correct replacement chip to use is one marked: C398739-001A
(the replacement I got however lacked the "A" at the end of the product
number, but works fine anyway).

Hallvard
--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 2938. PC Transfer

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Sentra XE Audio Aficienado <hectorq@mail.snet.net>
Message-ID: <33007C29.7EB2@mail.snet.net>
Source record: 127977

I'm looking for a way to get data from my PC over to my Atari 520 STfm computer... I was wondering if I could do it via a serial link or the like? I would also like to know how to hook up a HD to my ST... any answers?

Hector

# 2939. Re: Atari ST BBS programs

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E5F5Ex.L0o@iglou.com>
Source record: 127978

Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:

: For you, it's great - but where does a new Sysop get a registered FIFO, or
: key for Fidodoor?

I've gotten replies from two people so far, after doing a bit of checking around. Someone mentions FidoDoor is freeware, but where exactly to find it, I've not been able to find out. Someone says it's on an AtariNet board, but which one, and which is close to northern Kentucky. If it's on a web or ftp site, then where? The one I have is from a few years ago, so it's only natural to look for a newer revision.

: And this is turning into an advocacy discussion, so I'll close by saying
: that, if anyone (who speaks/writes English - there are others better
: qualified than I in other lnaguages) has any specific questions about an
: Octopus setup, I'll be happy to answer them in email.

I'm considering running it for my BBS, having it replace Transcendence, but keep the old messages, files, and so on. You'd probably have to write a conversion program to do this. I probably could, once I see how Octopus is set up, since I'm quite familiar with Transcendence.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 2940. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28928_please@no.spam.mail.here>
Source record: 127979

*Hi Michael*, on 06 Feb 97 you wrote: ...respect, brethren

m>
m> While going to an unnamed site to download a new release I discovered
m> two versions of TOS posted there. 2.06 and 3.06. Also included were
m> patches to run them on the PAK030. I wonder if the manufacturers of the
m> PAK had permission to do this (not that the patches were provided by
m> them)?

IIRC they have permission to supply a patched TOS 3.06 with the PAK. I don't know about this "un-named site" though - is it something restricted to beta testers or customers who've bought the hardware?

m> What i'm wondering is, if Wizztronics statement is true, why was it ok
m> for the PAK manufacturers to modify TOS and sell the product and why
m> did Wizztronics feel so insecure about using a patched version of TOS
m> in their product(s)?

Maybe it was a matter of the licensing fee? I wouldn't know myself...

m> Please don't ask where the site was.

I won't ask where, but what's its purpose?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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## 2941. Newsie (V.66) and Munpack.ttp (see mime images on line)

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28930_please@no.spam.mail.here>
Source record: 127980

*Hi Mike*, on 07 Feb 97 you wrote: ...respect, brethren

m>
m> I remember the Newsie docs saying that it only supported UUE at the
m> present. After looking in the Newsie folder and seeing that all it did
m> was to call UUD.TTP, I renamed Munpack.TTP to UUD.TTP and stuck it in
m> the Newsie folder.

Now that I've started using Newsie I was just getting around to thinking the
same thing - you beat me to it.

m> I had ImageCopy running as an ACC and went to the folder specified for
m> the group I was in. There was the jpg file ready to view without even
m> leaving Newsie (Wow, what a bod! :)

Beware of flashing lights outside your house, going by recent experience
hereabouts B^{)

m> If there was another call feature that could pass perimeters I guess
m> you could use the DSP decoder for faster viewing but I didn't see a way
m> to try this out. Maybe assign a hot key macro where you pass the file
m> name to APEXJPG.GTP?

Good idea. A utilities menu allowing you to call unpacking programs and
viewers with parameter passing would be a good addition. Keyboard shortcuts
are also a necessity IMO.

m> The only problem was that (under TOS 4.04 at least) Newsie dosen't like
m> to redraw the top portion of the menu. It's not much of a problem as
m> the drop downs still work so just float you curser around to where you
m> want to be. With an intellegent O/S like MagiC this problem probably
m> won't occur.

No problems like that here (with M5).

m> P.S. I'm over forty so it was ok for me to visit that specific binaries
m> group :)

B^{)

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

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## 2942. lharc 3.10 screws up file system?

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28929_please@no.spam.mail.here>
Source record: 127981

*Hi Dave*, on 07 Feb 97 you wrote: ...respect, brethren

d>
d> lharc 3.10 keeps writing temp dirs as C:\LZH\X\ or C:\LZH\::\ or even 2
d> copies of C:\LZH\X\ in the same partition. Needless to say, this has
d> screwed up my C:\ partition many times. Diamond Edge could fix these
d> errors in the past. But now I have a problem with C:\LZH\X\ that could
d> only be fixed by zeroing the C: partition. The TOS 4.04 desktop Show
d> item wouldn't work on the C: partition until I zeroed it.
d>
d> Am I missing something in the lharc 3.10 docs? lharc 3.12 also makes
d> bogus dirs.

This sounds wierd...

Are you talking about the shell or the ttp? Your mention of v3.12 would
indicate that you mean the ttp. If so, what parameters are you passing?

If I were to guess, I'd say that you were mixing commands and switches on the
commandline.

For example, I use the following parameters:

I:\POINT\LHARC.TTP x a /ackmL2wL:\

Do yours look anything like that?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 2943. NVDI 4 / SpeedoGDOS help please...

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28932_please@no.spam.mail.here>
Source record: 127982

*Hi Mark*, on 08 Feb 97 you wrote: ...respect, brethren

>
> Having got CAB/Stik set up on my 1040 STf (4Mb) running with my SM124, I
> would like to see a better display of screen fonts/graphics etc.
>
> Now, I have GDOS but am I right in thinking that NVDI 4.x is needed for
> Vector fonts? What about SpeedoGDOS? does this handle vectors?

NVDI 3.0x-4.11 and Speedo v4.1-5.0c will all do vector fonts suitable for
CAB. Watch out for a loss of free RAM though...

> Where can you buy NVDI from in UK? Anyone selling s/h?

Second hand is quite rare - the distributors are System Solutions on 0181 693
3355.

> And, are they any shareware options?

Apart from a wider range of GDOS screen fonts, no.

> ALSO, is there a graphics card update for the standard mono setup?

You could ask Titan Designs about a Reflex card or Overscan, but otherwise
all the other options are for colour graphics cards which require the
purchase of a (S)VGA monitor as well.

> AND FINALLY! does the serial port update improve speed of WWW browsing
> that much?

No, although it may make it more reliable.

> I notice that a lot of local processor time determines the output speed,
> you know 'Downloading image/Converting image'

This is down to the processor speed. A second hand Falcon may be the easiest
and cheapest option for all the upgrades you're thinking of tbh...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

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# 2944. Re: Magnum ST Erfahrungen

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28931_please@no.spam.mail.here>
Source record: 127983

*Hi Hans*, on 08 Feb 97 you wrote: ...respect, brethren

mn>
mn> aixit@aol.com wrote:
>> Magnum ST

I'm probably being even more stupid than usual, but I can't see anywhere in
this text where it tells us what it is! I've never heard of a Magnum ST
card, a Software Service Seidels card or an HBS240 or HBS640.

By implication, it seems to be a RAM upgrade card - is that right?

>> Magnum ST
>>
>> 0MB 229,-
>> 4MB 259,-
>> 8MB 279,-
>> 16MB 379,-

So, this seems to say they've broken the 4Mb RAM limit? Do you know whether
they will respond to enquiries in English? (I'll EMail them anyway...)

Thanks for your translation.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 2945. .HELP "BO BJOF"

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28940_please@no.spam.mail.here>
Source record: 127984

*Hi Adriano*, on 10 Feb 97 you wrote: ...respect, brethren

AV>
AV> HELP "BO BJOF"
AV> I have a Mega STE.
AV> Since yesterday the following word: "BO&#65533; BJOF" often appears on my
AV> screen. I don't know what is the reason for that stuff...
AV> Can someone tell me how to resolve it?
AV> And if it's a virus can someone tell me where can I find an antivirus?
AV> (in english 'cause I don't understand deutsch).

From the UVK docs:

#####
Virus #95

Name: Carpe Diem Virus.
Type: Memory-resident reset-proof bootsector virus originating from a
Trojan Horse.
Discovery date: Spring 1996.
Virus can copy to drive(s): Current floppy drive (A or B).
Virus attaches itself to: Hdv_bpb, resvector, vbl and undocumented reset-
resistant.
Disks can be immunized against it: No.
Immunizable with UVK: No.
What can happen: The text "BO[BJOF" appears at the top left of the screen.
Your computer can crash.
When does that happen: The text is displayed 2048 vertical blanks after
system start-up (on a 50 Hz colour monitor that
would be after about 40 seconds). The crash can
(and will) happen any time after that.
Resetproof: Yes.
Can copy to harddisk: Yes, but only in a file form ("~.PRG", see below).
#####

Look in your AUTO folder and remove a *hidden* file named ~.PRG (use
Selectric or UIS to view hidden files) and then do a cold boot with no floppy
in your drive. Check any floppies that you may've used recently for a
similarly named file.

UVK is quite possibly the only Virus Killer that recognises this virus. It's
available directly from Richard Karsmakers at cronos@worldaccess.nl

HTH

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 2946. NVDI 4 / SpeedoGDOS help please...

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28936_please@no.spam.mail.here>
Source record: 127985

This message from 100550.3170@CompuServe.COM to All came in on a wing and a prayer...

Hi Mark!

> Having got CAB/Stik set up on my 1040 STf (4Mb) running with my SM124, I
> would like to see a better display of screen fonts/graphics etc.
>
> Now, I have GDOS but am I right in thinking that NVDI 4.x is needed for
> Vector fonts? What about SpeedoGDOS? does this handle vectors?
Both will give you vektor fonts, Speedo will allow you to use PostScript fonts as well. NVDI 4.11 will also let you use P.S fonts but only with an additional module (about 20UKP). The recommendation is to use NVDI as it will also speed up screen displays.

> Where can you buy NVDI from in UK? Anyone selling s/h?
System Solutions 0182 693 1919

> And, are they any shareware options?
None.

> ALSO, is there a graphics card update for the standard mono setup?
S.S (as above) could probably help, second hand you might be able to get a Reflex graphics card (adaptor required to connect to non-Mega STs). A translation of the ET4000 graphics card is being worked on but isn't r

> AND FINALLY! does the serial port update improve speed of WWW browsing
> that much? I notice that a lot of local processor time determins the
> output speed, you know 'Downloading image/Converting image'
I doubt that you will notice any difference at all 'web browsing.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

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# 2947. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <28933_please@no.spam.mail.here>
Source record: 127986

*Hi Daniel*, on 09 Feb 97 you wrote: ...respect, brethren

d>
h>>>> You are a little bit out of date, unfortunately. You are talking
h>>>> about the Atari Classic 8-bit machines, with their disk-loadable DOS
h>>>> 3, DOS 2.5 and the replacements of SpartaDOS etc. This is not for
h>>>> the Atari ST, which is a 16-bit, Motorola 68000-based machine, with
h>>>> TOS in ROM for 99pc of its life.
d>>> The Atari also kept the OS in ROM.
h>> Of the 8-bit machine? Yes, ISTR that was necessary for those who only
d> had a
d> What's a ISTR?

"I Seem To Remember". (You're new to this, aren't you...)

h>> had a cassette (single-sided floppy disks were expensive and rarely
h>> owned). The disk OS (DOS) was software only.
d> Of course it was software? What else could it be???

As opposed to being in ROM. It was a device-dependent system extension.

d>>> It's just that the original OS was out there for everybody with a
d>>> modem.
h>> Partly because DOS 3 was so crap that they had to reintroduce DOS 2.5
h>> IIRC - they did it to stop all the complaints AIUI. That partly
h>> explains the attraction for replacement DOS's as well.
d> I fail to see your point. DOS 3 and DOS 2.5 worked with all versions of
d> the OS.

The point being that Atari didn't make it available because they were jolly
nice people who thought that everyone should have free and easy access to the
upgrades of their OS extension, as you are suggesting - they did it so they
wouldn't get ripped to pieces for releasing buggy software.

Games publishers would've included the old 8-bit Atari DOS with 8-bit Atari
games because it's likely that the bugs in the one DOS caused the game to fa

d> You would not have to use a old "compatibility" OS if you wanted to use
d> 2.5 in favour of 3.

As above.

h>> All manner of utilities are available to patch the OS by intercepting
h>> (not relocating the original) OS calls to replace them with better
h>> alternatives. They're implemented using the Auto folder, usually.
h>>
h>> DOS (Disk Operating System) is an outdated term with the ST, though.

h>> GEMDOS is only one part of the OS on the Atari ST, along with BIOS,
h>> XBIOS, GDOS (TOS) and the AES and VDI (GEM)...
d> Technicaly, DOS isn't part of the OS. But, as I remember, MS-DOS and
d> CP/M device drivers can't take filenames, so DOS is simply hacked into
d> them. I have no idea about devices taking filenames on the ST.

On the ST, GEMDOS is part of TOS. On an Atari 8-bit it was different (I
can't remember how tbh). Why you're talking about MSDOS and CP/M is a
mystery. It has no relevance here.

h>> There's little point in a replacement single-tasking OS, but those
h>> like MagiC can run single-tasking just as well as co-operatively
h>> multitasking or pre-emptively multitasking.
d> Of course there is, you want to keep up with the latest features. On
d> the opposite, you want to keep the old TOS around for games.

I don't - but if anyone wanted that they could just disable the replacement
OS... end of story.

h>> Device dependent drivers required to access hard disks or CDROM's are
h>> also readily available (ICD, HDDriver, CBHD, SCSITools, Extendos etc).
h>> These add features to the built-in BIOS rather than replace them AIUI.
d> I don't know if I include disk device drivers as a part of DOS.

What do the letters in DOS stand for then? GEMDOS is held in ROM as part of
TOS - it's inescapable whether you'd include it or not. Extensions to
support new hardware is equally inescapable.

d> On the Atari, all devices were accessed in the same way (even PBI
d> devices)

On the 8-bit Atari, maybe. The ST is decidedly not the same machine. They
are completely incompatible and do things in very different ways. Please stop
saying "Atari" in such an all-encompassing way.

d> But most other machines have device independance so DOS can access your
d> new disk drive like any other disk drive.

Eh? That would only be because peripherals support a common standard -not
that computers themselves are device independent.

h>> Does that answer your questions?
d> I don't think I asked a question. I just said that TOS and DOS are
d> stored in ROM. (I assume that DOS is built-in to TOS; what if you need
d> to access a CD drive?)

Wrt your last sentence, did you read what I posted before? I already
explained that.

Wrt your first sentence, that's not true either. You stated that:

######
If you restrict distribution [of TOS] you force programmers to programme for
TOS 1.0! Rather than that,they'll probably just make it so it won't work with

old STs or they'll violate the OS like everybody does on the PC. ######

Which was never ever true.

You then said:

######
Look at the Atari, DOS usually came on a game disk (depends on the game), and
always with a new disk drive.
######

Which was only the case with Atari 8-bits - never ever the Atari ST, which is
what this newsgroup is discussing. I believe there's a comp.sys.atari.8bit
newsgroup if you want to discuss it in there, but it's off-topic and
irrelevant in here.

Finally you said:

######
I assume that TOS is re-locatable, so I assume you can load other TOSes even
on a machine with TOS built-in (but it's kinda huge). Isn't there a OS that's
like TOS but with no multi-tasking or anything else to get in the way? Of
course games probably wouldn't work with it. The same problem occured with
the Atari but Atari corp. simply distributed a disk with the old OS on it.
######

You didn't know whether TOS was relocatable so I listed how it all fits
together for you.

Does that help clear up your confusion?

h>> Here comes my enormous sig again... <g>
d> Damn BBS ad.That belongs in the "Organization" header.

Makes sense, but I'm not the Sysop...

So why did you requote it?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 2948. WTB: Cubase for TT

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: aa414@FreeNet.Carleton.CA
Message-ID: <5doib9$343@freenet-news.carleton.ca>
Source record: 127987

Hi Everybody,
I am looking for Cubase 3.02 and above (a version that would work
on a TT030).
If you have one, please let me know, with your asking price (please
be reasonable)

Nima
nima@magma.ca

--
/\/\ Nima Montaser ** Specialists in **
/\/\ Homa Systems House ** High End Graphics and Multimedia **
/\/\ email: aa414@freenet.carleton.ca ** Hardware and Software **
/\/\ http://www.magmacom.com/~nima ** For all ATARI Systems **

# 2949. Re: Help Monitor !

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <5dp0s5$p08@News.Dal.Ca>
Source record: 127988

There was an interesting post from the Becroft boys of Tariland computer club in New Zealand, dealing with the modifications they did to a VGA monitor so that it would function with an ST. This article was printed in the LETTERS section in the back page of the latest CURRENT NOTES.

JG

# 2950. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvvi7zdb7x.fsf@emw.ericsson.se>
Source record: 127989

Chris Krowchuk <chris@compdirect.com> writes:

> Yep, they told me at the same Toronto show that the card fell off the
> truck and got broken on the journey. Now, it seems to me that if I had
> a hot new product like this and I was taking it to a show... it would
> certainly ride in my lap all the way!

I certainly would! I would also have packed it very well in a big box
full of "soft stuff" (I have no idea what it's called in english)
to make it be "drop" proof as well.

> Anyway, Afterburner 040 exists and is supported extremely well by
> Black Scorpions and Titan Designs. Who needs Barracuda now?

Nobody and I think Wizztronics knows it as well.

> On a side note, I called Wizztronics the other day and Steve told me
> that they had bought Atari and are sitting down "as we speak" with
> an Engineer to design new TOS machines.

Are you joking, or is this what he realy said?

> Take it with a grain of salt folks...

I will, but you must be super duper stupied to say that you have
bought Atari (whatever that means as Atari does not excist) if
you havn't.

When is the question if it's a good thing or bad thing. So far
Wizztronics havn't manged to come up with anything. Maybe it
had been better if Medusa Computer Systems had bought them as
they do have managed to come up with atleast something. :-)

Maybe it's time we start discussing how this new computer would
look like and mail the result to Wizztronics so that they make
it right this time? It must be better than that A/Box the Amiga
guys are talking about. ;-)

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 2951. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvu3njdane.fsf@emw.ericsson.se>
Source record: 127990

martinr@hookup.net (Rick Martin) writes:

> I don't agree that it should be limited to OXO's page as there are many
> spots where it could run into a problem . I believe a time limited demo
> would be the best route to go as I and not OXO will test the program on
> different sites to compare to Cab for speed ...

And how long will it not be until there is a "key" to download to
remove this limit?

I'm not so sure I'm always in favour for full working demoversions.
Atleast something must have been removed from the code or someone
will find a way to go around the limit.

Maybe a demo version without picture support or something which
would have been totaly removed from the code.

Either it's freeware or not with the exception of Shareware.

No flames please I don't just want to kill a product before it's
even released.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 2952. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5dpaf3$elq@m1.cs.man.ac.uk>
Source record: 127991

In article <5dn7fj$p4d@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>In article <5d5bn3$9h5@login.freenet.columbus.oh.us>, dklugh@freenet.columbus.oh.us
(Daniel Klugh) writes:
>>The Atari also kept the OS in ROM.It's just that the original OS was out
>>there for everybody with a modem.
>
>Look, there is NO SUCH THING as 'The Atari'. There are LOTS of different
>types of Atari computers/consoles,

Hey, calm down man :-)


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 2953. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvsp33d9h3.fsf@emw.ericsson.se>
Source record: 127992

David Rutherford <d_rutherford@geocities.com> writes:

> 
> I would be gratefull if someone could help me on a problem.
> 
> I am currenly running nvdi 4.11 and magic 5.03. on my falcon and there
> seems to be some problems, such as stack errors, and gemdos errors.
> 
> I ain't got a clue what the problem is, can any one help me please.

Do you get these errors all the time or only with some programs?
If you boot with MagiC only (no other programs in the autofolder
and no accs) do you still get them?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2954. Re: WebSpace HTML browser: PPP layer snapshots

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvraind9dr.fsf@emw.ericsson.se>
Source record: 127993

frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) writes:

> > Moan, moan, moan... how long will you guys keep one moaning about
> > WebSpace? I'm getting a bit tiered of reading this MOANING.
>
> So use a killfile. He's as much entitled to free speech as Sinclap is,
> whether you think it's moaning or not ;/

I know, but why can't we just be happy that some companies are still
trying to support us? WebSpace isn't even released yet.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2955. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5dpdaq$i4c$2@newsserver.rrzn.uni-hannover.de>
Source record: 127994

David Rutherford (d_rutherford@geocities.com) wrote:
: I would be gratefull if someone could help me on a problem.
:
: I am currenly running nvdi 4.11 and magic 5.03. on my falcon and there
: seems to be some problems, such as stack errors, and gemdos errors.
:
: I ain't got a clue what the problem is, can any one help me please.

1. Remove any program from your AUTO folder.
2. Remove any accessory
3. Install HDDRIVER
4. Do not use any alternative shell (no Gemini, no Ease)

If the system still seems to be unstable you most probably have a
Falcon with unstable IDE or SCSI hardware.

--

-----------------------
ANDREAS KROMKE

# 2956. Re: 2.5" drives in 3.5" spaces

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-1102970856070001@47.85.0.99>
Source record: 127995

In article <mazzeri-1002970033580001@ttyc13.foxvalley.net>,
mazzeri@foxvalley.net (mazzeri) wrote:

> In article <5dkt13$l9u@einstein.ebicom.net>, bjr@edison.ebicom.net (Brian
> Roland) wrote:
>
> |Cmoore (cmoore@cyberport.com) wrote:
> |: In article <5dbapq$o89@nnrp1.news.primenet.com>, jimd1@primenet.com says...
> |:
> |: >I have seen posting mentioning 2.5" drives sobstituted for the original
> |: >3.5" drives in Mega machines and TTs. What does it take to do that?
> |
>
>
>
> where can you get 2.5" scsi drives? what size are they?
>

IBM used to make them, but demand was very low.

AFAIK, they have discontinued production.

You can get 2.5" IDE drives + an IDE to SCSI adapter (which is small
enough to fit onto the drive).

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

# 2957. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <330041FC.167EB0E7@etlxdmx.ericsson.se>
Source record: 127996

!ynoT wrote:
>
> Well your point is proven that people will "Probably" use a command
> line at sometime?, Mine is proven that it's definatly not the norm'
> for ATARI users to use or need command lines, hehehe (never give an
> inch) hehehe

Look back at your original posting, where you claimed NEVER to have used
a command line. Nobody claimed it was the norm. That inch is
rightfully mine. Hand it over at once :-)

Regards
Martyn

# 2958. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970211051434.7051A-100000@mariner.cris.com>
Source record: 127997

On Sun, 9 Feb 1997, Frank Charlton wrote:

>Tony Smolar <asmolar@localhost.fast.net> wrote:
>
>> Well, the Tramiels, who owned Atari thought it was smarter to spend all
>> their marketing dollars in Europe. People bought Amigas and PCs instead.
>
>Ack, you're kidding? We had almost no marketing in the UK, certainly.

More to the point. They sent most of the STs produced to be sold in Europe! They allocated approx. the same number of machines to the UK as they did to the US! That also go for France and Germany! That is a vast difference in machine per capita, between the US and Europe! Here in the US, you had to hunt for a 1040ST to buy, from what I hear, you could at one time walk into many High street computer stores and take your pick! In my opinion this state of affairs was brought about by them being forced out at Commodore, and there after not wanting to issue the stock needed to expand the business for fear of diluting their holding enough for another takeover to happen!

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 2959. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <33004B2E.2781E494@etlxdmx.ericsson.se>
Source record: 127998

David Rutherford wrote:

> I am currenly running nvdi 4.11 and magic 5.03. on my falcon and there
> seems to be some problems, such as stack errors, and gemdos errors.

According to one of the Black Scorpian guys, the stack errors are caused by MagiC not having proper memory protection. I also get the GEMDOS errors, though not as often as Gary (see his reply). As he says, MAGTOROM will help with the stack errors. You'll just have to live with the GEMDOS problem or stop using MagiC - Hell will freeze over before ASH admit there is problem.

I'd hazard a guess that you're running in 4Mb?

Regards
Martyn

# 2960. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970211052736.7051B-100000@mariner.cris.com>
Source record: 127999

If Tony is like me he only used the ttp one time! And that was to unarc arcshell.prg so he wouldn't have to do it anymore! You must have one heck of a memory to be able to remember the name of every file on your hard drive! I have to get the file selector and take a look to be able to remember the crap 8.3 name and full path. All the archivers I use have GEM shells!

On Mon, 10 Feb 1997, Martyn Tidd wrote:

>!ynoT wrote:
>
>> I have had my ATARI for more years than I care to recall, and have
>> never used a command line yet ?, just WTF are you talking about ?
>
>Bet you have Tony. Every time you enter parameters into a TTP program
>you're using a command line. Even if you've never used any other (and I
>know that STOS 3D came with some TTP apps) you must have used ARC.TTP to
>unarchive all the STOS apps and MBK files in the original package.
>
>Regards
>Martyn
>
>

Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14..4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 2961. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <40005468_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 128000

>> I don't agree that it should be limited to OXO's page as there are many
>> spots where it could run into a problem . I believe a time limited demo
>> would be the best route to go as I and not OXO will test the program on
>> different sites to compare to Cab for speed ...

Absolutely! I for one wouldn't fork out all that money for WebSpace util
I've seen a proper on-line working version! *Not* limited to OXO's page.
What does that prove? Nothing! What about more complex pages (even yahoo).
Who's to say it'll work with those!
I've tried the demos of WebSpace and sure it's *very* fast, but other than
that I'm not hugely impressed. Too many bugs and not enough HTML support
yet!

Now, I'm not knocking it. I'm sure *when* it's finished it'll probably be a
great product. But like I say, having tried the demo, I'd want to see a much
improved, online working version *before* shelling out my hard earned cash!

>And how long will it not be until there is a "key" to download to
>remove this limit?
>
>I'm not so sure I'm always in favour for full working demoversions.
>Atleast something must have been removed from the code or someone
>will find a way to go around the limit.

Point taken. Maybe a time limits not a good idea, but I'm sure that they
could come up with something better!!

>Maybe a demo version without picture support or something which
>would have been totaly removed from the code.

Ahhhh. And *not* picture support!! Would you seriously shell out all that
money having used a web browser with *no* graphics. Come on, please,
graphics is what the www is all about!! That is not a viable suggestion
IMHO!

>Either it's freeware or not with the exception of Shareware.
>
>No flames please I don't just want to kill a product before it's
>even released.

Nor do I. Competition is healthy. Soon we'll have 3 browsers to choose from
(CAB2, WebSpace and Ibrowse (if rumours are true)).

If I can get hold of a copy of WebSpace and try it out on-line and I like
it, then I'll fork out the money, else I'll stick with CAB!

In the good old days, you could have relied on magazine reviews to tell you how good a product is/isn't! Atari owners no longer have that to rely on!! Hence unless we try the products ourselves, how do we know if it's any good?

Yes, I know there's Atari Computing (and a great mag it is too), but that only comes out every 2 months, and therefore it could be months before a full review of a new product appears!!

Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 2962. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <73709612_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 128001

In article <5do574$ps9@flood.xnet.com>
jcompton@typhoon.xnet.com (Jason Compton) wrote:-

>Hallvard Tangeraas (hallvart@sn.no) wrote:
>
>: Does Oregon Research have a web page where one can get more information?
>
>Technically, they do at www.teleport.com/~orres.
>
>However, you're going to be VERY disappointed. They don't have any time
>to create a web page, it seems.

Try Hisoft's web pages instead. They have a lot of screenshots etc. (of
Tirmite, not sure about Ibrowse). It's the Amiga versions though so look in
the Amiga section. HiSoft's Amiga section is pretty good, unlike they're
Atari section which is pretty crap. Come on HiSoft, get your act together!!

http://www.hisoft.co.uk/

Regards, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 2963. Re: ethernet connection for ATARI ST needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Karl Samyn <saka@stud.rma.ac.be>
Message-ID: <33008B2E.28E8@stud.rma.ac.be>
Source record: 128002

```
> On Mon 10-02-97 18:11, Ralf Loehr (ralfl@schunta.etc.tu-bs.de) wrote:
>
> >Hello
> >is there an ethernet connection for atari st available?????

Take a look at my pages. Several solutions are proposed.

http://193.190.205.13/popo/148_pol/samyn/network.htm

--
Greetings,

/*---------------------------- Saka -----------------------------*/
/* Karl Samyn - 148 Pol - RMA */
/* http://193.190.205.13/Popo/148_pol/Samyn/Atari.htm */
/*---------------------------------------------------------------*/
```

# 2964. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <33005765.167EB0E7@etlxdmx.ericsson.se>
Source record: 128003

David Rutherford wrote:
>
> Does any one know where i can get a version of stoop which is over 1.05.
> I've looked everywhere. Someone said that there was a version 2 out, but
> i am still unable to find it anywhere on the net, could someone please
> help.

The author of Stoop (whose name escapes me) had his Falcon die on him so
AFAIK, development stopped at v1.05. He even publicly announced a key
for the program to make it free so it looks like that was the end.

Regards
Martyn

# 2965. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5dpldl$j3b@m1.cs.man.ac.uk>
Source record: 128004

In article <5dm1p2$dpv$1@nic.ott.hookup.net>, martinr@hookup.net (Rick Martin) writes:
>
>I don't agree that it should be limited to OXO's page as there are many
>spots where it could run into a problem . I believe a time limited demo

But lots of people have their system clock set to 1980 or whatever the
system time is, dont they? This would give them an unlimited demo...

>would be the best route to go as I and not OXO will test the program on
>different sites to compare to Cab for speed ...

The actual browser doesn't have any effect on the speed of the download
(the TCP/IP stack will have some, but it wont vary with different pages
except for the actual download time which will be the same as in Stik/mintnet)
- if you are testing for the speed that it displays pages you can use the
offline ability.

However, problems such as only recognising certain IP numbers, or problems
with forms/cgi-scripts and so-on could not be tested with such a demo...

IMO, its ok, but then I dont use either browser on the net. :)

Anthony
--
------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------

# 2966. Re: 2.5" drives in 3.5" spaces

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5dpmmc$an1@einstein.ebicom.net>
Source record: 128005

Gerry O'Rourke (sig@end.article) wrote:
: >
: > where can you get 2.5" scsi drives? what size are they?
: >
:

I have seen them advertised in Computer Shopper...
Not much advantage over a 3.5 drive really...unless you're wanting
to put it into a Note-Book or other small space.

Brian

# 2967. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: !ynoT
Message-ID: <33045748.2938256@news.airtime.co.uk>
Source record: 128006

On Tue, 11 Feb 1997 09:55:08 +0000, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> wrote:

>> for ATARI users to use or need command lines, hehehe (never give an
>> inch) hehehe
>
>Look back at your original posting, where you claimed NEVER to have used
>a command line. Nobody claimed it was the norm. That inch is
>rightfully mine. Hand it over at once :-)

Eh what, eerm yes well <cough> eerm......dum de dum....eeerm hang on,
eeerm tsk, well I hmmmm well tha' knows!

<smile>

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 2968. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvohdrcz1m.fsf@emw.ericsson.se>
Source record: 128007

gary@the-gap.demon.co.uk (Gary Priest) writes:

> Try Hisoft's web pages instead. They have a lot of screenshots etc. (of
> Tirmite, not sure about Ibrowse). It's the Amiga versions though so look in
> the Amiga section. HiSoft's Amiga section is pretty good, unlike they're
> Atari section which is pretty crap. Come on HiSoft, get your act together!!
>
> http://www.hisoft.co.uk/

Yeah, I noticed that as well. The Atari pages were _realy_ crap compared
to the Amiga pages. Was there any info at all for Atari products except
Papyrus (if you can call that info..).

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2969. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvn2tbcyqp.fsf@emw.ericsson.se>
Source record: 128008

gary@the-gap.demon.co.uk (Gary Priest) writes:

> >I'm not so sure I'm always in favour for full working demoversions.
> >Atleast something must have been removed from the code or someone
> >will find a way to go around the limit.
>
> Point taken. Maybe a time limits not a good idea, but I'm sure that they
> could come up with something better!!

Yeah, but what? It sounds like you want to test everything.

> >Maybe a demo version without picture support or something which
> >would have been totaly removed from the code.
>
> Ahhhh. And *not* picture support!! Would you seriously shell out all that
> money having used a web browser with *no* graphics. Come on, please,
> graphics is what the www is all about!! That is not a viable suggestion
> IMHO!

I guess you are right, but you have the offline version to test the graphics
with. If it can display teh pages correctly without the pictures it should
do with them as well (if the offline version does it).

Anway, they must criple it somehow.

BTW. WebSpace will be more than just a Webbrowser as well, atleast if it
will have everything that is in the demo. I'm talking about FTP and
mail.

> If I can get hold of a copy of WebSpace and try it out on-line and I like
> it, then I'll fork out the money, else I'll stick with CAB!

And there is CAB 2 on its way.

> In the good old days, you could have relied on magazine reviews to tell you
> how good a product is/isn't! Atari owners no longer have that to rely on!!
> Hence unless we try the products ourselves, how do we know if it's any good?
>
> Yes, I know there's Atari Computing (and a great mag it is too), but that
> only comes out every 2 months, and therefore it could be months before a
> full review of a new product appears!!

Yes I do agree with you here.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |

| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 2970. Re: AutoSwitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E5Fsr3.87B@cee.hw.ac.uk>
Source record: 128009

In article <5dfd7i$lsq@freenet-news.carleton.ca>,
bm827@FreeNet.Carleton.CA (Randy Kwak) wrote:
>
>please@no.spam.mail.here (please@no.spam.mail.here) writes:
>> FROM: SSweet@mettav.demon.co.uk
>> SUBJ: AutoSwitch Overscan
>> DC> I'm looking for one of these for my second ST, but the UK agent for
this
>> DC> board says that they are no longer available to them.
>>
>> Whats on the board, enough for a reveres engineer job??.,
>
>There was a DIY mod available at one time. It's quite easy to do on
>a Mega ST, quite a bit more involved on a regular ST. Overscan is
>"triggered" at boot-up by a program in the AUTO folder. There is also
>a toggle switch for the hardware mod that is turned on before booting up.
>
>It seems to me that the installable boards followed in the wake of
>the DIY mod. It should still be available on Atari CD-ROMs and club
>libraries.
>
>Randy Kwak
>
>
>

Helloooo! I may be able to provide some info!

I have just built myself and installed an autoswitch overscan board
into my trusty old 1MB STFM. It is a very simple circuit: it just needs one
dual d-type flip flop and one triple 3-input nand gate chip. (I.E. two 14 pin
ics). I have built mine on a small section of strip board.

If you want detailed instructions and the driver program, check out

http://www.oden.se/~dlanor/uran_dev/lascan34.lzh,

which gives detailed instructions of the board and connection
details. (I think it also gives a st guide document detailing all the
different connections for all type of ST: I used v3.1, which did not!)

The cost of installing the board is very small, mine came to about
5UKP. Of course, if you are not into electronics, you shall either have to
buy a readymade board (Where?) or get an electronics friend to build one for
you.

Once the system is up and running, there is a HUGE improvement in gem:
I have it way up to 720x480 in ST HIGH, and it looks very smart. The board
can go way up to 800x500, but my monitor canny handle it :(

Hope this helps

Brian.

## 2971. ST and harddisk ??

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: sj308be@d250-hrz.uni-duisburg.de
Message-ID: <5dppev$2s5@h20-hrze.uni-duisburg.de>
Source record: 128010

Hi all !!

Is it possible to use a 180 MB IDE harddisk with my STe ?
What kind of connector do I need ?
Please send answers to sj308be@uni-duisburg.de directly !!
Thanks in advance !!!
Ciao, Baker.

## 2972. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <855644246_OASIS_NEWS@nest.demon.co.uk>
Source record: 128011

In article <19970210211125737 09@tachyon.demon.co.uk>
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:-

>Well done that man! Good to see you back, Mate!

Not back fully yet but getting there. The police have now asked for my assistance in accessing the Atari. For some reason their PC guys are having a few problems.

--

---

dbrewood@nest.demon.co.uk

---

# 2973. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <33007421.41C67EA6@etlxdmx.ericsson.se>
Source record: 128012

Magnus Kollberg wrote:
>
> > http://www.hisoft.co.uk/
>
> Yeah, I noticed that as well. The Atari pages were _realy_ crap compared
> to the Amiga pages. Was there any info at all for Atari products except
> Papyrus (if you can call that info..).

The last time I looked, there wasn't even info about Papyrus, just the opportunity to download the demo. I also e-mailed them before Christmas for info regarding Jazz Drives on the Falcon and I'm still awaiting a reply. If HiSoft are still supporting TOS machines, they're very half hearted about it.

Regards
Martyn

# 2974. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <14847761_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 128013

>gary@the-gap.demon.co.uk (Gary Priest) writes:
>
>> Try Hisoft's web pages instead. They have a lot of screenshots etc. (of
>> Tirmite, not sure about Ibrowse). It's the Amiga versions though so look in
>> the Amiga section. HiSoft's Amiga section is pretty good, unlike they're
>> Atari section which is pretty crap. Come on HiSoft, get your act together!!
>>
>> http://www.hisoft.co.uk/
>
>Yeah, I noticed that as well. The Atari pages were _realy_ crap compared
>to the Amiga pages. Was there any info at all for Atari products except
>Papyrus (if you can call that info..).
>
>//Magnus Kollberg

It's sad isn't it? HiSoft used to be one of the main suppliers/publishers of
Atari products (DevPac, DiamondEdge, DiamondBack, Papyrus etc. etc.).

Now all they *bother* putting on they're web page for Ataris is a crappy bit
about Papyrus :(

They never reply to emails (I've mailed them asking if they will be selling
Termite, no reply). Mind you, i emailed Oregon Research too and the same
response :(

It seems to me that HiSoft have almost totally switched over to supporting
the Amiga and given up on Atari's!!! :( This seems a great shame!

Gary

--

---

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 2975. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <42136895_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 128014

>gary@the-gap.demon.co.uk (Gary Priest) writes:
>
>> Point taken. Maybe a time limits not a good idea, but I'm sure that they
>> could come up with something better!!
>
>Yeah, but what? It sounds like you want to test everything.

Of course I want to test everything :)

I'm not forking out all that money to find it falls over in a heap on my
Falcon! Call me paranoid, but with the problems I have with MagiC5 on *my*
Falcon, I'm very nervous about compatability!

Just look at all the problems that some people have with STiK, CAB, cab.ovl
etc. It works brilliantly for some (myself included) and not so well
for others!

CAB etc. is shareware. If it doesn't work for you, then you don't use it and
hence don't pay for it!

I don't know anything about OXO or their other products (if they have any),
therefore I want to be able to prove to myself that their program works with
*my* setup before I pay for it. I don't think that's unreasonable :)

IBROWSE(if it really is being ported across from the Amiga) may be a
different matter. Oregon Research have a proven track record of quality
products (DiamondEdge, DiamondBack etc). Therefore I may be less worried
about purchasing it untried (although I think I'd still wait until a few
people have bought and used it)!

>> Ahhhh. And *not* picture support!! Would you seriously shell out all that
>> money having used a web browser with *no* graphics. Come on, please,
>
>I guess you are right, but you have the offline version to test the graphics
>with. If it can display teh pages correctly without the pictures it should
>do with them as well (if the offline version does it).
>
>Anway, they must criple it somehow.

Sure. Otherwise no-one'll pay for it!!
Maybe limiting the time of use (ie. after 10 mins the program quits).
No hotlist/favourites etc. I don't know really. It's up to OXO.

>BTW. WebSpace will be more than just a Webbrowser as well, atleast if it
>will have everything that is in the demo. I'm talking about FTP and
>mail.

Big deal! So it'll end up like NetScape and MSIE then!
I for one have never got on with mail/news in MSIE and use Turnpike instead.
Thus the facility is wasted on me!

IMHO a webbrowser should be just that, a webbrowser. I'm much more in
favour of individual TCP/IP clients for mail, ftp etc.
Rather than have one program do everything averagely. I'd rather it did one
thing excellently! ie. they should concentrate on making it the worlds best
web browser and not an average browser with mail/news/ftp etc. :)
If you're cramming all those features into a product then something has to
suffer!

>> If I can get hold of a copy of WebSpace and try it out on-line and I like
>> it, then I'll fork out the money, else I'll stick with CAB!
>
>And there is CAB 2 on its way.

Certainly is! I seem to get a new beta every other day :)
It's looking very good too!!

Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 2976. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <855668531@news.compulink.com>
Source record: 128015

>>As his ISP provider only accepts PPP connections, I searched again
>>looking for any program that support this protocol and found a file
>>(PPPKIT14) by Abel Philippe (p-abel@imaginet.fr), but don't know if this
>>package will serve with other programs for e-mail, news or ftp.
>
>I'm told it will. Haven't set it up yet myself as it is actually a small
>MiNTkit.
>
I tried it (owing to losing my SLIP account due to the new owners
of my former ISP deciding to shut it down, and the next one I joined
didn't tell me they only supported CSLIP despite what they promised in
their literature) and will tell you that the entire PPPKIT package is a mess,
with very poor documentation. Unless you're a total MiNT guru I'd
recommend avoiding it. (I also found myself a better ISP that did
support SLIP).

>Oasis 1.35 is your best bet for immediate usage. It won't allow
>graphical Web browsing, but will do all else you listed in "1" above,
>and it does allow the use of Lynx to browse in plain text mode. If his ISP
>uses POP3 for mail, however, he will also need NOSPOP3 to replace the NOS
>that's included in the package.
>
>Give us 2 months and some luck, and there will be at least one other PPP
>dialer available that does work with NEwsie and so forth.

I'm looking forward to the new Oregon Research package, and will be
one of the first ones in the line to pick it up once it's available.

# 2977. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvk9ofct3p.fsf@emw.ericsson.se>
Source record: 128016

gary@the-gap.demon.co.uk (Gary Priest) writes:

> >Yeah, but what? It sounds like you want to test everything.
>
> Of course I want to test everything :)

:-)

> I'm not forking out all that money to find it falls over in a heap on my
> Falcon! Call me paranoid, but with the problems I have with MagiC5 on *my*
> Falcon, I'm very nervous about compatability!

As most Atari users. If you can use it fully offline when it wouldn't be that
bad if they removed, lets say the graphics on the oline version. As you say,
teh graphics are important and therefor remove it would be a good thing
top make you buy it, to get the graphics! If they work offline they should
would online as well. The graphics is just one small bit of html. Supporting
all the html commandostags and display them correctly is for me much more important
and the most complex part of the browser (atleast I would think it is).

The graphics is just to make it look pretty. :-)

> Just look at all the problems that some people have with STiK, CAB, cab.ovl
> etc. It works brilliantly for some (myself included) and not so well
> for others!

Yup, but that hasn't realy got much to do with the graphics. A stable TCP/IP
stack andn PPP layer is more important. All the things above hasn't got much
to do with the graphics.

> CAB etc. is shareware. If it doesn't work for you, then you don't use it and
> hence don't pay for it!

:-)

> I don't know anything about OXO or their other products (if they have any),
> therefore I want to be able to prove to myself that their program works with
> *my* setup before I pay for it. I don't think that's unreasonable :)

No, but you still can't get everything. When I say that they could remove the
graphics displaying I don't mean that they have to, buyt I think it would be
a good way to make people buy it. If the networking and html parsing works
solid I would be more than happy.

> IBROWSE(if it really is being ported across from the Amiga) may be a
> different matter. Oregon Research have a proven track record of quality
> products (DiamondEdge, DiamondBack etc). Therefore I may be less worried
> about purchasing it untried (although I think I'd still wait until a few

> people have bought and used it)!

Yup.

> >Anway, they must criple it somehow.
>
> Sure. Otherwise no-one'll pay for it!!

Exactly.

> Maybe limiting the time of use (ie. after 10 mins the program quits).
> No hotlist/favourites etc. I don't know really. It's up to OXO.

I know, but just have a timelimit is to simple. I say this because I know
what happened to Connect which also have a timelimit. Not very hard to
go around. Maybe removing the ability to go back to the prevous page would
be enoying enough. :-)

> >BTW. WebSpace will be more than just a Webbrowser as well, atleast if it
> >will have everything that is in the demo. I'm talking about FTP and
> >mail.
>
> Big deal! So it'll end up like NetScape and MSIE then!
> I for one have never got on with mail/news in MSIE and use Turnpike instead.
> Thus the facility is wasted on me!

Sure, if it isn't any good.

> IMHO a webbrowser should be just that, a webbrowser. I'm much more in
> favour of individual TCP/IP clients for mail, ftp etc.
> Rather than have one program do everything averagely. I'd rather it did one
> thing excellently! ie. they should concentrate on making it the worlds best
> web browser and not an average browser with mail/news/ftp etc. :)
> If you're cramming all those features into a product then something has to
> suffer!

I agree, but I can't see why you can't make it a good mail client as well.
It wouldn't be to hard to make it one of the best for TOS atleast. ;-)

> >> If I can get hold of a copy of WebSpace and try it out on-line and I like
> >> it, then I'll fork out the money, else I'll stick with CAB!
> >
> >And there is CAB 2 on its way.
>
> Certainly is! I seem to get a new beta every other day :)
> It's looking very good too!!

Ah, so you are beta testing it. So how is it? Does it handle frames?
Java? :-))

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |

```
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+
```

# 2978. Calamus SL, Dynacadd 3D for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: 3ws5@qlink.queensu.ca
Message-ID: <5dq08l$e8o@knot.queensu.ca>
Source record: 128017

Prices dropped.

Calamus SL modules...
Line Art 1.5
Bridge 2.0
Ext. Clipboard
Starscreen
etc.

Will throw in Outline Art 3.0 for free.
$150.00

Dynacadd. Latest Version! $100.00
All prices Canadian!
reply to sangrar@connect.reach.net
The above email is accessed more often.

Thanx.

# 2979. ATARI ST Hardware-Software Sale CHEAP !!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Mark Wesolowski <wesolowski@hns.com>
Message-ID: <5dq2vu$37a@hnssysb.hns.com>
Source record: 128018

```
ATARI ST STUFF FOR SALE
=======================

Hardware
--------------------------------------------------
1040ST w/ 4 meg RAM, 286/16 PC emulator w/DOS and Windows 3.1
Hard Disk with host adapter and 3 100 meg scsi drives
SC1224 color monitor
SM124 mono monitor
color/mono monitor switch box
Video Key (connects atari to TV and or stereo)

Software Apps.(includes manuals and master disks)
-------------------------------------------------
NeoDesk 3 w/icon disks
Tempest Editor (Fast)
ST-Term
Mavis Beacon Teaches Typing
Degas Elite
Personal Pascal
GFA Ray Trace

Software Games (includes manuals and master disks)
--------------------------------------------------
Midnight Resistance
Star Glider
Gone Fish'n
The Black Cauldron
Dark Castle
Sky Fox
Time Bandit
Leader Board (golf)
Obliterator
Combo Racer (motor cycle)
The Killing Cloud
Stunt Car Racer
Narco Police
The Gauntlet
Test Drive
Test Drive II
Test Drive II Muscle Car Disk
California Games
Tanglewood
The Pawn
```

TONS MORE SOFTWARE ON HARD DISKS !!!!!!!!!!!!!!!!!!!!!!!!

ASKING $400 O.B.O. for everything

Want to sell as a package put will seperate if you buy enough stuff

Email to wesolowski@hns.com

# 2980. ATARI 8 bit Software SALE CHEAP!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Mark Wesolowski <wesolowski@hns.com>
Message-ID: <5dq32v$37a@hnssysb.hns.com>
Source record: 128019

Software for Atari 8 Bit (with manuals and master disks or cart.)
---
Assembler Editor (cart.)
Action Language (cart.)
Print Shop w/ graphics library
Mega Filer
Antic VT100 terminal emulator
Antic Astrology
DOWNLD tape to disk, cart to disk, disk to tape
Antic RAMBrant

The Seven Cities of Gold
F-15 Strike Eagle
Lode Runner
Karateka
The Great American Cross country Road Race
Bandits
Wayout
Castle Wolfenstein
Beyond Castle Wolfenstein
Beach Head
Dimension X
Hardball
Jupitor Mission 1999 (5 disks)
Rescue On Fractalus

TONS MORE TILTES!!!

ALSO 100 POUNDS of MAGAZINES (ANTIC, CURRENT NOTES ECT.. and BOOKS)
ALSO the offical ATARI technical manual with schematics and source code.

Asking $100 obo (that's less than $1 per Item)

Email wesolowki@hns.com

# 2981. Re: Sundog on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Mr.Maddog@Microserve.com
Message-ID: <9702111819.AA18109@Microserve.com>
Source record: 128020

From: jbjr@iglou.com

>I finally got Sundog to work with the Gemulator. It took some trying,
>but it works, sort of.

Great, it's nice to know it can work. This answers the question of
someone wanting a "disk image" of it...just get the disk :)

>First, my copy is one of the first made for the ST (back in old 1985).
>It wasn't protected, but was the Atari ST format disk. I used my
>friends 1040STE to copy the disk to a standard formatted disk (MS DOS
>compatible). It will now run under Gemulator 3.6 and 4.5 and 4.6.

When I looked at it, it didn't seem to be on a protected disk so it
can be somewhat read on a PC. Long as you keep the orginal disk,
then it's cool. Have you been able to put Sundog on the hard drive?
:)

>However... The Gemulator does strange things with the scrolling
>effect. When you're out walking around your ship and the screen
>scrolls, your ship will appear twice or three times. The scrolling is
>not right like on an original ST. It's not really playable.

I'm thinking this may be the hardware emulation. Gemulator was
mainly made for ST applications. Right now, there are all sorts of
emulators that can do this easliy, including the Amiga, and Darek has
perfected the 68000 emulation along with other chips.

Methinks it's time to have a ST emulation summit to get it working
for all games :)
Eric Noss
a.k.a
Mr. Maddog

Now at 'MrMaddog@microsevre.com', for nice friendly private chats.

All spammers subjected to $500 charge for solicition, manual or
automatic.

# 2982. Re: Magnum ST Erfahrungen

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <855682316@p24.f101.n323.z205.mbh.org>
Source record: 128021

Harry Sideras wrote:
>>> Magnum ST
>
> I'm probably being even more stupid than usual, but I can't see
> anywhere in this text where it tells us what it is! I've never heard
> of a Magnum ST card, a Software Service Seidels card or an HBS240 or
> HBS640.

HBS240 is a 15 MHz accelerator board, HBS640 is a 28 or 36 MHz
accelerator board. Software Service Seidel is a very active Atari hardware
developer.

> By implication, it seems to be a RAM upgrade card - is that right?

Looks like it.

> So, this seems to say they've broken the 4Mb RAM limit? Do you know
> whether they will respond to enquiries in English? (I'll EMail them
> anyway...)

You can always try.
BTW: the 4Mb limit was broken lone time ago, was quite expensive then.

Bye, Hans

# 2983. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5dod02$1u0nk_002@news.ti.com>
Source record: 128070
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <5d3tg2$phs@News.Dal.Ca>, ag352@chebucto.ns.ca (John S. Gray) wrote:

>The civill libertarian in me gets quite annoyed at all the hue & cry.
>Here in Canada a fellow was busted for possession of porn (apparently he
>was into 13 year old males) when the cops raided his hard drive and
>found the images he downloaded. He was using a text-based LYNX/PINE/TIN
>server via a freeNet. He would therefore have had to downlosd the files
>and view them off-line.
>

In Singapore, it's worst!

The government have a proxy which filters out everything going into Singapore. The government is said to have 5 full timer surfers in the NCB ( National Computer Board) whoose job is to search & locate porn sites and add them into the no-no proxy list so that they are blocked.

Last year, a guy was caught by the law for possesion of porn stuff in his harddisk. He was fine over S$50K ( S$1.4 = US$1 ) for 66 pics, I think it was like S$1K per pic, couldn't remember.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 2984. ST on a PC??

Newsgroup: comp.sys.atari.st
Date: 1997-02-11 00:00:00 UTC
From: rpilon@achilles.net
Message-ID: <5doele$voq@hermes.achilles.net>
Source record: 128071

Well like a lot of others out there I'm thinking about moving to a PC machine. But on the way I would like to run some of my ST software on the PC.
I've heard of Gemulater and Magic C. Some of the stuff on Gemulator isn't very good. Is Magic C any better?? Is it easier to get either of these programs to work on a Mac rather than a PC.

Any thoughts would be appreciated.

Thank you

73

Ray

# 2985. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5dru6i$7dm$3@newsserver.rrzn.uni-hannover.de>
Source record: 127822

Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:
: According to one of the Black Scorpian guys, the stack errors are caused
: by MagiC not having proper memory protection. I also get the GEMDOS

No, it's neither caused by the weather nor by the missing memory
protection. A stack error is just what it's name says: An overflow
of the supervisor stack. As this stack is 1k in TOS and 5k in MagiC it
is not too small. A stack overflow normally indicates a severe problem
with some of your programs.

--

-----------------------
ANDREAS KROMKE

.....................................................
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

# 2986. Re: Need E-mail address for COMPO

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5drumf$crv@m1.cs.man.ac.uk>
Source record: 127823

In article <5d9ico$334@ash.ridgecrest.ca.us>, Michael Grove
<mgrove@owens.ridgecrest.ca.us> writes:
>other products are still available. There isn't anything the German
>office
>has that we don't,

So Compo is still around? Only the UK division went down?

------------------------------
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
------------------------------
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
------------------------------

# 2987. Re: Sundog ST Disk Image?

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5drv6d$jhu@ash.ridgecrest.ca.us>
Source record: 127824

!ynoT wrote:
>
> On Fri, 07 Feb 1997 23:14:27 GMT, shane (at) erc (dot) msstate (dot)
> edu (Shane Hebert (anti-spam email address)) wrote:
>
> >>| > Does anyone know where I might be able to find a disk image of Sundog
> >>| > for the Atari ST?
> >>|
> >>| Wasn't that a commercial game?
> > >
> > >Probably doesn't matter much anymore...
> >
> > ????????????????????????????????????
> >
> > Cheers.............!ynoT
> > Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
> > irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
> >
> > Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

Reminds me of a guy who wanted to buy the 80meg Conner
from my Falcon. He asked if I could leave HD Driver,
Atari Works and Speedo GDOS and MultiTos installed.
First thinking he was naive, I replied that it is
copyrighted software and I couldn't and wouldn't
do this. His reply angered at what I had said. He
stated that Atari went out of business a long time ago
and that it didn't matter if the software was given away.
I assured him it was just last year Atari soldout and
that many dealers carried the software he wanted. I mailed
him the vendors address and phone numbers. He basically
said I was full of shit and didn't know what I was talking
about. Needless to say I kept my hard disk.

On the subject however, I got a bunch of software with
a MegaSTE I purchased a while ago. I seen a disk with
"Sundog" on it, but there were so many I haven't really
looked to see if the original is there. If it is, is
it fun?

Mike

# 2988. Re: Help with Cuebase 3.11/Magic 5.03 !

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvhgjicr72.fsf@emw.ericsson.se>
Source record: 127825

martinr@hookup.net (Rick Martin) writes:

>
>
> Does anyone know if Cuebase works with MagiC 5.03 on a STE ? A friend of mine is
> trying to get it working but can't seem to get it working. I know under my Falcon it
> won't work but on an STE why won't it ? Anyone help appreciated !

I think the fault is with MagiC. It doesn't like Cubase very much on any computer.
I think it will work with MiNT+N.AES, but I'm not sure.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 2989. Re: What is a SHTML Web Site?

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: csilver@kendaco.telebyte.com.No.Spam.Us
Message-ID: <5ds3tu$5kn@news.telebyte.net>
Source record: 127826

Hi All,

Thanks for the info on SHTML's. Everything I was looking for was found
on Mario Becroft's Web Site. If your interested:

http://www.pl.net/user/mario/
*WWW Links
*Help Writing HTML
*TIAC Server Side Include Tutorial (WWW TIAC FAQ also informative)
*Sample Scripts (Try the samples)

Mario's Web Site is the most comprehensive individual site I've seen,
esp. for Atari. Encyclopedic is the word. Congrats Mario and thanks.

Charles
|~~_____/~~__ |
---------------------------------------------- |___ ------ )-+
csilver@kendaco.telebyte.com.Spam.No 0'--- ~~~| /~~ |
---------------------------------------------- (*)
"Space and Time are a continuum, not a certainty"
Orac or Werner Heisenberg 1927
--------------------------------------------------

# 2990. Re: ST on a PC??

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: aixit@aol.com
Message-ID: <19970212112000.GAA16185@ladder01.news.aol.com>
Source record: 127827

Im Artikel <5doele$voq@hermes.achilles.net>, rpilon@achilles.net (Ray Pilon) schreibt:

>Well like a lot of others out there I'm thinking about moving to a PC
>machine. But on the way I would like to run some of my ST software on
>the PC.
>I've heard of Gemulater and Magic C. Some of the stuff on Gemulator
>isn't very good. Is Magic C any better?? Is it easier to get either
>of these programs to work on a Mac rather than a PC.
>
>
>Any thoughts would be appreciated.
>
>

Try TOS2WIN

http://www.aixit.com/tos2win/info.htm

# 2991. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <3301A962.167EB0E7@etlxdmx.ericsson.se>
Source record: 127828

Andreas Kromke wrote:

> No, it's neither caused by the weather nor by the missing memory

Sorry, I don't understand the weather reference.

> protection. A stack error is just what it's name says: An overflow
> of the supervisor stack. As this stack is 1k in TOS and 5k in MagiC it

Are you saying that MagiC does have memory protection? If so, how does
this work on systems with CPU's < 68030 that don't support it?

> is not too small. A stack overflow normally indicates a severe problem
> with some of your programs.

I'm sorry Andreas, I can't accept this. If this were the case the same
problems would occur under TOS only more so because of the smaller
stack. They don't. I don't use any particularly unusual programs and
if there were problems with those programs, it would most certainly have
been mentioned here at some time.

Regards
Martyn

## 2992. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: !ynoT
Message-ID: <3300954d.1902590@news.airtime.co.uk>
Source record: 127829

On Tue, 11 Feb 97 06:57:26 GMT, dbrewood@nest.demon.co.uk (Daron Brewood) wrote:

>Not back fully yet but getting there. The police have now asked for my >assistance in accessing the Atari. For some reason their PC guys are >having a few problems.

The obvious problem being....Where does the mouse go ? :))

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

## 2993. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5ds7v1$10jm@rs18.hrz.th-darmstadt.de>
Source record: 127830

Hi!

In article <29075_please@no.spam.mail.here>,
please@no.spam.mail.here (please@no.spam.mail.here) writes:
> I've heard that this utility exists, but I didn't get it with my Master Disks
> for v5.03 - where did you obtain it?
Have a look at the following ftp site: acp5.chemie.uni-kl.de,
/pub/atari/mtorom13.zip. The directory also contains some other software
from Uwe Seimet, e.g. demo versions of HDDriver and Diskus.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

# 2994. Re: How to make all files "readable/writable"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: gryf@hrzpub.th-darmstadt.de
Message-ID: <5ds9j7$10jm@rs18.hrz.th-darmstadt.de>
Source record: 127831

Hi!

> I've already tried "chmod -r +w images*" and other variations of the same
> command sequence, but it doesn't work. Any ideas?
Try 'chmod -R a+w images' (note that the capital 'R' is the flag for
recursive operation). If you only want to make the files writable by the
owner (if you work with a Minix filesystem), change 'a+w' into 'u+w' in the
command.

If the files are on a FAT filesystem and the above command doesn't work, it
may be that you've got a broken chmod which can't set the correct flags for
this filesystem type.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRC) binder@rbg.informatik.th-darmstadt.de
PGP-key available on request! gryf@hrzpub.th-darmstadt.de

## 2995. Atari HD questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: "c.j. boksem" <c.j.boksem@ptt-telecom.nl>
Message-ID: <3301B2F4.5C21@PTT-Telecom.NL>
Source record: 127832

A few HD questions:

- Were can I find information about HD interface & software (SCSI and IDE) for an Atari ST?
- Is it possible to replace the MFM drive (is it ?) in a megafile 60? (By a bigger disk) E.g. are there still MFM drives available?
- I still have a power supply and a controller board from a Vortex jet-something. (I used the harddrive for a MegaSTE) Can I use these for a SCSI drive? Does anybody have a description of these boards?

Thanks,
Hans
--
---
DISCLAIMER: This statement is not an official statement
from, nor does it represent an official position of, PTT Telecom B.V.
---

# 2996. Re: ST on a PC??

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: !ynoT
Message-ID: <3301a206.2580747@news.airtime.co.uk>
Source record: 127833

On Tue, 11 Feb 97 20:57:58 GMT, atari@teleport.NO.SPAM.com (Rich
Tietjens) wrote:

>I use the TOS2WIN demo here to check compatability of ST proggies that are

Is it an ATARI Emulator or something that allows you to run an ATARI
program, Can you get an ATARI Desktop onto your PC ?
Sorry but as the demo I got was German and the page etc etc then I
couldnt figure it out, But I certainly could not get an ATARI desktop
on screen,

Scuse me, but why do you keep mentioning no need for virtual drives
when you talk about emulators? I have tried every ATARI emulator I can
find and have never used a virtual drive yet?,

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 2997. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <41341095_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 127834

In article <VA.00000065.0001265b@kim->
Kim Andersen <dksoft@image.dk> wrote:-

>Nice going Daron.. We are a few people here missing you, (on NeST ofcouse).
>Glad to see you re back.

Not fully yet, but hopefully within the month. The police have speeded up the
rate of investigation so hopefully soon.

--

---

dbrewood@nest.demon.co.uk

---

# 2998. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <4350614_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 127835

```
>Doesn't that fall under "self-incrimination" if you've been accused of
>loading something illegla onto it?
>Tell 'em to get your attorney and ask /him/ to access the files. <G>

Nope I just want it to be over with, and if I can help to move things along
I will do so.

--

------------------------------------------------------------------------
dbrewood@nest.demon.co.uk
------------------------------------------------------------------------
```

## 2999. Ned Player v2.4

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Sumbera Petr <xsumbe00@stud.fee.vutbr.cz>
Message-ID: <Pine.BSI.3.95.970212115530.19538A-100000@fest.stud.fee.vutbr.cz>
Source record: 127836

I have just done new version of NED PLAYER v2.4.

You can now get N_PLAY24.LZH on my page:

http://www.stud.fee.vutbr.cz/~xsumbe00

-What it is? Here is small info:-----------------------------

Simple sample player for ATARI STE/TT/FALCON. Now you can
change smooth frequency from 6 to 25 kHz in mono (SW MODE).

-features:---------------------------------------------------

- It runs as ACC or PRG
- You can use Drag & Drop
- unsigned -> signed -> unsigned (CHANGE FORMAT)
- MultiTOS compatible
- SW MODE (smooth frequency change from 6 to 25 kHz)
- Automatic file format recognize
- Keyboard commands
- Shell parameters
- VA_START protocol
- ability to play 16 bit files

-file formats:-----------------------------------------------

It recognize and play this sound formats:

- SAM (ATARI 'STOS Maestro')
- DVSM (ATARI Falcon 'WinRec')
- SND, AU (Sun, Mac, NeXT)
- WAV (PC)
- AVR (ATARI)

Petr

# 3000. Re: Falcon Audio Problem, help?

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvg1z2cihw.fsf@emw.ericsson.se>
Source record: 127837

frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) writes:

> 
> Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:
> 
> > As for what causes it - if it happened with both Falcons, I would seriously
> > consdier getting the INPUT device checked - if you ahd it hooked up to a
> > mixer board or something similar, it would appear that some amount of
> > overvoltage must be leaking into that device's output lines.
> 
> It happened with a variety of audio sources, Rich, or I'd have had the
> same thought. I don't even own the same audio sources which used to feed
> the older Falcon, so that seems doubtful.

I would say the same thing, but that is not the reason, it's probably
the music you are listening to. ;-))

I have never heard about this before and as it's the same channel on
both machines it does sound like it's an external device that have
blowed you computer. I guess you used the same cable to both or do
you have different cables as well? I still think it's the input
device as Rich said.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3001. Re: Sundog on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: TL Westgate <tl@westg8.com>
Message-ID: <3301C399.209A@westg8.com>
Source record: 127838

I am so sorry. I made the original post about the disk image. I thought the company that made Sundog had gone under. So, who would I pay for a copy of it now? If you had read my original post carefully, you would have seen that I stated I had bought Sundog, but the disk had gotten corrupted after all these years (I bought it in 1986 at the same time I bought my ST, and a copy of Rogue [one of my faves]).

I'm not saying all this to enrage anyone further. I am apologizing for my lack of knowledge regarding the existence of the company that made Sundog. Hopefully, we'll be able to stop this thread.

I mean, if I were a pirate, I wouldn't put my personal web design company in my signature file, and I would've changed my reply-to e-mail address.

I'll probably get more flames for this, but it was an honest mistake. Please excuse me. I will never ask for software I already own, ever again.

TL
--
International Internet Incorporated of America
http://www.westg8.com/i3/

# 3002. Re: Magnum ST Erfahrungen

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: aixit@aol.com
Message-ID: <19970212133801.IAA19411@ladder01.news.aol.com>
Source record: 127839

Im Artikel <28931_please@no.spam.mail.here>, please@no.spam.mail.here
(please@no.spam.mail.here) schreibt:

>I'm probably being even more stupid than usual, but I can't see anywhere
in
>this text where it tells us what it is! I've never heard of a Magnum ST
>card, a card or an HBS240 or HBS640.

MAGNUM ST

is an memory expansion board for atari ST computers (without STE)

The Magnum board breaks the 4MB limit. It works with an PS2-SIM modul.
The Magnum is very new.

You will found more informations (in German) about the magnum board at:

http://www.aixit.com

The can find the complete installing guide in html format.

>
>By implication, it seems to be a RAM upgrade card - is that right?

So it is, have a look to http://www.aixit.com

>
> >> Magnum ST
> >>
> >> 0MB 229,-
> >> 4MB 259,-
> >> 8MB 279,-
> >> 16MB 379,-
>
>So, this seems to say they've broken the 4Mb RAM limit? Do you know
whether
>they will respond to enquiries in English? (I'll EMail them anyway...)
>
>

Ordering informations:

aixit GmbH
Hansmannstr. 19
D-52080 Aachen
GERMANY

FON: +49(0)241-9519230
FAX: +49(0)241-9519225

www: http://www.aixit.com
email: sales@aixit.com

You can order via email at sales@aixit.com
inside europe you have to pay cash on delivery

outside europe you have to pay to our swift account
you can get details for outside europe ordering via email from
sales@aixit.com

with best regards Fridolin

# 3003. Re: Doomcloon for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: mdekker@wins.uva.nl
Message-ID: <5dshj7$b81@turing.wins.uva.nl>
Source record: 127840

amrat2000@aol.com (AMRAT2000) wrote:

:>Hello i'm looking for a doomcloon for the atari-st

there are no doomclones for an ST.

:>what's the name ?

no name, because it is non-existent.

:>do you have it ?

no

:>i want it
:
:>i have a lot to trade, some oldies but goldies
:
:>greetings rob.
:
:> Rob simonis
:> r.g.simonis@io.tudelft.nl
:
:Substation is an excellent Doom-type game.

wrong, it is a Wolfenstein clone (but without t-mapping! although
wolf didn't really have tmapping, it is better than the sorry shading
of substation)

:You can get a copy by calling Toad Computers at 1-800-448-8623

Some people are trying to make a doom-compatible engine for the falcon.
doesn't run on an ST of course.

--
Martijn Dekker
UvA - Math department Universiteit van Amsterdam
PFF - Computer Games
http://turing.fwi.uva.nl/~mdekker/pff/ (Xcogitate, Templar)

# 3004. Trashed "Realtime" program

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <5dshnu$80j@preeda.internex.net.au>
Source record: 127841

My friend accidently trashed his master disk for Realtime music program.
He was making a backup but he forgot to change disks when Fastcopy asked
him. He didn't have the master disk write protected :-(
He now has a 'copy' disk but it does not have the 'protected bits' and
will not work. It's an older program from 1988 but he likes it.

Can anyone help?

Thanks, Julian

--

/| |\ o _, /�� o |\ |\ _ |
| | | | |/ | / | /|/| ( _ | |/ |/ / _|/�/�|
\|/ \/|_/|_/|/\/|_/ | |_/ _/ |/|_/|_/_/ | \/|_/
(| julian@connexus.apana.org.au |) |)

# 3005. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvd8u6cf2n.fsf@emw.ericsson.se>
Source record: 127842

gary@the-gap.demon.co.uk (Gary Priest) writes:

> >I ain't got a clue what the problem is, can any one help me please.
>
> Unfortunately for you, there isn't a cure to your problems. I get the gemdos
> errors all the time (on boot up) with my Falcon failing to boot 8 times out
> of 10!

That's realy strange. I have never had this problem and I have even an
Afterburner040 in my Falcon. I guess I'm a lucky man.

> The 'alleged' Falcon compatability of MagiC5 is a myth! MagiC5 is *not*
> Falcon compatible. At least *not* compatible with *all* Falcons.
> Apparently (according to the authors) it is compatible with some!!

:-)

> Oh dear. You've started me off on one of my pet subjects :)

Hehehee... :-))

> Saying all that, I still use MagiC5 on a daily basis (despite it's
> problems)!

You do? You must be a crazy man!

> I just wish that the authors would accept responsibility for the *bugs* and
> fix 'em!!

Yup. It might be hard to fix though as they might not have access to a
Falcon which has this problem. I guess the Falcon compatibilty of MagiC
must have been the worse nightmare for the MagiC team. :-)

But I still say that if TOS/MiNT/XaAES/N.AES/oAESis/Linux works without
any problems the fault must lay in MagiC, atleast it must be fixable.

> You could use MagToRom (by Uwe Seimet). This uses the PMMU to try and
> protect the MagiC code from being overwritten. Since using it, I seem to get
> less crashes (it doesn't help with booting though)!

A pitty that this one doesn't work on the Afterburner040. :-((

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3006. Re: BTV the new strain, part 2

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <5dsidd$3ul@isoit109.bbn.hp.com>
Source record: 127843

```
: Remember the Baby Turtles are out to get you ......

:
: --

: ------------------------------------------------------------------------
: ade@finitive.demon.co.uk
: http://www.finitive.demon.co.uk/
: ------------------------------------------------------------------------
It seems that you're the author of that virus! Shame on you, lamer!
```

# 3007. Re: NVDI 4 / SpeedoGDOS help please...

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <855753992@news.compulink.com>
Source record: 127844

>Hi all,
>
>Having got CAB/Stik set up on my 1040 STf (4Mb) running with my SM124, I would
>like to see a better display of screen fonts/graphics etc.
>
>Now, I have GDOS but am I right in thinking that NVDI 4.x is needed for Vector
>fonts? What about SpeedoGDOS? does this handle vectors?
>
you can use NVDI 4 as well as SpeedoGDOS version 5 - both of these
handle both Speedo as well as Truetype fonts. I'm using NVDI 3 myself
with CAB/STiK with the Life fonts I got with the package.

>Where can you buy NVDI from in UK? Anyone selling s/h?

Systems Solutions in East Dulwich I believe is the dealer for NVDI
in the UK.

# 3008. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5dsjob$m15@m1.cs.man.ac.uk>
Source record: 127845

In article <32FFCCC2.720A@geocities.com>, David Rutherford <d_rutherford@geocities.com>
writes:
>Does any one know where i can get a version of stoop which is over 1.05.
>I've looked everywhere. Someone said that there was a version 2 out, but
>i am still unable to find it anywhere on the net, could someone please
>help.

I think it is unlikely that there will be another version of Stoop, as
the author (according to ST Format, and also to a post here from the
author himself) lost the source when his machine died. He stated that
he was not planning on buying a new Falcon, so unless someone has
disassembled / re-written Stoop, there wont be a new version...

Why do you need a new version? The newdesk.inf coruption problem? if
so then you might be interested in a (minute) program that I wrote to
fix this for my system...

Anthony

--
------------------------------------+----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
-----------------------------------------------------------------

# 3009. Re: Doomcloon for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvafpacdf0.fsf@emw.ericsson.se>
Source record: 127846

mdekker@wins.uva.nl (Martijn Dekker) writes:

> :>Hello i'm looking for a doomcloon for the atari-st
>
> there are no doomclones for an ST.
>
> :>what's the name ?
>
> no name, because it is non-existent.

Well it depend on how you specify the word "Doom clone".
There are atleast two 3D maze games for the ST with texture mapping.
The one I saw a long time ago (Kill Things) were a very early preview
but it did have texturemapped walls. In the state I saw it it looked
more like a Wolfenstein clone. There is another one which I have never
seen but I think it's a Wolfenstein clone.

> :Substation is an excellent Doom-type game.
>
> wrong, it is a Wolfenstein clone (but without t-mapping! although
> wolf didn't really have tmapping, it is better than the sorry shading
> of substation)

He did say Doom _type_ game and you could say that it is, can't you?
The plot is about the same and they present the world in a similar
way. Most people refer to Wolfenstein clones and Doom clones as the
same thing.

> :You can get a copy by calling Toad Computers at 1-800-448-8623
>
> Some people are trying to make a doom-compatible engine for the falcon.
> doesn't run on an ST of course.

This you can call a true Doom clone I guess. It even uses the same levels
and data files as Doom.

There is also Running for the Falcon. What would you call that? A Wolfdoomed
clone or a Doomed wolf clone? :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 3010. Add-on midi box for MagicMac?

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Robert Aries <robaries@ix.netcom.com>
Message-ID: <3301D754.28C6@ix.netcom.com>
Source record: 127847

Does this exist? I heard that it might. I'd like to run Dr T's Omega
on my Powerbook.

# 3011. GRIBNIF SOFTWARE!

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Richard Wegner <richardw@dmapub.dma.org>
Message-ID: <Pine.SV4.3.91.970212095207.2233E-100000@dmapub.dma.org>
Source record: 127848

Hi...I am wondering does this company still support the Atari Computer line? If so, I wish to have their e-mail (if they have one) and postal (US MAIL) addresses. I would like to purchase a NEW copy of NeoDesk 4.x (what ever the version is) and use that as my new desktop. I liked the demo that is availible on umich.edu, but I don't like the limitations they put on it.

For anyone who does have it and uses it: Does it support CD ROM drives? Version 3.01 doesn't all too well. Also, how good is it when you do an AUTOBOOT of it? I have TOS 2.06 and with version 3.01 it won't autoboot, since it looks for DESKTOP.INF, while TOS 2.06 creates NEWDESK.INF instead.

Thanks...I do appreciate it! NOTE: IF ANYONE HERE IS A DEALER AND SELLS IT LET ME KNOW THAT TOO! I don't want a used version of it!
---

---
Richard Wegner - richardw@dmapub.dma.org - Dayton Microcomputer Association
---

# 3012. .re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: A.Vitali@agora.stm.it
Message-ID: <msga29557@agora.stm.it>
Source record: 127849

re: HELP BO[BFOJ - VIRUS CARPE DIEM

Thanks to all the people answered my question and specially to
Keith Brooks who had the same problem and send me some
instruction to remove this virus called CARPE DIEM.
I think I found an easy way to remove it (at least it's 24 hours
that I don't see "BO[BFOJ" on my monitor) and I' m gonna to
describe it if someone should have the same problem.

The virus is located in the AUTO folder of hard disk partition
C: but it's hidden, you can't see it.
First you have to turn off your computer and then turn it back on
, so that the hard disk will be installed and accessible but
the programs in the AUTO folder will not be executed (in my 4
Mega STE pressing the key [ALT] during the booting process) .
Then open the AUTO folder and rename the programs from .PRG in
PRX (or somethong else so they cannot run).
Now turn the computer off and then turn it on again in the usual
way after 30 seconds.
At this point I used a program that's called SEARCHER (v.2.02)
(that I found on ftp.toad.net/umich) and I told him to look for a
program called " ~.PRG " (the virus) and delete it.
That's all (at least I hope so).
(The only thing I don't know is if I have to delete the programs
that I renamed in the AUTO folder or not and I can rename them
again into .PRG) Someone like Richard Karsmakers can tell me
something about it?

Adriano

Greetings from Rome - Italy (one of the worst places in the world
for an Atari user)

My adress: a.vitali@agora.stm.it

## 3013. Re: Postmortem program required

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-1202970906580001@138.110.10.65>
Source record: 127850
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <11652845_000003_OASIS_NEWS@the-gap.demon.co.uk>,
gary@the-gap.demon.co.uk (Gary Priest) wrote:

> Does anyone know of a good 'postmortem' program that displays the registers
> etc. after a program has bombed ie. RAM $380 - $3EB!
>
> It must work under MagiC.
>
> TIA, Gary

Yes, it's called NeoDesk :-) Of course, that's just one tiny part of what
it does.

Dan Wilga
dwilga@mtholyoke.edu

# 3014. Re: Sundog on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E5HyEt.I5G@gazette.stortek.com>
Source record: 127851

In article <3301C399.209A@westg8.com>, tl@westg8.com wrote:
>I am so sorry. I made the original post about the disk image. I thought
>the company that made Sundog had gone under. So, who would I pay for a
>copy of it now? If you had read my original post carefully, you would
>have seen that I stated I had bought Sundog, but the disk had gotten
>corrupted after all these years (I bought it in 1986 at the same time I
>bought my ST, and a copy of Rogue [one of my faves]).
>
>I'm not saying all this to enrage anyone further. I am apologizing for
>my lack of knowledge regarding the existence of the company that made
>Sundog. Hopefully, we'll be able to stop this thread.
>
>I mean, if I were a pirate, I wouldn't put my personal web design
>company in my signature file, and I would've changed my reply-to e-mail
>address.
>
>I'll probably get more flames for this, but it was an honest mistake.
>Please excuse me. I will never ask for software I already own, ever
>again.
>
>TL

Even if a company has gone under, it doesn't make the software go into the
public domain. The copyright holds all the same, even if you are not actually
hurting a party.

FTL was bought by some other company, but I don't know who.

Nick

# 3015. Re: GRIBNIF SOFTWARE!

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: dipching@ping.be
Message-ID: <855764508_OASIS_@ping.be>
Source record: 127852

In article <Pine.SV4.3.91.970212095207.2233E-100000@dmapub.dma.org>
Richard Wegner <richardw@dmapub.dma.org> said:-

>
>Hi...I am wondering does this company still support the Atari Computer
>line?

Yes, you can find it at the following adresses :

Gribnif Software
P.O. Box 779
Northampton, MA 01061-0779
USA

Tel : (413) 532-2434
Fax : (413) 532-2540

E-Mail : gribnif@pair.com

Web : http://www4.pair.com/gribnif/

If so, I wish to have their e-mail (if they have one) and postal
>(US MAIL) addresses. I would like to purchase a NEW copy of NeoDesk 4.x
>(what ever the version is) and use that as my new desktop. I liked the
>demo that is availible on umich.edu, but I don't like the limitations
>they put on it.
>
>For anyone who does have it and uses it: Does it support CD ROM drives?

Yes.

>Version 3.01 doesn't all too well. Also, how good is it when you do an
>AUTOBOOT of it? I have TOS 2.06 and with version 3.01 it won't autoboot,
>since it looks for DESKTOP.INF, while TOS 2.06 creates NEWDESK.INF instead.

Perfect autoboot.

--


---
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---

# 3016. Re: Doomcloon for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: mdekker@wins.uva.nl
Message-ID: <5dsttl$fil@turing.wins.uva.nl>
Source record: 127853

Magnus Kollberg <emwoll@emw.ericsson.se> wrote:

:mdekker@wins.uva.nl (Martijn Dekker) writes:
:
:
:> :>Hello i'm looking for a doomcloon for the atari-st
:>
:> there are no doomclones for an ST.
:>
:> :>what's the name ?
:>
:> no name, because it is non-existent.
:
:Well it depend on how you specify the word "Doom clone".
:There are atleast two 3D maze games for the ST with texture mapping.
:The one I saw a long time ago (Kill Things) were a very early preview
:but it did have texturemapped walls. In the state I saw it it looked
:more like a Wolfenstein clone. There is another one which I have never
:seen but I think it's a Wolfenstein clone.
:
:> :Substation is an excellent Doom-type game.
:>
:> wrong, it is a Wolfenstein clone (but without t-mapping! although
:> wolf didn't really have tmapping, it is better than the sorry shading
:> of substation)
:
:He did say Doom _type_ game and you could say that it is, can't you?
:The plot is about the same and they present the world in a similar
:way. Most people refer to Wolfenstein clones and Doom clones as the
:same thing.

not true. wolf is really different. no deifferent floor/ceiling levels,
no real t-mapping, no BSP but raycasting etc etc.

:
:> :You can get a copy by calling Toad Computers at 1-800-448-8623
:>
:> Some people are trying to make a doom-compatible engine for the falcon.
:> doesn't run on an ST of course.
:
:This you can call a true Doom clone I guess. It even uses the same levels
:and data files as Doom.

true.

:
:There is also Running for the Falcon. What would you call that? A Wolfdoomed
:clone or a Doomed wolf clone? :-)

I have never seen Running.

--
Martijn Dekker
UvA - Math department Universiteit van Amsterdam
PFF - Computer Games
http://turing.fwi.uva.nl/~mdekker/pff/ (Xcogitate, Templar)

# 3017. Re: Sundog on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: !ynoT
Message-ID: <3304ef9a.22444200@news.airtime.co.uk>
Source record: 127854

On Wed, 12 Feb 1997 15:44:54 GMT, bales@garonne.stortek.NOSPAM.com
(Nicholas Bales, Toulouse, France) wrote:

>In article <3301C399.209A@westg8.com>, tl@westg8.com wrote:
>>I am so sorry. I made the original post about the disk image. I thought

snip lots of apology for honest mistake....

>>Please excuse me. I will never ask for software I already own, ever
>>again.

>Even if a company has gone under, it doesn't make the software go into the
>public domain. The copyright holds all the same, even if you are not actually

I think the guy knows that, hence the apology for getting it wrong,
all this has been explained to him, he now realises his original
posting was worded incorrectly, yet still he is having the error
explained, <sheeesh!>

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3018. Re: Doomcloon for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: !ynoT
Message-ID: <3305f11b.22829052@news.airtime.co.uk>
Source record: 127855

On 12 Feb 1997 15:22:11 +0100, Magnus Kollberg
<emwoll@emw.ericsson.se> wrote:

>mdekker@wins.uva.nl (Martijn Dekker) writes:
>
>
>> :>Hello i'm looking for a doomcloon for the atari-st
>>
>> there are no doomclones for an ST.

Ho yes there are ?

>> :>what's the name ?
>>
>> no name, because it is non-existent.

How about Destruction Iminnent <spell check> from Goodmans int Public
Domain library uk, or Substation from.....

>Well it depend on how you specify the word "Doom clone".

Without being picky I think most people would call anything simmilar
to substation, well that type of game a doom clone?

>There are atleast two 3D maze games for the ST with texture mapping.
>The one I saw a long time ago (Kill Things) were a very early preview

Unfortunatly Kill Things will not be making it from the original
author, but the source (ASM I think) will be going into the public
domain soon,

>more like a Wolfenstein clone. There is another one which I have never
>seen but I think it's a Wolfenstein clone.

Thats maybe destruction imminent as that works on a STFM and has
enhanced sound on a STe... seen it and its not too bad, better than
substation IMHO :)

>> :Substation is an excellent Doom-type game.

But STe only ...

>He did say Doom _type_ game and you could say that it is, can't you?

Anything where you are walking around in that style must come under
doom "type"

>> Some people are trying to make a doom-compatible engine for the falcon.
>> doesn't run on an ST of course.

>
>This you can call a true Doom clone I guess. It even uses the same levels
>and data files as Doom.

Will never make it to the ST and who is 100% sure that it will ever
make it to the Falcon as a full blown game ?

>There is also Running for the Falcon. What would you call that? A Wolfdoomed
>clone or a Doomed wolf clone? :-)

From what I saw of it at the recent UK ATARI shows, I would call
it.... Bloody Briiliant :))))))

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3019. looking for two antiques.

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Bengad Zohar <s3180413@csc.cs.technion.ac.il>
Message-ID: <3301FFE3.41C6@csc.cs.technion.ac.il>
Source record: 127856

I'm looking for a very old game on the ST - Dungeon Master.
I'm sure that at leat some of you have heard of it.
Well I can't find a working version of it no matter how hard I tried.
If any of you can make me a copy (I'll pay for the diskette and mail of
course) I'll be most grateful.

And as long as I'm at it....
I'm looking also for a step by step solution for Chaos Strikes Back.
Thanks!

--
oooO Oooo
( ) _ _ ( )
\ ( / ) ( \ ) /
---_)-/ (----) \-(_/---
( ) ( )
oooO Oooo
ZOHAR

# 3020. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <36695092_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 127857

In article <5dp782$rgg@irk.zetnet.co.uk>
rgoring@REMOVE_FOR_REPLYzetnet.co.uk (Roy Goring) wrote:-

>Nice to see you about again :-)
>Good luck for the forthcoming time :-)

Cheers Roy, looks like I'm collecting a regular gamut of best wishes.

Hoping and hanging in there, both legally, and over the prospect of the
Falcon and HD's being disassembled.

--

---
dbrewood@nest.demon.co.uk
---

## 3021. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <31314164_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 127858

> The obvious problem being....Where does the mouse go ? :))

And where do you plug a VGA monitor, and do I have an Atari mouse spare, as well as SCSI and ADSI cables.

--

---
dbrewood@nest.demon.co.uk
---

# 3022. FS: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1202971000120001@i530.oro.net>
Source record: 127859

Spectre GCR with 128k Apple ROMS and version 3.0 Software. Works well and in very good condition. Comes with the floppy cable also. $75 plus freight.

Also have some nice software and books available that work well with the GCR.

JetLink Express for $10. Allows you to connect any standard HP or many inkjet printers to the Atari/Spectre System for printing purposes. Without JetLink, you can't really print. Very needed software for serious MAC use.

Quicken 5.0 for $10. Brand new and never opened. I received (2) for XMAS and only needed one. From what I heard it sells for $25 to $50 or so.

SuperLaserSpool for $5.00 Laser Printer spooler utility for printing.

Compuserve Navigator & Compuserve MacCIM $10 for both. Allows System 6 Macs to connect to compuserve.

Other disks (about 25 to 50) of various MAC compatible software and utilities. .50 cents each.

Tom

# 3023. FS: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1202971003270001@i530.oro.net>
Source record: 127860

All 175 magazines or so are already boxed up and ready to ship. Includes many different magazines. For a complete list, send me an email. Box weights 75 pounds. UPS freight is about $25 to most areas.

$50 plus freight.

Tom

# 3024. Re: Sundog on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Mr.Maddog@Microserve.com
Message-ID: <9702121825.AA16178@Microserve.com>
Source record: 127861

From: TL Westgate <tl@westg8.com>

>I am so sorry. I made the original post about the disk image. I thought
>the company that made Sundog had gone under. So, who would I pay for a
>copy of it now? If you had read my original post carefully, you would
>have seen that I stated I had bought Sundog, but the disk had gotten
>corrupted after all these years (I bought it in 1986 at the same time I
>bought my ST, and a copy of Rogue [one of my faves]).
>
>I'm not saying all this to enrage anyone further. I am apologizing for
>my lack of knowledge regarding the existence of the company that made
>Sundog. Hopefully, we'll be able to stop this thread.

Then it is a mistake on our parts for any misinterpetation. Now for
the meat of the deal...

The problem you described sounds like 'bit rot' which older floppy
disks deterated and not work. And I came across a few like that.

It would be nice to make a backup not for the purpose of boastful
cracking or pirating, but to still play the game which you would
still own. And if there would be an emulator to play ST games
someday, then this may be a route to go.

But still, we cannot freely pass them like public domain programs. I
have been thinking of an idea for a ST emulator to play games. I
figured it can read the protected disks and make images of them, but
it would be much safer to make so that only the person who owns the
games can play them. So this way no one can put the files on a web
page for example.

Eric Noss
a.k.a
Mr. Maddog

Now at 'MrMaddog@microsevre.com', for nice friendly private chats.

All spammers subjected to $500 charge for solicition, manual or
automatic.

# 3025. FS(UK): Atari Hard & Software

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <855761332_OASIS_@pwomar.demon.co.uk>
Source record: 127862

2nd Hand Items For Sale
**********

Items for sale include: Lynx Games,
ST Games,
Utilities,
PD Software,
CD ROMs,
Magazines,
Blank Disks,
Lots more stuff, please ask if you are looking
for a specific item, I may well have it!!!

I am sadly selling the Majority of my Atari equipment as I am moving
over to the Macintosh (with MMac) and much of it not usefull on that
machine. All software is original and comes with manuals, virtually
everything is the latest version available or very close to it.
Prices are negociable if you are buying more than a few items and
prices don't include P&P, I'm in Bristol if anyone is close enough to
pick up. I only have one copy of everything so mail me ASAP if
you are interested, just reply to this message.

**********

That's Write V3-The last version of this very powerful word processor,
can use (and comes with) Speedo Vector Fonts will no need for
Speedo GDOS, uptp 8 documents can be open, full spelling
checker and instant correction, macros, picture import and far
too many functions to list, a huge powerul beast of a word
processor, needs at least 2 meg and 2 floppy drives. cost 130
UKP, selling for 50 UKP.

Hisoft C Interpreter-Interpereted C so no waiting for the Compiler to finish,
complete with 2 DS disks and 340 page manual worth 50 UKP. 10 UKP

Connect 2.46-The leading Terminal package for the Atari, FULL
registered version inclusive of manual. 10 UKP.

Fastcopy Pro-The fastest floppy copier that actually works, highly
acclaimed by many magazines and used by almost everyone, if
you don't have it and copy lots of floppies then you really
should get it. 10 UKP.

Quartet-4 track song construction utility, uses samples as instruments
to create great tunes, like Sound Tracker but with an easy
interface. 5 UKP (10 UKP with STFM stereo output cart).

Stereo Master-Stereo sample editor, recorder and real time audio effects package, includes sampling hardware. 15 UKP.

Mastersound 2-Sample editing and recording utility, also has a mixing editor where you can create very simple songs from the sameples used. 10 UKP.

Stereo Replay-Stereo sound sampling and output at superb quality (upto 48khz) all within a GEM interface with superb editing facilities. A top quality proffesional package, cost 80 UKP. 20 UKP.

Tempus 2-The fastest text editor EVER, a good all round editor but especially great for fast editing of large files, almost 100% machine code for unbelieveable speed. 10 UKP.

View II-Install this program and it will allow you to double click on text, pictures, sound samples, archives and .seq/.dlt animations and have them displayed straight from the desktop with no extra software. Also includes a ramdisk, 8 UKP.

Ease 4-The highly acclaimed desktop replacement, allows files to be moved to the desktop, any key can be a hotkey, drag and drop support, displays files in windows, TOS programs run in windows, GDOS fonts can be used for display, display mode can be set for each window, file searching, copy functions can be passed to Kobold etc. All in all a very competent desktop. 20 UKP.

MagiC 4-Multitasking for any Atari with no slowdown! Give each program as much memory and processor time as YOU want it to have and still retain high levels of compatability. Will run virtually every GEM program and many more and even makes your computer faster when running just one program. 30 UKP.

Kobold 2.5-The fastest way to copy, move, format, backup & delete files. Improves over the GEM rate by many times, has the ability to record actions for editing and repetition at a later date. A highly useful tool for floppy and hard drive users alike, intergrates seamlessly into Ease. 25 UKP.

Ease, Magic & Kobold-60 UKP.

Atari CDs:

Squirrel 4x CD Rom Drive-External Drive (Toshiba Mechanism) with 2 SCSI ports, Stereo Phono Outputs, Headphone socket, Supports Audio Streaming direct to hard disk, multi-session, Photo-CD compatible, Perfect condition. 100 UKP or 180 UKP with all the CDs below.

Atari Mega Archive 2-The entire contents of the Umich archive as of May '95 around 2 gig of software in total. 15 UKP.

Suzy B's Atari Software Treasury-A 2 disk set of some of the best Atari software available. 25 UKP.

Crawly Crypt Vol 1-A top set of quality items from the Crawly Crypt
BBS. 15 UKP.

Crawly Crypt Vol 2-Another set of top software from the Crawly Crypt
BBS. 15 UKP.

Skyline-A compilation of German shareware along with some full
versions of shareware such as: OCR 1.3, Maxidat, Tempus Word
Jnr, GemFont, Idealist & Paula. 15 UKP.

Compo STe Power CD-Another selection of top German shareware along
with a few full versions such as: Maxidat, 7 Up, Gem View,
Original, Studio Convert & Adress. 15 UKP.

Skyline & Compo STe Power CD, 25 UKP.

**********
Blank (DD and HD) disk available, large quantities available please
ask for prices if interested.

Issues of ST Format 6-72 (with cover & subscriber disks), 1 UKP each.
Atari World (with disks) Issues 6,7,9 & 11. 1.50 UKP.

Most issues of ST Review & ST User also available with disks for 1 UKP
each, please ask fo the issues that you want.

1000's of PD software titles available, please ask for specific items
or ask for a list it is 700k in size but comes compressed to around
400k. It can also be downloaded by pointing your browser at
http://www.pwomar.demon.co.uk/main.tos

**********
GAMES!!!

Lynx Games, sadly most games come unboxed and without manuals but
they are are only 5 UKP each:
Zarlor Mercenary,
Gates of Zendocon,
Xenophobe,
Chips Challenge,
Slime World,
Crystal Mines 2.

All games are £0.50(+50p P&P Overall) each unless stated. Most games come
without boxes but with manuals. Huge discounts available if you want to buy
a large number of games.

A.P.B. £1,
Another World £1,
Archipelagos,
Atomic Robokid £0.80,
Axel's Magic Hammer,
Baal £0.80,
Back To The Future 2,
Backlash,

Bombuzal,
Boulderdash+Construction Kit,
Cannon Fodder £3,
Carrier Command,
Cruise For A Corpse £4,
Championship Water Skiing,
Damocles (Mercenery 2),
Dragon Ninja,
Dragons Lair 2 £3.50,
Eliminator,
Encounter,
Epic £2.50,
Final Fight £1,
Fire & Forget,
Fish,
Foundations Waste £0.80,
Future Basketball,
Future Bike Simulator,
Garfield-"Big,Fat,Hairy Deal",
Ghostbusters 2 £2.50,
Gremlins 2,
Hostages,
Hudson Hawk,
Indoor Sports,
Las Vegas,
Lemmings,
Licence To Kill,
Mercenery III,
Mig-29m Super Falcrum (Flight Sim') £3,
Mindbender,
Monkey Island (1 Meg Only) £5,
New Zealand Story,
Night Shift £2,
Operation Thunderbolt £1,
Operation Wolf,
Parasol Stars £1,
Populous & The Promised Lands £1,
Power Drift £1.50,
Power Up (Rainbow Islands, Chase HQ, Turrican, Altered Beast & X-Out) £3,
Precious Metal Collection (Captain Blood, Arkanoid 2, Xenon, Super Hang On) £2,
Rick Dangerous 2,
Risk,
Road Runner,
Robocop 3 £3,
Run The Gauntlet,
Shoot 'em Up Construction Kit,
Sleepwalker £2,
Soldier of Light (Not STe),
Star Wars,

Starray & Star Goose,
Story So Far V3 (Space Harrier, Live 'n' Let Die, Bomb jack & Thundercats) £2,
Super Space Invaders £1.50,
Superman £1,
Switchblade 2,
Switchblade,
Teenage Mutant Hero Turtles,
The Simpsons £1,
Triad Volume 1 (Defender of the Crown, Barbarian, Starglider) £2,
Turrican 2,
Venus The Fly Trap £1.25,
WWF Wrestlemania £1,
Wanted,
Xenon 2,
Yogi's Great Escape,
Zak McRacken and Alien Mindbenders (Lucasfilm Adventure) £5.

--

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------------------------------------------------------------------------
Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
------------------------------------------------------------------------
```

# 3026. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <855745382_OASIS_@pwomar.demon.co.uk>
Source record: 127863

In article <855644246_OASIS_NEWS@nest.demon.co.uk>
dbrewood@nest.demon.co.uk (Daron Brewood) said:-

> In article <19970210211125737O9@tachyon.demon.co.uk>
> frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:-
>
>>Well done that man! Good to see you back, Mate!
>
>Not back fully yet but getting there. The police have now asked for my
>assistance in accessing the Atari. For some reason their PC guys are
>having a few problems.

BD: "Yes officer just double click on that Kobold program, Control-A,
Control-D, thats it! Oh dear the drive must have crashed all my files
are gone! What are the odds on that?" :-)

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

# 3027. Re: How to make all files "readable/writable"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <855745536_OASIS_@pwomar.demon.co.uk>
Source record: 127864

In article <32ffa2da86a753@sn.no>
hallvart@sn.no (Hallvard Tangeraas) said:-

>Some time ago I changed the file status of several
>files/folders/sub-folders to "read-only", but I'd like to change them all
>back into "read/write".
>Is there an easier and more effective way to do this than to
>"manually" edit the status of each file?
>
>I've tried using "Gemini", but it doesn't even have the "chmod" command,
>and Gulam seems to work if I enter each folder and do a "chmod +w *", but
>how would I go about to change one folder with all it's files and
>sub-folders in one go?
>
>I've already tried "chmod -r +w images*" and other variations of the same
>command sequence, but it doesn't work. Any ideas?

Kobold will do it for you and seeing as it is superb you should have
it anyway! Take a look at the demo version it may have the Set
Attributes bit still active, otherwise I have my copy for sale...

--

---
Paul Womar - Just your average Atari user on the verge of sanity.
"I like my women as I like my coffee... In a cup."-Lee & Herring
---

# 3028. Re: WebSpace HTML browser: PPP layer snapshots

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <855771186_OASIS_@ping.be>
Source record: 127865

In article <5dr9pr$tf7@einstein.ebicom.net>
bjr@edison.ebicom.net (Brian Roland) said:-

>Okay...here's my view of all this...
>Now there will hopefuly be compitition for WWW on the Atari...
>This is great!
>Less than a year ago there were post after post saying "I'll Pay Top
>Dollar To Browse the Web with my Atari!" Well...now we can...and with
>other options coming...we'll soon have a choice. It's that simple.
>If you don't want to risk some $60.00 on Web Space...wait and see
>what those of us who do will say about it.

I'm fully agree with that but since my very bad expericience with
Oasis 2 (1 year after my registration it's still not working with
ppp) I'm not so keen to pay some good money for a product that still
doesn't work properly.
The day that Webspace works quite well I'll pay for it.

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 3029. Re: GRIBNIF SOFTWARE!

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <855770044_OASIS_@ping.be>
Source record: 127866

In article <Pine.SV4.3.91.970212095207.2233E-100000@dmapub.dma.org>
Richard Wegner <richardw@dmapub.dma.org> said:-

>
>Hi...I am wondering does this company still support the Atari Computer
>line?

It certainly still supports the Atari platform. For more details about
there e-mail address look at the respons of Jo Vandeweghe
>
>For anyone who does have it and uses it: Does it support CD ROM drives?
>Version 3.01 doesn't all too well.

The latest version of Neodesk (v4 release 5) supports CD ROM drives
quite well now. I haven't met any problems during the time I've used
it.

>AUTOBOOT of it? I have TOS 2.06 and with version 3.01 it won't autoboot,
>since it looks for DESKTOP.INF, while TOS 2.06 creates NEWDESK.INF instead.

Strange. I'm a registrated user from the beginning (Neodesk 2 on a ST
1 mb, TOS 1.04) until now (TT030 TOS 3.06) and it was always possible to
autoboot Neodesk. You are obvious doing something wrong.
AFAIK Neodesk doesn't look at desktop.inf to start.
>
>Thanks...I do appreciate it! NOTE: IF ANYONE HERE IS A DEALER AND SELLS
>IT LET ME KNOW THAT TOO! I don't want a used version of it!

Gribnif Software. Toad

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 3030. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <82403879_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 127867

Hi Harry

In article <29075_please@no.spam.mail.here>
please@no.spam.mail.here (please@no.spam.mail.here) wrote:-

>*Hi Gary*, on 11 Feb 97 you wrote: ...respect, brethren
>
> g>
> g> David Rutherford <d_rutherford@geocities.com> wrote:-
> >> I am currenly running nvdi 4.11 and magic 5.03. on my falcon and there
> >> seems to be some problems, such as stack errors, and gemdos errors.
> >> I ain't got a clue what the problem is, can any one help me please.
> g>
>The only help for this is to commentout the #_TSL line from MAGX.INF and to
>use the TSLICE.CPX to setup the Time Slice proportions. Not infallible, but
>I boot just fine 99 times out of 100.

Ah but this doesn't apply to MagiC5 though does it?
I did this with MagiC4, but MagiC5 has no #TSL line in it by default. At
least mine didn't :)
As for 99 out of 100. Lucky You :)

> g> You could use MagToRom (by Uwe Seimet). This uses the PMMU to try and
> g> protect the MagiC code from being overwritten. Since using it, I seem
> g> to get less crashes (it doesn't help with booting though)!
>
>I've heard that this utility exists, but I didn't get it with my Master Disks
>for v5.03 - where did you obtain it?

It doesn't come with MagiC. Although why MagiC couldn't come with memory
protection, god only knows!

I got it from Uwe Seimet. I can email you a copy if you want it?

Regards, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 3031. FS: ST Software

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Curtis Blanton <cgb9@ccddn1.em.cdc.gov>
Message-ID: <33023A33.34E1@ccddn1.em.cdc.gov>
Source record: 127868

I have the following ST software for sale:
(All games have orginal documentation and diskettes)

D-Day - STE compatible Wargame/arcade $5
Fire Brigade - WWII (Eastern Front) Wargame $5
Empire - Strategy Wargame $3
Warship - SSI WWII Naval Wargame $3
Just Another War in Space - Space War simulation $5
UMS (Ultimate Military Simulation) - Wargame $3
Ogre - Wargame $3
Computer Software Classics (Adventure, pong, Eliza) $2
LED Storm - arcade $3
Guild of Theive - Text/Graphic Adventure $2
Zany Golf- arcade simulation of Minature Golf $3
Falcon+ Mission Disk simluation $5
Carrier Command -strategy/3D simulation $3
F15 Strike Eagle simulation $3
Imperium - strategy - Won some award in Europe - $5
Silent Service - simulation $3

Add $1 for shipping (US)...

Curtis Blanton
cgb9@ccddn1.em.cdc.gov

# 3032. Re: Atari Card for Intel x86 based PC

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <33021D5E.41C67EA6@fir.fbc.com>
Source record: 127869

I believe is only comes in ISA bus format, goto www.emulators.com and check out the GEMulator PC CARD.

Curt

http://members.aol.com/cvendel/vaporware.html

# 3033. Major WWW-page revision! (big Atari ST page!!)

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <330229064cdbc2@sn.no>
Source record: 127870

I've recently spent a lot of time and hard work revising my Atari pages...

In addition to some new links I've added comments to just about every link,
describing what the actual link is all about, and like before all the links
are neatly organized so that you can find what you want quickly and easily.
The categories are;

-Soft/hardware dealers and manufacturers worldwide
-Hardware
-Software
-Software download WWW-archives
-Internet/communication software and support
-MagiCMac/MagiC
-Atari ST emulation on other computer systems
-MiNT, Linux, NAES and other alternative operating systems etc.
-Magazines, publications, disk-based magazines
-User groups/clubs/associations/support
-Other TOS based machines
-Atari ST newsgroups
-Other Atari ST related pages

...and of course links to my two other Atari ST related pages:

-FTP direct-access page (WWW version of the Atari ST FTP site list)
along with several powerful "file-search" options and a link to the
"Atari ST FTP site list".
-Beginners/essential utilities/information page which contains
all sorts of things every Atari ST user should have in his/her collection
along with the FAQs and other information, TOS fixes, CPX modules etc.

So point your browser to:

<http://www.sn.no/~hallvart/pages/atari.html>

and have a look. And while you're there you might want to have a look at my
other WWW pages as well. Comments and requests are also welcomed.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3034. Re: ethernet connection for ATARI ST needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <330229044ccb11@sn.no>
Source record: 127871

On Tue 11-02-97 10:07, Karl Samyn (saka@stud.rma.ac.be) wrote:

>> On Mon 10-02-97 18:11, Ralf Loehr (ralfl@schunta.etc.tu-bs.de) wrote:
>>
>> >Hello
>> >is there an ethernet connection for atari st available?????
>
>Take a look at my pages. Several solutions are proposed.
>
>http://193.190.205.13/popo/148_pol/samyn/network.htm

I tried to access your page, but there was no "reply". Is your server down
or something?

Hallvard

--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3035. Re: AutoSwitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29130_please@no.spam.mail.here>
Source record: 127872

This message from sig@end.article to All came in on a wing and a prayer...

Hi Gerry!

>> A later development of Overscan is LaceScan, I have one fitted ATM but
s> I am trying Lacescan ATM.
s>
s> I find that I must have the switch set to the 'off' position before I
s> power up the ST, otherwise the machine won't boot.
Interesting, here once the ST has warmed up and then rebooting, the screen
dispay does go haywire sometimes.

I note that the hypertext mentions cutting the trace between the keyboard and
MIDI ACIAs connecting the RTS lines, this dodn't appear to be necessary on my
ST.

s> I also find that it sometimes gets confused about which res it's in, so
s> it won't let you change from Low to Med.
Agreed, sometimes a reboot is necessary. This method of accessing the res.
change isn't valid for MagiC/MagxDesk of course.

Also the med. res. emulation has a "prison bars" effect, but I put that
artefact down to unfamiliarity with the package.

s> Appart from that, it works; something I could not get the PD version of
s> overscan to do.
It's not bad actually, but there's insufficient/no info about some of the
options in the driver setup screen IMHO, also the lack of synch restoration
when using the hotkey res change is disappointing perhaps.

Quite a review I'm giving it, I would recommend it tho'.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3036. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: STigma@not.here
Message-ID: <MPG.d6c39f3db9cfe8c9896fe@news.redestb.es>
Source record: 127873

El Fri, 07 Feb 97 14:49:48 GMT, Rich Tietjens
(atari@teleport.NO.SPAM.com) dijo:
> >When I purchased my 1040 STf system, it came with a disk that
> >would load TOS 2.06 into RAM and run it from there. So TOS 1.0 may be the
> >only TOS that Atari put out on disk, but it is definitly _not_ the only
> >TOS on disk.
> I'd be interested in seeing what's on the label of that TOS 2.06 disk.
> The only TOS that was /sold/ on disk was 0.98 - it came with the very early
> 520ST models.

Yes. that's true.

> TOS 1.0 has always been in ROM.
> All other version are
> available /only/ to developers in disk form (legally, at least); end users
> can't legally obtain disk versions of TOS.

Well, not exactly.. In Spain I had TOS 1.0 on disk, and the same with TOS
2.0. You had to ask for them, and they were labelled "Language Disk" (as
was the original TOS 0.98). I have a beta of TOS 1.4 in front of me, and
it has the SAME part number that the original one, and the same copyright
notice.. maybe they copied the beta TOS to the original disks, maybe...
(Part number CA026062-001)

One time I asked Atari Espa&#65533;a for a TOS 1.4 and they sent me a spanish
beta version of TOS 1.4 and offered a german version of TOS 1.4 becouse
of some incompatibily with a piece of hardware. As it was solved with
spanish TOS 1.4 I din't ask for the german one.

I have some of those allready, so I'll check what is labelled on the
disks.

> OTOH, copyright law permits you
> to make disk versions of any TOS ROMs that you own for your personal use, so
> if you need a TOS 1.04 image, for example, buy a broken ST that has TOS 1.04
> in ROM and make an image of the ROMs. As long as you own the chips, you're
> legal, no matter how you get the data inot the computer.

I have one original 520ST (broken) with only 64K ROM. I'll check what the
hell this ROM contains...

# 3037. Re: ST on a PC??

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dta4c$i7f@ornews.intel.com>
Source record: 127874

In article <3301a206.2580747@news.airtime.co.uk>, !ynoT wrote:
>
>On Tue, 11 Feb 97 20:57:58 GMT, atari@teleport.NO.SPAM.com (Rich
>Tietjens) wrote:
>
>>I use the TOS2WIN demo here to check compatability of ST proggies that are
>
> Is it an ATARI Emulator or something that allows you to run an ATARI
>program, Can you get an ATARI Desktop onto your PC ?

You can run Thing, Teradesk, or NeoDesk (or any other alternate desktop - I suppose that, using MiNT and xaAES or oAESis, you could even get a replacement AES in there). Yes, it's an emulator - but it's transparent to the user, i.e., double-click a TOS app under Win95 and it runs - either in a window, or full-screen, depending on how you have configured that application.

> Sorry but as the demo I got was German and the page etc etc then I
>couldnt figure it out, But I certainly could not get an ATARI desktop
>on screen,

So which one did you run?

> Scuse me, but why do you keep mentioning no need for virtual drives
>when you talk about emulators? I have tried every ATARI emulator I can
>find and have never used a virtual drive yet?,

MagicPC uses a virtual drive; GEMulator (AIUI) requires a special TOS partition. If you've tried MagicPC you used a virtual drive, or you ran strictly from floppy-based applications. There's no getting around that limitation of that emulator.

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# 3038. Re: Sundog on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: 51: 205/311.1!Rich.Tietjens@atarinet.portland.NO.SPAM.or.us;
Message-ID: <5dtai4$i7f@ornews.intel.com>
Source record: 127875

In article <3301C399.209A@westg8.com>, TL Westgate <tl@westg8.com> wrote:
>
>I am so sorry. I made the original post about the disk image. I thought
>the company that made Sundog had gone under. So, who would I pay for a
>copy of it now? If you had read my original post carefully, you would
>have seen that I stated I had bought Sundog, but the disk had gotten
>corrupted after all these years (I bought it in 1986 at the same time I
>bought my ST, and a copy of Rogue [one of my faves]).

If you're willing to mail the (bad) original disk to me, I think I still
have my Blitz Box in the closet; I can make you a working copy of my Sundog
in about 15 seconds. However, without the proof of purchase (e.g., an
original disk), I wouldn't do that. If you're interested, email me (and be
patient, I only pick up mail on the UUCP account once daily).

posted and mailed.

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# 3039. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dt9gt$i7f@ornews.intel.com>
Source record: 127876

In article <5dr9pr$tf7@einstein.ebicom.net>,
bjr@edison.ebicom.net (Brian Roland) wrote:
>
>Okay...here's my view of all this...
>Now there will hopefuly be compitition for WWW on the Atari...
>This is great!
>Less than a year ago there were post after post saying "I'll Pay Top
>Dollar To Browse the Web with my Atari!" Well...now we can...and with
>other options coming...we'll soon have a choice. It's that simple.
>If you don't want to risk some $60.00 on Web Space...wait and see
>what those of us who do will say about it.

If OXO releases a PPP stack (that will work with my current stuff, like
Newsie) as well as Webspace, and if it will work properly with my ISP
(that's sort of an iffy proposition, sadly - every time I get STiK tuned to
perfection, Teleport changes the rules %^<<< ), I'll be more than happy to
plunk down the cash. However, if the setup isn't in English, and isn't
reasonably idiot-proof, the market will be very limited, IMHO.

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# 3040. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dt9p1$i7f@ornews.intel.com>
Source record: 127877

In article <5drrbj$ihh@ash.ridgecrest.ca.us>,
Michael Grove <mgrove@owens.ridgecrest.ca.us> wrote:
>
>Last I was told by ORA was you have one or two free "support"
>calls.
..

I'm making the identification of "ORA" as Oregon Research Associates here.
If that's wrong, disregard all of the following:

>At that time they only had a TT in the office and couldn't see the
>same problem I was seeing when it was run on the Falcon. I think a
>new RSC file cured the problem in the finial version I received.
>If they do market a browser for TOS, probably best to wait for
>version 3 :). That seems to be their lucky number.

Well, from what I can see of the Amiga version, you can expect the setup to
be fairly idiot-proof. As for compatability - I can promise you it will be
test on a TT, a Mega STe, a Falcon, and a couple of older STs; we (Portland
Atari Club) have a variety of machines, and I've offered to perform some
late-beta torture for Termite ST (or whatever it ends up being called).

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# 3041. Re: Falcon 3D prg?

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <855774388_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 127878

In article <Pine.SV4.3.91.970212150600.9007A-100000@melbourne.DIALix.oz.au>
Steve Scott <buskers@melbourne.DIALix.oz.au> wrote:-

>Problem, I really need to do 3D modeling (I'm a puppeteer) and rely on
>CAD a lot, however, 'Cyber' is no go on the Falcon, 'InShape' still needs
>some work I think (or Docs), and who knows If I should be investing in
>DA's Vector?

I have been using CyberSculpt and CAD3D2 on my Falcon all the time I
have owned it. Just use ST-Hi or Medium res and NVDI seems to cause
a crash when you pick the Superview in CAD3D2 and the 3D view in CS.

Isn't DA Vector more of a DTP package?

A few pics of my work can be found at:
http://www.rjelwell.demon.co.uk

Rich.

--

---
Richard Elwell rich@rjelwell.demon.co.uk
---

# 3042. Re: looking for two antiques.

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dtaa2$i7f@ornews.intel.com>
Source record: 127879

In article <3301FFE3.41C6@csc.cs.technion.ac.il>,
Bengad Zohar <s3180413@csc.cs.technion.ac.il> wrote:
>
>I'm looking for a very old game on the ST - Dungeon Master.
>I'm sure that at leat some of you have heard of it.
>Well I can't find a working version of it no matter how hard I tried.
>If any of you can make me a copy (I'll pay for the diskette and mail of
>course) I'll be most grateful.

How much will you offer for the full package - commercially produced? I
think you'll find that MOST of the people here are resistant to piracy
requests.

>And as long as I'm at it....
>I'm looking also for a step by step solution for Chaos Strikes Back.
>Thanks!

I think there's one on the GEMini CD-ROM - will have to check when I get
home to the BBS.

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# 3043. Re: BTV the new strain, part 2

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970212224447112225@tachyon.demon.co.uk>
Source record: 127880

Robert Goodwin <rsg0910@iglou.com> wrote:

> Anyone see the humor in this? I nearly fell off my chair laughing and
> scared my dog and woke up the rest of the house. Seems it reminds me of
> another 8bit article like this, but funnier.

Oh God, don't encourage him ;-) We put up with this on IRC #atari almost
every night ;-)))))))

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

## 3044. Gem or Win95?

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Dan Cox <village1@lightspeed.net>
Message-ID: <330243F5.534A@lightspeed.net>
Source record: 127881

As far as I'm concerned Gem is the most straight forard operating system ever built. I know it runs on tos but you know what I mean. Win95 has all those stupid cascading menus. As one mac user I know once said(and, i think this applies to the atari as well), "I can produce on my mac, I can't produce on this...(pointing to her office ibm)". It just works! What a concept! Plug it in and go for it! You all already know this of course, but I feel this urge to tell the world. No configuration files to worry about or to screw up your auto.exe.bat.whatever ibm, just no nonsense computing.
Computing made fun, I should say.
Dan

# 3045. Re: Falcon Audio Problem, help?

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970212224448113O7@tachyon.demon.co.uk>
Source record: 127882

Magnus Kollberg <emwoll@emw.ericsson.se> wrote:

> I would say the same thing, but that is not the reason, it's probably
> the music you are listening to. ;-))

Yeah, you could well be right ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3046. Re: NVDI 4 / SpeedoGDOS help please...

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: nick@iipmail.demon.co.uk
Message-ID: <855788598_OASIS_@iipmail.demon.co.uk>
Source record: 127883

> In article <970208122605_100550.3170_EHK79-2@CompuServe.COM>
> Mark Gardiner <100550.3170@CompuServe.COM> said:-
>
>>Hi all,
>>
>>Having got CAB/Stik set up on my 1040 STf (4Mb) running with my SM124, I would
>>like to see a better display of screen fonts/graphics etc.
>>
>>Now, I have GDOS but am I right in thinking that NVDI 4.x is needed for Vector
>>fonts? What about SpeedoGDOS? does this handle vectors?

Hi Mark, I have Speedo GDOS v4 and V5 for sale, both work fine with
CAB, v5 being slightly quicker and supporting True type fonts too.
Prices are cheap, e-mail if you are interested

regards nick

--

---

nick@iipmail.demon.co.uk Falcon (14mb) Nemisis, MagiC 5

---

# 3047. 14 Mb Falcon + Cubase Audio F/S

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Gustavo Comezana <comezana@math.psu.edu>
Message-ID: <01bc1935$928e6d60$6611ba92@pirulo.psu.edu>
Source record: 127884
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other.misc,misc.forsale.computers.other.systems

For sale as a package. I will *NOT* consider breaking it up:

Atari Falcon, 14 Mb RAM with detached Atari Mega keyboard included,
built-in 80 Mb
IDE HD, 1.44 Mb FD, excellent condition.
Practical Solutions cordless mouse (will throw in standard Atari mous if
you want it too).
Screenblaster (SW & HW).
Magic 4 (Alternative multitasking OS).
MultiTOS
NVDI 4 (VDI replacement)
Speedo GDOS
Diamond Back (excellent backup program)
Diamond Edge (HD diagnostic and repair)
Cubase Audio (including dongle and HW clock, of course)
True Paint (True Color paint program)
STalker (Communications)

Reason for selling: sold out to Bill Gates (and Gemulator and my Mega STe
suffice
for my current Atari needs).

Location: central Pennsylvania
Cash and carry: $800, otherwise
U$S 850 + shipping + COD charges (FIRM! if you don't like the price, don't
bug
me -- move on to the next ad).

All SW with manuals; will throw in a 14" AT&T VGA monitor if you want it
(not wonderful,
but it works well enough, at least for starters), and cable adapter.

If interested respond by e-mail to comezana@math.psu.edu. Serious inquiries
only.

Gustavo Comezana

# 3048. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: felice@zetnet.co.uk
Message-ID: <5ds275$3mq@irk.zetnet.co.uk>
Source record: 127885

Hi Daron !! :-)

It's great to see you back again.

>Thanks for the message Frank, I will be returning to the nets, and as you
>can see have already started.
>
>The trusty Psion is working overtime linking me to CIX, and using Phils old
>Mega ST4 I'm now linked back into the net.
>
>As soon as I can get hold of the fido software again I will be returning as
>a private node under 90:100/106 until (all being well) I get the Falcon back
>again.
>
>Until that point Kevin Osborne has been nominated as ZC Pro-Tem and is
>passing on my directives re NeST.
>
>

You have the backing of the Atari diskmag and demo scene behind you as
well, Daron. Keep us informed if you can, will you ?? :-)

Richard (Maggie Team/AC/WAG)

# 3049. WAG Meeting

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: rgoring@REMOVE_TO_REPLYzetnet.co.uk
Message-ID: <5drsrn$3bg@irk.zetnet.co.uk>
Source record: 127886

Hi All,

Just a reminder that Wessex Atari Group, UK, have their next meeting on

Saturday 15th February 1997

at Whitchurch Fire Station, Whitchurch, Hampshire

For further details please visit the WAG pages :-)

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

# 3050. ppp / dynamische IP-Adresse

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Christian_Gosslar@b.maus.de
Message-ID: <199702122147.a56868@b.maus.de>
Source record: 127887

Hat jemand pppd mit einer dynamischen IP-Adresse am laufen? Was ist da zu beachten? Wo muï¿½ was eingetragen werden? Bei mir bleibt ppp bei Protokollaufbau hï¿½ngen.

Und woran kann es liegen, das diese Zeile hier:

route add 127.0.0.0 lo0

beim booten zu einer Fehlermeldung fï¿½hrt ('permission denied'). Wohlgemerkt kommt diese Fehlermeldung noch vor dem einloggen beim abarbeiten von 'rc' und Konsorten.

Tschau, Christian

# 3051. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: rgoring@REMOVE_TO_REPLYzetnet.co.uk
Message-ID: <5dt4bg$6b2@irk.zetnet.co.uk>
Source record: 127888

On 11 Feb 97 06:57:26 G, Daron Brewood wrote:
> In article <19970210211125737O9@tachyon.demon.co.uk>
> frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:-
>
>>Well done that man! Good to see you back, Mate!
>
>Not back fully yet but getting there. The police have now asked for my
>assistance in accessing the Atari. For some reason their PC guys are
>having a few problems.
>

TeeHee :-)))))))))))

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

# 3052. Re: Gem or Win95?

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <01bc1960$7c9007a0$2a3bd4cc@Primenet.Primenet.com>
Source record: 127889

> As far as I'm concerned Gem is the most straight forard operating
> system ever built. I know it runs on tos but you know what I mean.
> Win95 has all those stupid cascading menus. As one mac user I know once
> said(and, i think this applies to the atari as well), "I can produce on
> my mac, I can't produce on this...(pointing to her office ibm)". It
> just works! What a concept! Plug it in and go for it! You all already
> know this of course, but I feel this urge to tell the world. No
> configuration files to worry about or to screw up your
> auto.exe.bat.whatever ibm, just no nonsense computing.
> Computing made fun, I should say.Dan
Totally.They don't make real operating systems anymore.They don't even program efficiently anymore,they just make these huge 68 meg games filled with crappy code and big mpegs and gifs,and theyre not even good games.Im sorry to say that the days of respectable operating systems and games are pretty much over,except for the occasional Jeff Minter game and the like.My STe with 16mhz accelerator and TOS 2.06 still runs so much better than this awful Win 95 on my 486/133,a computer that is about 20 times faster.Windows is embarrasing,it has bugs in it,and it has repetitive functions,like Windows Explorer,what the heck is that about?I can already "explore" my files,its called "clicking on the icons".Duh.Does an operating system really have to be this huge?TOS was only 192k.Then that stupid little "Start" button and all the redundant crap in its little pop-up box.Ill tell ya,Its only because I have a good sense of humor that Im able to stomach it all,but I realize that there is little alternative anymore,so I have a PC.However,I will always have my STe too,and use it when I can.I use it still for games and *fast* web browsing when I dont need all the bells and whistles on the web pages.Stik is SO much faster than Internet Explorer,even when I.E. is in text mode.Windows 95 is like some kind of ailment.I think TOS was the last real GUI.I want to get a Falcon so badly when I have the money just so I can say I own the last and most powerful "real" computer.And in the mean time,I will enjoy my PC,I do enjoy it,when Windows isnt bugging out,or my .dll files havent been twiddled with by the last game I installed,or when I dont get a ROM timeout on my Maui card,or when the mouse driver doesnt disable under DOS,or when I dont have a shortage of conventional memory,and when Im not waiting for a minute and a half for the behemoth operating system to boot up,and all that.But lord knows if I had a real option,such as I would have if Atari knew how to advertise,perhaps,then I would choose it,anything else would have to be better.I just had to get that out of my system after I saw this post.Please,no negative e-mail,if you dont like what I have said,then exit your browser and have a nice cup of herbal tea and forget about it.This isnt about you,its about me and how I feel.And anyway,most of you probably agree.And one more thing,Monty Pythons Flying Circus is so much better on the ST than the PC,and so is any other game that came out from 1985-1992 or

so,which is when people still knew how to make a descent game,so I would really be depressed if I ONLY had a PC and had to play earlier games in CGA and Monochrome mode with that horrible PC speaker blaring in my ear with bleeps.Gem or Win 95? Gem please,thank you.-Satcom2

# 3053. Atari ST System For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Rich Salkin <rsalkin@worldnet.att.net>
Message-ID: <3302934B.6310@worldnet.att.net>
Source record: 127890

I Have a complete Atari 1040ST system for sale. Price is right!
System includes 1040ST with 4 meg. ram, hard drive, color monitor,
printer, modem, and TONS of software. Some titles: Dungen Master,
Bubble Ghost, PageStream, and many more. If you are interested, I
will send you the complete list of hardware/software.

Please e-mail me at:

rsalkin@worldnet.att.net

## 3054. Speeding up CAB?

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: uq086@freenet.Victoria.BC.CA
Message-ID: <E5IHz1.FIB@freenet.victoria.bc.ca>
Source record: 127891

I guess the subject pretty much says it all. I recently downloaded cab_030 but any speed increase is nominal. I am mainly interested in speeding up the display and I am curious whether NVDI would be useful. Thanks.

--

# 3055. Re: Minix and Win'95 long filenames

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Hrafnkell Hlodversson <freyr@diku.dk>
Message-ID: <Pine.HPP.3.95.970212171048.13214C-100000@embla.diku.dk>
Source record: 127892

On 3 Feb 1997, Anthony Jacques wrote:

> Hi simon...
>
> In article <32F2D19D.27BC@zetnet.co.uk>, Simon Yardley <si@zetnet.co.uk> writes:
> >I know its a silly idea in the first place but how do I view a CD that
> >has been pressed with some directories that have Win'95 long filenames ?
> >Minix didn't like it one bit but is there a work around.
>
> Yea, MinixFS uses a different (read better) way of storing the long
> filenames. However, Magic supports the VFAT (Win95) filenames, so
> you might be able to use this to read the CD... not sure though...
>
> >Any e-mails would be good ...
>
> cc'd then. :)
>
The problem is just, that CD-roms don't use the VFAT-filesystem - they use
the iso9660 with some extensions. (I think they're called RockRidge)

Dear BYTE,
I really enjoy reading your magazine, although I think you
use a bit too many longwords...
--J B Nielsen

# 3056. WTB: Atari Lynx (in new or good condition)

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <5duu00$qh8$5@nadine.teleport.com>
Source record: 127893

Hi,

Wanted: Atari Lynx & games in new or good condition.
I would like boxes and manuals.
Will consider any offer!

E-mail offer to: produnl2@teleport.com

Thanks!

Michael W. Loewen
Salem, OR U.S.A.
produnl2@teleport.com

# 3057. Re: EXTENDED FILE SYSTEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5dsd92$t1t@balaena.bio.vu.nl>
Source record: 127894
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

James Cox (jamesco@cogs.susx.ac.uk) wrote:

: Well, you could either get Magic which uses the Windows 95 VFAT filesystem
: (crap, crap, very crap) (...)

Yeah, I just recently saw the docs on the VFAT fs in some Linux Howto
file... Tjeez! It's a classic Crap Microsoft Backward-compatibility Patch!
It uses additional entries in the dir table which are sort of masked of from
the normal DOS fs to store additonal characters for the file name. That's
why W95 locks it's filesystems: to prevent properly written programs like
Disk Doctor from messing up (ie. fixing) the "crap" extra dir entries...
Unbelievable...

-=Levjenno

------
Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

ASHes to ASHes, DOS to DOS.

# 3058. Re: Direct YM2149 programming

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5dse73$t1t@balaena.bio.vu.nl>
Source record: 127895
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Callum Baird Lerwick (lerwick@freenet.msp.mn.us) wrote:

: Ok, I'm really bored, is there any docs on how to directly program the
: PSG on the 'net? I'm trying to write a player (in GFA basic!) for the .YM
: format used by the ST Sound Emulator. I have 'The Atari ST Internals'
: page that used to be on Flinnys old STiK page, (where did this go to??)
: I've (s)poked around $FFFF8800, but I can't get anything to happen. What
: exactly do I do with these addresses??

Get the "Atari Hardware Register List" from somewhere...
I've got a link to the last version on my Programmer's page
(http://huizen.dds.nl/~levjenno/atari)

-=Levjenno

------
Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

ASHes to ASHes, DOS to DOS.

# 3059. Re: Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199702121738.a8519@do2.maus.de>
Source record: 127896

P> P>> ** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT

P> FS> Do you know that there now exists a PS/2-Simm Frak for fastram up
P> FS> to 64megs?

P>C'mon Steve, go for it! (g)

And it is also possible to build an adaptor for the old 30pin-frak.
Anybody interested in the developers email address?

Tschuess
Frank

# 3060. Re: BTV the new strain, part 2

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <855778974_OASIS_@swampdog.demon.co.uk>
Source record: 127897

>: Remember the Baby Turtles are out to get you ......

Don't I know it! The little tinkers have been running off with my
source code recently!!!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

## 3061. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <855778002_OASIS_@swampdog.demon.co.uk>
Source record: 127898

I've been thinking about this. Perhaps someone who suffers from unreliable booting might like to try it and see ...

1) Disable pre-emptive multitasking in MAGX.INF (remove _TSL). This should have been done anyway.
2) Disable all the stuff in AUTO\APPS (or whatever you've called it).
3) Disable any "autorun" programs your desktop program may have installed.
4) If you use TSLICE.ACC then use AutoSort to make it the last entry in your acc folder. If you use xcontrol or similar then use AutoSort to make TSLICE.CPX the last one in the cpx folder.

I use MagiC 2 which is pretty solid but my system did used to have its moments all the same. It may just be luck but it does seem to be less quirky now, especially since re-ordering TSLICE to be "as last as possible". Maybe its my imagination but it's worth a shot?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 3062. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <5dtlav$g0g@news.chatlink.com>
Source record: 127899

```
!ynoT wrote:
: On 11 Feb 1997 11:33:09 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
: wrote:
: >>spots where it could run into a problem . I believe a time limited demo
: >But lots of people have their system clock set to 1980 or whatever the
: >system time is, dont they? This would give them an unlimited demo...

: Hmmm theres more than one way to do a Time demo?....Look at Connect,
: you could simply count the time online,
: But a Time Demo isnt such a viable option as people will simply do
: what they do with programs like CoNnect, reinstall reinstall
: reinstall?

===...BLah BLah BLah.... If you don't want to buy it ...DON'T. For god's
sake allow the developer to market his program any way he wants to...Quit
moaning about how it will be offered. If you don't like it, don't buy
it, just wait and get reports from others...NOT A BIG DEAL.

"Keep on Keepin' On", Rod MacDonald, LTP
MacDonald Associates | stinformer@chatlink.com | Tel: (541)476-0071
A&D Atari Software | GEnie: ST-INFORMER | Fax: (541)479-1825
909 NW Starlite Place | CIS: 75300,2514 | Order(800)800-2563
Grants Pass, OR 97526 | www.chatlink.com/~stinformer| MC/Visa/Discover
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## 3063. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <38748913_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 127900

In article <855745382_OASIS_@pwomar.demon.co.uk>
Paul@pwomar.demon.co.uk (Paul Womar) wrote:-

>BD: "Yes officer just double click on that Kobold program, Control-A,
>Control-D, thats it! Oh dear the drive must have crashed all my files
>are gone! What are the odds on that?" :-)

Grin I was imagining things like that too, but with them having all the
drives mirrored already. Mind you with these thunder stors we are being told
to expect.... <g>.

--

---
dbrewood@nest.demon.co.uk
---

## 3064. Atari for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: rsalkin@aol.com
Message-ID: <19970212021401.VAA27392@ladder01.news.aol.com>
Source record: 127957

I have a complete Atari ST system for sale. System includes 1040ST with 4 meg. memory, hard disk, color monitor, modem, printer and TONS of software. If you are interested, please email me at: rsalkin@worldnet.att.net

I will send you a complete list of all the software/hardware I have.

# 3065. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5dr9pr$tf7@einstein.ebicom.net>
Source record: 127958

Okay...here's my view of all this...
Now there will hopefuly be compitition for WWW on the Atari...
This is great!
Less than a year ago there were post after post saying "I'll Pay Top Dollar To Browse the Web with my Atari!" Well...now we can...and with other options coming...we'll soon have a choice. It's that simple. If you don't want to risk some $60.00 on Web Space...wait and see what those of us who do will say about it.

I for one, plan to give it a try...
I'll give OXO a chance to prove whether or not they'll commit to making their browser 1st class. One fact is for sure...if no one supports them early on...they'll find other projects (platforms) that are more worth while for their efforts. I think it is important that we at least give OXO a chance...their browser might be killed by the compitition, but seeing some demand left in the Atari market might lead them to developing other products for TOS. We'll see if they can, and will be good developers...but they do need some kind of support early on...or we'll not see much of anything happen. Surely, OXO will not release a product that simply doesn't work... If they do...well...I guess it's gonna be a long hard road for them. I suppose the bottom line is...I'd like to see OXO give it a good try...and as long as they are honest about release times...and the functionality of the products...I'll do my best to support them. That's the key...just be honest, and I think "most" TOS users will be paitent and supporting.

I don't forsee dropping use of CAB anytime soon...
I'll still be making donations and contributions to the STik team when it is in my power to do so. Certian segments of the STik team have really done a class A job on the project...and progress has been relatively quick. There are some weak areas as well... Hopefuly, by supporting all of the possible internet options this early in the game...pressure will begin to see major improvements over-all. So lets do what we can to prevent an early monopoly... at least wait till some compition has pushed some major advances before crowing someone king of the TOS/NET market.

It makes sense...that if a guy is running with a foot-ball, and someone is trying to catch and clobber him...he'll turn it up and fight a little harder :) But then again...it does take more than one team to play a decent game.

Brian

# 3066. Re: Where to find Munpack.ttp

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3301310828ddc50@sn.no>
Source record: 127959

On Tue 11-02-97 15:27, Doug Kendall (dkendall@facstaff.wisc.edu) wrote:

>Is the program Mpack or Munpack commercial, shareware or freeware? Where
>is it available? (I didn't seem to find it on HENSA or UMICH. By the
>way, has HENSA dropped its access limits for non-UK domains? I've had no
>trouble connecting well before 8:00 PM GMT lately.)

ftp://ftp.sn.no/user/hallvart/atari/mpack15.zip (36 Kbytes)

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3067. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5dr9ha$foi@ash.ridgecrest.ca.us>
Source record: 127960

>David Rutherford (d_rutherford@geocities.com) wrote:
>: I would be gratefull if someone could help me on a problem.
>:
>: I am currenly running nvdi 4.11 and magic 5.03. on my falcon and there
>: seems to be some problems, such as stack errors, and gemdos errors.
>:
>: I ain't got a clue what the problem is, can any one help me please.
>
>1. Remove any program from your AUTO folder.
>2. Remove any accessory
>3. Install HDDRIVER
>4. Do not use any alternative shell (no Gemini, no Ease)
>
>If the system still seems to be unstable you most probably have a
>Falcon with unstable IDE or SCSI hardware.
>
>
>--
>
>------------------------
>ANDREAS KROMKE
>.

Simple enough to check. Just run plain TOS. Set your
machine to the highest truecolor mode you can support.
If you have an IDE and SCSI, transfer about 5 or 10 megs
of data to the SCSI disk at once. Check any applications for
errors (they won't run). Another check. with the same setting
record some audio onto your SCSI disk with most any D2D app.
Stick on a set of head phones and listen for clicks in the
recording. An unbuffered or improper SCSI/DMA patch will
generally show up when doing these things. If you still have
ocassional errors with an app, leave it on the SCSI disk and
launch it from TOS (with out a bunch of fancy stuff in the
auto). If it works, you may have a problem with MagiC compatibility.
If it dosen't, you made need a buffer modification installed
or upgraded. Generally when the SCSI writes bad data, the
data stays bad:). So you should be able to have consistancy when
testing this problem. If it is inconsistant, then it probably is
not a SCSI problem.
For those that have not read the Nemesis manual, it looks like
they have come up with their own buffer unit. Reading through
the docs it is hard to tell what chip they are using, but I did
notice one mod they include that I performed over a year ago

that solved all my SCSI problems. They bypass the clock trace on
the mother board to the DMA and route a seperate wire from their
buffer to the clock in of the DMA. I used shielded low noise
line for my mod and haven't had SCSI problems in quite a long
while, even with the accelerator and fast ram I have installed.
I have NEVER experienced instability of the IDE bus. As a matter
of fact, the faster you run the machine, the faster the IDE transfer
goes up. Nope, not a problem one here.

Mike

# 3068. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29075_please@no.spam.mail.here>
Source record: 127961

*Hi Gary*, on 11 Feb 97 you wrote: ...respect, brethren

g>
g> David Rutherford <d_rutherford@geocities.com> wrote:-
>> I am currenly running nvdi 4.11 and magic 5.03. on my falcon and there
>> seems to be some problems, such as stack errors, and gemdos errors.
>> I ain't got a clue what the problem is, can any one help me please.
g>
g> Unfortunately for you, there isn't a cure to your problems. I get the
g> gemdos errors all the time (on boot up) with my Falcon failing to boot
g> 8 times out of 10!

The only help for this is to commentout the #_TSL line from MAGX.INF and to
use the TSLICE.CPX to setup the Time Slice proportions. Not infallible, but
I boot just fine 99 times out of 100.

g> You could use MagToRom (by Uwe Seimet). This uses the PMMU to try and
g> protect the MagiC code from being overwritten. Since using it, I seem
g> to get less crashes (it doesn't help with booting though)!

I've heard that this utility exists, but I didn't get it with my Master Disks
for v5.03 - where did you obtain it?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 3069. STE and hard drive....

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29073_please@no.spam.mail.here>
Source record: 127962

*Hi Alan*, on 11 Feb 97 you wrote: ...respect, brethren

e>
e> Hi, after following previous discussions about the early STEs and hard
e> drive corruption, I have the following questions.
e>
e> I have an early STE, serial no A19 B300 53nn, one of the shortlisted
e> with duff a DMA chip.

Sounds right, unfortunately. It's strange that Atari stated that every
machine with the faulty DMA had been fixed a few years ago though... <g>

e> I am getting a hard drive soon from an ex-Atarian with information
e> already on it. Does the corruption affect BOTH the file and the fat?
e> If so, how do I avoid it writing over anything other than the test
e> file when checking if I have this problem?

Not sure tbh - I got mine fixed before connecting my HD.

I'd assume it does affect both, so copy all the files from one partition onto
another as soon as you start up (ought only to take a couple of minutes) and
restrict your testing to just that partition. Apparently the effects ought
to be noticeable within 30-45 minutes IIRC.

If you have problems, see if you can zero the partition afterward.

The best person to contact to fix it might be the guy that used to run the
Atari Helpline and did their tech repairs - luckily for you he's in Edinburgh
the last I knew:

Dannie Colquhoun
59 Groathill Road North
Edinburgh EH4 2RZ

TEL: 0131 332 9323
FAX 0131 334 6366

HTH

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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```

# 3070. Falcon 3D prg?

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Steve Scott <buskers@melbourne.DIALix.oz.au>
Message-ID: <Pine.SV4.3.91.970212150600.9007A-100000@melbourne.DIALix.oz.au>
Source record: 127963
Cross-posted to: alt.3d.studio,comp.sys.atari.st

Hi, since my Ex ran off with my STe, I've had to upgrade to a 14meg Falcon030 ( aint life a bitch).

Problem, I really need to do 3D modeling (I'm a puppeteer) and rely on CAD a lot, however, 'Cyber' is no go on the Falcon, 'InShape' still needs some work I think (or Docs), and who knows If I should be investing in DA's Vector?

Advise is surely sought!

Steve

# 3071. Re: Atari ST differences

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29065_please@no.spam.mail.here>
Source record: 127964

Out of the ether, the following was mentioned by
jonas.andreasson@mbox2.swipnet.se...:

j> from DC-4MHz, you could actually run it slow enough to examine the
j> bus etc.
j> with a multimeter!!!
Wow!!!

I remember an ICL mainframe which you could tell how it was performing during processing by the sounds it made (it had a speaker that was wired to the CPU/RAM in some manner and whined based on how it was running!)

Spencer

spencer@mettav.demon.co.uk

--

Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 3072. How to make all files "readable/writable"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29074_please@no.spam.mail.here>
Source record: 127965

*Hi Hallvard*, on 11 Feb 97 you wrote: ...respect, brethren

h>
h> Some time ago I changed the file status of several files/folders/sub-
h> folders to "read-only", but I'd like to change them all back into
h> "read/write".
h> Is there an easier and more effective way to do this than to "manually"
h> edit the status of each file?

Shame on you, Hallvard B^{)

The methods you're using are over-complicated. Use a file-selector like
Selectric or UIS, select a load of files and type Control-I (in Selectric) or
drag them to the tick button in UIS and select Read/Write. Selectric seems
to deal with them all individually, but UIS will act on all files in one go.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 3073. Help with Cuebase 3.11/Magic 5.03 !

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <5drhps$kgn$1@nic.ott.hookup.net>
Source record: 127966

Does anyone know if Cuebase works with MagiC 5.03 on a STE ? A friend of mine is trying to get it working but can't seem to get it working. I know under my Falcon it won't work but on an STE why won't it ? Anyone help appreciated !

---


**********
* martinr@hookup.net Falcon 16/ 85/IDE 1.6/GIG SCSI Powerup 2 *
* Ottawa , Ontario Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
**********


---

# 3074. Re: BTV the new strain, part 2

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E5H4wF.4K5@iglou.com>
Source record: 127967

Ade (Ade@finitive.demon.co.uk) wrote:
: Hi again,
: The info on the new strain follows....

Anyone see the humor in this? I nearly fell off my chair laughing and scared my dog and woke up the rest of the house. Seems it reminds me of another 8bit article like this, but funnier.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 3075. Re: Gemulator and Midi

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5dropr$i5u@ash.ridgecrest.ca.us>
Source record: 127968

>I know that Gemulator 96 will not run midi but I was told that Gemulator 4
>will. Is this correct? Does it need the card with the roms on it or will
>it do it using Magic?
>
>Thanks, Julian.
>
>
>
>--
>
> /| |\ o _, /`` o |\ |\ _ |
> | | | | |/ | / | /|/| ( _ | |/ |/ / _|/`/`|
> \|/ V|_/|_/|/\/|_/ | |_/ _/ |/|_/|_/_/ | V|_/
> (| julian@connexus.apana.org.au |) |)
>.

I think the only thing Gemulator gets running is
the user to a PC store:). Last I was told at the
Sacramento show, it was suppose to work, but it
dosen't. That was right from Derrik's mouth.

Mike

# 3076. Re: HD Driver 6.1 demo, et al

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <33017825.3DA@ooc.de>
Source record: 127969

greg_evans@delphi.com wrote:

> I got the "Drive S is write protected" error also. Then it said
> installation was successful. Maybe the demo is correupted the same
> as your disk copy. Hello Uwe???

It might have been a bug in the 6.1 demo. Please try the demo of the
current HDDRIVER version, i.e. HDDRIVER 6.2. It's available from
ftp://acp5.chemie.uni-kl.de/pub/atari/hddriver62_demo.zip or
http://acp5.chemie.uni-kl.de/seimet/hddriver_english.html.

If the new version still reports write protected partitions please send
me an e-mail.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 3077. Re: ANNOUNCEME: New Atari page

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5dru5f$cos@m1.cs.man.ac.uk>
Source record: 127970

In article <protocol-ya023380000202970009120001@news.mindspring.com>,
protocol@mindspring.com (Scott Roughton) writes:
>
>Hi,
>
>I don't think my first post made it so...
>
>Visit my new Atari page at
>
>http://www.mindspring.com/~protocol/Atari/atari.html

This is a very smart looking page! Who did the picture on the right of the index page,
the one with the Jaguar logos?


------------------------------
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
------------------------------
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
------------------------------

# 3078. FS U.S. Atari Computers and Hardware (update)

Newsgroup: comp.sys.atari.st
Date: 1997-02-12 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5drtii$ihh@ash.ridgecrest.ca.us>
Source record: 127971

File edited to reflect sold items.
Sorry for the large post guys (and Katherine:)

> Atari Computer and Hardware Sale
> (and some PC stuff at the bottom)
>
> Replys by email, first come first
> serve. Sorry, no holding.
> Postal moneyorder or bank issue check
> No COD's. Prices are for shipping
> within the 48 U.S. States. Alaska
> and Hawaii at cost. Most items
> shipped by U.S. Priority mail.
> Larger items U.S. Parcel Post
> mail. Prices are firm. (as always:).

New to the list is a Desktopper
case for Atari ST and Falcon machines.
$85.00 shipped, email for details.

Sold> ComputerEyes color video digitizer

> PC Ditto 8088/8086 software emulator
> Disk and manual
> $8.00 shipped
> **********
> PC Ditto II hardware emulator
> Lots of work to install this card
> Manual, software and box
> Not guarnteed because of difficult
> installation proceedure ST-MegaST
> $23.00 shipped (selling for friend)
> or make offer
> **********
sold > Video Key:
sold> Multi-Switch by IB Computers
sold> Keyboard Gizzmo
sold> 1040ST 1mb/TOS 1.02 w/mouse
sold> MegaST2 fair-good condition
> **********
> Falcon Hardware
> **********
> Speed Resolution Card
> used, German docs and software
> a lot of soldering.

> $13.00 shipped
> ******************************
> Falcon standard 4mb memory card
> (keep for spare)
> $13.00 shipped
> ******************************
> Falcon powersupply
> no brackets and plug has been
> desoldered (upgraded my machine
> to 66 watt supply).
> $25.00 shipped
> ******************************
> Misc hardware
> ******************************
> Apple Computer/IBM 3.5'' 80mb SCSI
> harddisk only, model WDS-L80.
> $18.00 shipped
> ******************************
sold> Segate ST157N SCSI 40mb HD

> USRobotics Sportster 14.4K Modem
> external. Box, manuals. No modem
> cable. Served my Falcon and ST
> well for a few years. NOT a fax
> modem.
$38.00 shipped
> ******************************
> 2 each
> Motorola MC68020RC16E/B PGA CPU
> gold pins
> $6.00 each shipped
> ******************************
> Motorola XC68040RC25B PGA CPU
> 68040/25MHz w/fpu
> gold pins
> $20.00 shipped
> ******************************
> 2 each
> Motorola MC68882RC16A PGA FPU
> 68882/16MHz FPU
> gold pins
> $6.00 each shipped
> ******************************
sold> Motorola MC68882RC20A PGA FPU
sold> All the above simms for $30.00 shipped

> ATI Graphics Pro Turbo 2mb video VLB card
> for PC manuals and software
> $60.00 shipped
> ******************************
> OS/2 Warp V 3 on CD ROM

> with Bonus Pak
> Internet/fax/IBM works ect.
> Like new, not registered
> registration card included
> includes all packed freebie offers
> $56.00 shipped
> ****************************
> Autodesk AUTOCAD R12 for DOS
> Box, manuals, disk
> $130.00 shipped

## 3079. READ ME!!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: A Pissed Off American <j_bond_007@hotmail.com>
Message-ID: <3303F22C.4731@hotmail.com>
Source record: 127722
Cross-posted to: alt.games.lynx,alt.games.video.classic,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.atari.2600vcs,misc.wanted,comp.sys.atari.programmer,

Sorry about the wrong URL!!

Here is the right one:

http://msm.byu.edu/complab/emp/joshuam/lynx.htm

Thanks!!

# 3080. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29226_please@no.spam.mail.here>
Source record: 127723

*Hi Gary*, on 12 Feb 97 you wrote: ...respect, brethren

>>
>>>> I am currenly running nvdi 4.11 and magic 5.03. on my falcon and
>>>> there seems to be some problems, such as stack errors, and gemdos
>>>> errors. I ain't got a clue what the problem is, can any one help me
>>>> please.
>> The only help for this is to comment out the #_TSL line from MAGX.INF
>> and to use the TSLICE.CPX to setup the Time Slice proportions. Not
>> infallible, but I boot just fine 99 times out of 100.
g> Ah but this doesn't apply to MagiC5 though does it?

Well, I use it with M5 - I hadn't thought the feature was removed. then
again, I got no information that was useful to me with M5 at all, so how
would I know... B^{<

g> As for 99 out of 100. Lucky You :)

You've got a Nemesis - I've got a non-crashing at boot-time copy of Magic. Do
you want to swap? B^{)

g>>> You could use MagToRom (by Uwe Seimet).
>> I've heard that this utility exists, but I didn't get it with my Master
>> Disks for v5.03 - where did you obtain it?
g>
g> I got it from Uwe Seimet. I can email you a copy if you want it?

I'll grab it by ftp - thanks anyway.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 3081. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29206_please@no.spam.mail.here>
Source record: 127724

*Hi Tom*, on 12 Feb 97 you wrote: ...respect, brethren

L>
>>> I have had my ATARI for more years than I care to recall, and have
>>> never used a command line yet ?, just WTF are you talking about ?
>>
>> Bet you have Tony. Every time you enter parameters into a TTP program
>> you're using a command line. Even if you've never used any other (and
>> I know that STOS 3D came with some TTP apps) you must have used ARC.TTP
>> to unarchive all the STOS apps and MBK files in the original package.
L>
L> If Tony is like me he only used the ttp one time! And that was to unarc
L> arcshell.prg so he wouldn't have to do it anymore!

Weren't you the lucky one! The first time I looked for an archiver online
(many years ago) the ARC file was ZIP'd, the ZIP file was LZH'd, the LZH file
was ZOO'd and the ZOO file was ARJ'd. I never found the ARJ executable! B^{)

Eventually someone had the presence of mind to make the archive
self-extracting...

Actually, Tony uses the commandline regularly whenever he gets his QWK
packets from the BBS, but because the parameters are passed by the QWK reader
it's easy to forget what's hapening... I'm not suggesting he should type in
the commandline every time...

L> You must have one heck of a memory to be able to remember the name of
L> every file on your hard drive! I have to get the file selector and take
L> a look to be able to remember the crap 8.3 name and full path. All the
L> archivers I use have GEM shells!

W.I.M.P. B^{)

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 3082. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29224_please@no.spam.mail.here>
Source record: 127725

*Hi Thomas*, on 12 Feb 97 you wrote: ...respect, brethren

g>
>> [MAGTOROM]
>> I've heard that this utility exists, but I didn't get it with my Master
>> Disks for v5.03 - where did you obtain it?
g> Have a look at the following ftp site: acp5.chemie.uni-kl.de,
g> /pub/atari/mtorom13.zip. The directory also contains some other
g> software from Uwe Seimet, e.g. demo versions of HDDriver and Diskus.

Thanks - I'll check tomorrow.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 3083. Re: Magnum ST Erfahrungen

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29208_please@no.spam.mail.here>
Source record: 127726

*Hi Hans*, on 12 Feb 97 you wrote: ...respect, brethren

mn>
mn> Harry Sideras wrote:
>>>> Magnum ST
>> I'm probably being even more stupid than usual, but I can't see
>> anywhere in this text where it tells us what it is! I've never heard
>> of a Magnum ST card, a Software Service Seidels card or an HBS240 or
>> HBS640.
mn> HBS240 is a 15 MHz accelerator board, HBS640 is a 28 or 36 MHz
mn> accelerator board. Software Service Seidel is a very active Atari
mn> hardware developer.

Thanks. I've never seen mention of any of these products or companies over
in the UK. A big shame...

>> By implication, it seems to be a RAM upgrade card - is that right?
mn> Looks like it.
mn>
>> So, this seems to say they've broken the 4Mb RAM limit? Do you know
>> whether they will respond to enquiries in English? (I'll EMail them
>> anyway...)
mn> You can always try.

EMail already sent - no reply yet...

mn> BTW: the 4Mb limit was broken lone time ago, was quite expensive then.

For an ST, yes. In the UK nothing was available for the Mega STe (ie MarPet
Xtram +8). I did hear about a German board, but I think it was about 200ukp
for the bae board, which was out of my league.

£86 is quite a high price, but I think I'd be prepared to go for it - unless
I magicaly find the money for a TT (which I doubt very much...)

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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## 3084. memory

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: tom.lou@netcomuk.co.uk
Message-ID: <3302ED3F.2FC@netcomuk.co.uk>
Source record: 127727

could someone please tell me how to check the amount of RAM on my atari st?

Thanks Tom

# 3085. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: roedaal@audiophile.com
Message-ID: <33045856.4320267@news.univie.ac.at>
Source record: 127772

quoting msg <33005765.167EB0E7@etlxdmx.ericsson.se> from Martyn Tidd
<etlmntd@etlxdmx.ericsson.se>:
>>
>The author of Stoop (whose name escapes me) had his Falcon die on him so
>AFAIK, development stopped at v1.05. He even publicly announced a key
>for the program to make it free so it looks like that was the end.

Martyn,

could you please post the key or email it to me?

This would be my first boot manager ;-)

thankx,

chris
---
Chris Roth
roedaal@audiophile.com

# 3086. WAG Meeting

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: rgoring@REMOVE_TO_REPLYzetnet.co.uk
Message-ID: <5duplh$b02@irk.zetnet.co.uk>
Source record: 127773

Hi All,

A bit of a cock up on my part :-(

Next WAG Meeting is on 22/02/97 :-)

See WAG pages for more details :-)

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

# 3087. Re: Minix and Win'95 long filenames

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5dupp3$6p$2@newsserver.rrzn.uni-hannover.de>
Source record: 127774

Hrafnkell Hlodversson (freyr@diku.dk) wrote:
: the iso9660 with some extensions. (I think they're called RockRidge)

No. I's called Joliet and is (of course) M$-specific.

--

-----------------------
ANDREAS KROMKE

.....................................................
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

## 3088. ppp on atari st (1mb)

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: mdekker@wins.uva.nl
Message-ID: <5dur4v$3rb@node.wins.uva.nl>
Source record: 127775

I want to hook up my ST (1mb) to my linux pc. using ppp over a
nullmodem, possible?

--
Martijn Dekker
UvA - Math department Universiteit van Amsterdam
PFF - Computer Games
http://turing.fwi.uva.nl/~mdekker/pff/ (Xcogitate, Templar)

# 3089. Re: Cable between ST and Megafile 60 harddisk unit

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <3302E278.794BDF32@doc.ic.ac.uk>
Source record: 127776

Jacob Schenk wrote:
>
> Hi!
>
> I recently bought an Atari 1040 Stf with an Monochrome
> monitor/external diskdrive and build-in PC-AT emulator and a Megafile
> 60 Harddisk unit. It cost me about $25 in all and it works perfectly.
>
> However, I am missing the cable between the harddrive unit and the ST.
>
> Does anyone know where one can get these (no supplier has any ST stuff
> left!). I would be equally happy if someone could get me the schematic
> of the cable so I can build one myself.

I believe that the cable is a straight through 36-pin to 36-pin D
connector. If you look in your manual, you can find the pin-out
of the port (in the back). All the ground wires may be soldered
together, and the others are just straight through connections.
(I think they're 36-pin; I'm not quite sure - as I don't have
my manual next to me, I'm just guessing).

_____________________________________________________
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

# 3090. GAMES TESTERS WANTED

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: D.E.Jones@ex.ac.uk
Message-ID: <D.E.Jones-1302971120110001@144.173.2.235>
Source record: 127777

Hi all,
I am looking for some games testers so that my new games will be as compatible as possible. To start with I need some ST owners. If anyone is interested then please send me an e-mail. Also could you let me know the details of your computer type, memory size, tos version etc...
Thanks.

Dan Jones.

http://newton.ex.ac.uk/general/ug/jones

# 3091. Re: Atari St Questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Ralf <gesellen@namu26.gwdg.de>
Message-ID: <3302F95B.41C6@namu26.gwdg.de>
Source record: 127778

The ST has an ASCI Interface for HD - most similar to the SCSI standard.
Yet you'll need an plug-in interface called "the link" to use a common
hard disc (about 60$). As for universal driver software: try Hushi or
SCSiTOols or anything of that brand...
anyway - good choice, cheap price! (Once, I paid 1700$ for an ST)
/ralf.
--
---
Ralf http://www.math.uni-goettingen.de/gesellen/
Gesellensetter <gesellen@namu26.gwdg.de>

# 3092. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <330304D0.41C67EA6@etlxdmx.ericsson.se>
Source record: 127779

Chris Roth wrote:

> could you please post the key or email it to me?
>
> This would be my first boot manager ;-)

It was in, AFAIR, the last issue of ST Format. I didn't actually use it because I was already registered. I don't have it to hand right now, what with being at work, but I'll try to remember to look it up for you tonight.

Regards
Martyn

# 3093. Re: Doomcloon for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5duvub$db9@m1.cs.man.ac.uk>
Source record: 127780

In article <5dshj7$b81@turing.wins.uva.nl>, mdekker@wins.uva.nl (Martijn Dekker) writes:
>amrat2000@aol.com (AMRAT2000) wrote:
>
>:>Hello i'm looking for a doomcloon for the atari-st
>
>there are no doomclones for an ST.

but there are a couple of wolfenstien type engines...

>:>what's the name ?
>
>no name, because it is non-existent.

Well, Destruction Imminent is a wolf-clone. It is shareware, and
is available from Goodmans, IIRC.

KillThings was under development, but has probably been stopped
- the source code may well be released as freeware in the near
future.

There is also an STFM compat substation clone, but this is of
even lower quality than substation (which is in no way comparible
to doom)

>:>do you have it ?
>
>no

I've got previews of the above...

>:Substation is an excellent Doom-type game.
>
>wrong, it is a Wolfenstein clone (but without t-mapping! although
>wolf didn't really have tmapping, it is better than the sorry shading
>of substation)

I agree. Substation is lame, IMO. Gameplay is ok, but all the walls
look identical which is very disorientating....

>:You can get a copy by calling Toad Computers at 1-800-448-8623
>
>Some people are trying to make a doom-compatible engine for the falcon.
>doesn't run on an ST of course.

Yep. :)

I've put info on almost all ST/Falcon Wolfenstein/Doom engines in the
Bad Mood FAQ (sorry, a little out of date) on my WWW pages:

http://www.cs.man.ac.uk/~jacquesa/badmood.html

HTH

Anthony
--
---
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
---
New program - KP Flash - Sound 2 Light (literally) for the Falcon
---
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.
---

# 3094. Re: BTV the new strain, part 2

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970213125656108 31@tachyon.demon.co.uk>
Source record: 127781

Wolf Gross <wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE> wrote:

> It seems that you're the author of that virus! Shame on you, lamer!

Develop a sense of humour, will you? :)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

## 3095. Re: Gem or Win95?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Yves Gablin <gabliny@ufrima.imag.fr>
Message-ID: <33031290.551A@ufrima.imag.fr>
Source record: 127782

Satcom2 wrote:
>
> I think TOS was the last real GUI.I want to get a Falcon so badly
> when I have the money just so I can say I own the last and most powerful
> "real" computer.
> Gem or Win 95? Gem please,thank you.-Satcom2

Totally agree with you (for everything !)
BUT:
It seems to me that Hades and Medusa are quite good too, aren't they ?

That's all...
Have a nice day,
Yves Gablin.
--
Yves Gablin : gabliny@ufrima.imag.fr

# 3096. Re: STE and hard drive....

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970213132036962l0@tachyon.demon.co.uk>
Source record: 127783

please@no.spam.mail.here <please@no.spam.mail.here> wrote:

> The best person to contact to fix it might be the guy that used to run the
> Atari Helpline and did their tech repairs - luckily for you he's in Edinburgh
> the last I knew:
>
> Dannie Colquhoun

Last I spoke to him (almost a year ago) he said he had nothing to do
with the helpline any more. Is he back in?

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3097. Re: .DIM files?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970213132034961 24@tachyon.demon.co.uk>
Source record: 127784

Callum Baird Lerwick <lerwick@freenet.msp.mn.us> wrote:

> Errrm, what the hell? I have no idea what I did... What I ment to say is
> I want to unpack a .DIM file, but I can't find a copy of Fastcopy...

Try http://www.shareware.com/ and enter the string 'fastcopy', making sure you set the 'platform' button to 'Atari'. If all else fails, FaST Club in the UK still sell the commercial version of Fastcopy Pro - try http://www.compulink.co.uk/~stclub/

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3098. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: skr@dcs.ed.ac.uk
Message-ID: <E5JIxs.J0n.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 127785

In article <5dm2al$dpv$2@nic.ott.hookup.net>, martinr@hookup.net (Rick Martin) writes:
>
> I seen these CLOWNS at the TAF show in Toronto with the Baracuda but
> unfortunately the one board they had " They lost the chips on-route "
> The second and only Baracuda they had with them never worked. They also
> had the same excuse at the Hartford show so you be the judge vapour or
> imaginary ware ! Just think about it they also were in negotiations to
> buy Atari at one time. Scary stuff !
> >skr@dcs.ed.ac.uk (Steven Rodgers) wrote:
> >>In article <5co8u8$l1p@scanner.worldgate.com>, Chris Krowchuk <chris@compdirect.com>
writes:
> >>> skr@dcs.ed.ac.uk (Steven Rodgers) wrote:
> >>> >Does anyone have any info on the Baracuda Falcon 040 board?
> >>> >
> >>> >--
> >>> >
> >>> >:=----+Steve.
> >>>
> >>> Doesn't exist, probably never did exist. Vapourware.
> >>>
> >>> Afterburner 040 does exist though.
> >>>
> >>>
> >>> All the best,
> >>> Chris @ Computer Direct
> >>>
> >>>
> >>>
> >>Does exist - I know somebody who has one.
> >>--
> >>
> >>:=----+Steve.
> >
> >A Barracuda or Afterburner? Barracuda has been promised in two weeks for
> >four years now. About two years ago, Wizztronics announced it was scrapping
> >the Barracuda in favour of hawk, an 030 card which has been in final beta
> >for two years now.
> >
> >If you know somebody with a Barracuda, then perhaps you should ask him
> >for information on it and share this info with all of us. I am sure
> >many would be interested in hearing about it.
> >
> >All the best,
> >Chris @ Computer Direct

> >
The guy that has one works at The Upgrade Shop here in the UK.
His first one blew up his Falcon and he's in the process of fitting a new one - AFIK.

:=----+Steve.

# 3099. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970213081704.7142A-100000@usr06.primenet.com>
Source record: 127786

hmmmmm. Weird. for me with Gluestik I need the CAB_ovl for mint as
well.
Otherwise , it scans for ever..

On 13 Feb 1997, Guido Flohr wrote:

>> You will need a package called Glue Stik to use these with the
>> PPP Kit metioned above...it might come with it?
>
>> You will also need the CAB for Mint-Net Overlay...
>
>With gluestik you don't need the cab-for-mintnet.ovl, the STiK overlay
>will do (and in fact it does better).
>
>> Perhaps someone can help give locations where this stuff can
>> be downloaded...as I'm at work and don't have my index stuff
>> handy...sorry.
>
>ftp://ftp.fu-berlin.de/pub/atari/www
>
>You will find CAB, AntMail, GlueStik etc.
>
>Ciao
>
>Guido
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

## 3100. Re: ST on a PC??

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: !ynoT
Message-ID: <3302dd8a.617103@news.airtime.co.uk>
Source record: 127787

On Wed, 12 Feb 97 17:43:41 GMT, atari@teleport.NO.SPAM.com (Rich Tietjens) wrote:

>>>I use the TOS2WIN demo here to check compatability of ST proggies that are
>>
>> Is it an ATARI Emulator or something that allows you to run an ATARI
>>program, Can you get an ATARI Desktop onto your PC ?
>
>You can run Thing, Teradesk, or NeoDesk (or any other alternate desktop - I

Haaa I tried CAB and a couple of other things, it seemed to run faster than gemulator, but as gemulator gave me a desktop, ie: green background and icons :) then I opted for that,

>the user, i.e., double-click a TOS app under Win95 and it runs - either in a
>window, or full-screen, depending on how you have configured that
>application.

Right, then its the configuring it where I have fallen down, English documentation is eagerly awaited :)

>> Sorry but as the demo I got was German and the page etc etc then I
>>couldnt figure it out, But I certainly could not get an ATARI desktop
>>on screen,
>
>So which one did you run?

ATARI desktop is what I was looking for, you know, the GEM yukky green black and white one <smile>

>> Scuse me, but why do you keep mentioning no need for virtual drives
>>when you talk about emulators? I have tried every ATARI emulator I can
>>find and have never used a virtual drive yet?,
>
>MagicPC uses a virtual drive; GEMulator (AIUI) requires a special TOS
>partition. If you've tried MagicPC you used a virtual drive, or you ran

Nope, I have the latest demo of gemulator running with a tos 206 image, the only file used is the actual gemulatordemo.exe and the tos image, to double check this, I removed every other file associated with the demo, just gemulator and img and i get full screen no time limit and can run anything I want, including STOS, I have full access to all my PC drives and CD? no special partitions or virtual drives, hence my question?,
I also have the FULL version of gemulator running, but because I dont have the tos roms I am forced to use MagiC503e as tos img does not work with the full version, again only the gemulator exe is needed, no

virtual drives or anything?
Unfortunatly STOS won't run under MagiC (yet) hence having the demo
installed,

But I like the idea of simple being able to click on a ATARI program
and it runs, rather than run the emulator, then run the program, if
thats the case then TOSTOWIN sounds good,

>strictly from floppy-based applications. There's no getting around that
>limitation of that emulator.

Never tried MagicPC but as for gemulator, I dont see any limitations,
the demo is fast under full screen directx rather than in a window...

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3101. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5duqpr$mm4@nyheter.chalmers.se>
Source record: 127788

In article <5db1o3$4ah@alpine.psnw.com>,
Mike Freeman <daymon@mammoth.psnw.com> wrote:
>Where can I find WAD files compatible with the newer bad mood versions?

Any WAD should be fine.

>The ones I have founds give an error when I try to use them. Am I doing

What kind of error?

>anything wrong? What determines if a file is Bad Mood compatible or not?

The newer versions of BAD MOOD have no built in textures, but use the
real ones from the WAD. If the WAD has no textures (most of them don't)
you'll have to supply the name of an extra WAD that does.
The unregistered ShareWare WAD should be fine in most cases, I think.

IWADs are complete WADs with textures and are usually several Mbyte.
PWADs don't have any textures, but rely on a proper IWAD being available.

This is all described in the documentation.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

# 3102. Re: ppp on atari st (1mb)

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970213083801.7142C-100000@usr06.primenet.com>
Source record: 127789

hmm I personnaly think that you can not install Mintnet on a 1meg
machine.
2, I would guess you don't have a harddrive for your st.
therefore, I wonder why you want to connect them.
The only interesting way to use your st linked with your linux, is to
use the ST just as a terminal.
If it is the case and since you don't have enough memory for the st,
just connect them with a software like connect on the st.
HOWEVER, PPPKIT MIGHT work. not sure at all though, but for sure it
requires less memory than mintnet.
Bye

On 13 Feb 1997, Martijn Dekker wrote:

>
>I want to hook up my ST (1mb) to my linux pc. using ppp over a
>nullmodem, possible?
>
>--
>Martijn Dekker
>UvA - Math department Universiteit van Amsterdam
>PFF - Computer Games
>http://turing.fwi.uva.nl/~mdekker/pff/ (Xcogitate, Templar)
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 3103. Re: Doomcloon for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5dv0ro$dnb@m1.cs.man.ac.uk>
Source record: 127790

In article <5dsttl$fil@turing.wins.uva.nl>, mdekker@wins.uva.nl (Martijn Dekker) writes:
>Magnus Kollberg <emwoll@emw.ericsson.se> wrote:

>:> :Substation is an excellent Doom-type game.
>:>
>:> wrong, it is a Wolfenstein clone (but without t-mapping! although
>:> wolf didn't really have tmapping, it is better than the sorry shading
>:> of substation)
>:
>:He did say Doom _type_ game and you could say that it is, can't you?
>:The plot is about the same and they present the world in a similar
>:way. Most people refer to Wolfenstein clones and Doom clones as the
>:same thing.
>
>not true. wolf is really different. no deifferent floor/ceiling levels,
>no real t-mapping, no BSP but raycasting etc etc.

Yes, *technically* it is different, but the gameplay, and the basic
concept of the game (3d first person perspective free environment)
is the same in all the games.

>:There is also Running for the Falcon. What would you call that? A Wolfdoomed
>:clone or a Doomed wolf clone? :-)
>
>I have never seen Running.

Running has textured walls, but not floors or cielings. It does have
different heights though, and can have walls at arbitary angles (not
sloping, I mean doom style not wolf-blocky). It has depth shading
(rather coarse in the demo I've seen compared to BM). I'm not sure
how it is working, but I guess its a BSP tree... I guess it is
more of a Doom clone than Wolf, although it does lack the floor/ceiling
textures (for speed).

Anthony

--

------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.2a
| Generic STOS Fixer v1.3
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7c
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+-----------------------------
New program - KP Flash - Sound 2 Light (literally) for the Falcon
-----------------------------------------------------------------
Update - Generic STOS Fixer 1.3 released - various bug fixes etc.

---

# 3104. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: dsb@news.cs.duke.edu
Message-ID: <5dvaj7$73d$1@hal.cs.duke.edu>
Source record: 127791

From the Holy Book of <5dtr7u$i7j@hades.rz.uni-sb.de>
as spake by Guido Flohr <gufl0000@stud.uni-sb.de> :

>ftp://ftp.fu-berlin.de/pub/atari/www
>
>You will find CAB, AntMail, GlueStik etc.

The version of GlueSTiK at this site is outdated and has some known
bugs. The most recent version is at
<URL:http://www.cs.duke.edu/~dsb/files/gluestik-0.02b2.zoo>.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1997 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

# 3105. Re: Falcon 3D prg?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33035881.7D71@cfcsc.dnd.ca>
Source record: 127792

Eddie McGlone wrote:
> In article <Pine.SV4.3.91.970212150600.9007A-100000@melbourne.DIALix.oz.au>
> Steve Scott <buskers@melbourne.DIALix.oz.au> wrote:-
> >Hi, since my Ex ran off with my STe, I've had to upgrade to a 14meg
> >Falcon030 ( aint life a bitch).
> >Problem, I really need to do 3D modeling (I'm a puppeteer) and rely on
> >CAD a lot, however, 'Cyber' is no go on the Falcon, 'InShape' still needs
> >some work I think (or Docs), and who knows If I should be investing in
> >DA's Vector?
> DA's Vector is 2D only. Have a look at Neon from Compo - it is fast
> (in Atari terms) and has a nice interface. Unfortunately, although the
> program is in english, the docs are only available in German.

Hmm... Idea!
Since Neon has been released on OS/2, the accompaning docs/manual are in English.
If few changes were made in the ported version, maybe you could use the OS/2 manuals?

> Another promising one is called Cloe. It was written in France but I
> don't know if it was ever developed beyond the demo version. the demo
> once again has a nice interface but is slightly buggy. It does however
> import lightwave and 3D studio models.
> Cheers
> Ed.

Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

## 3106. Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5dvb1b$i8q@m1.cs.man.ac.uk>
Source record: 127793

I tried the demo of Papyrus 4 recently. I thought there was a more ragged feel to it, not as refined as version 3 (which I use). Personally I don't like the new EnhancedGEM dialogs, and the way they were displayed all squashed to the right side of the screen at first. While I'm being picky, I don't like the new separator lines in menus, or even the new information dialog! Oh yes, also, it looks like the box surrounding the left tab icon is one pixel too low!

I know this sounds petty, it's just that there's something about it that seems out of balance. The only thing I did like was the substantially faster scroligng speed - probably not enough to justify an upgrade, although that 500 font CD is tempting...

What does anyone else think?


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 3107. Re: Speeding up CAB?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv4tfgd7ob.fsf@emw.ericsson.se>
Source record: 127794

uq086@freenet.Victoria.BC.CA (Nicholas Steele) writes:

>
> I guess the subject pretty much says it all. I recently downloaded
> cab_030 but any speed increase is nominal. I am mainly interested in
> speeding up the display and I am curious whether NVDI would be useful.
> Thanks.

You should never switch on your computer without NVDI! It will speed
up all graphics and therefor make CAB much more justice. After
having tried NVDI you can't live without it.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3108. Re: Doomcloon for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv3ev0d7gs.fsf@emw.ericsson.se>
Source record: 127795

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

> 
> >:He did say Doom _type_ game and you could say that it is, can't you?
> >:The plot is about the same and they present the world in a similar
> >:way. Most people refer to Wolfenstein clones and Doom clones as the
> >:same thing.
> >
> >not true. wolf is really different. no deifferent floor/ceiling levels,
> >no real t-mapping, no BSP but raycasting etc etc.
>
> Yes, *technically* it is different, but the gameplay, and the basic
> concept of the game (3d first person perspective free environment)
> is the same in all the games.

That was what I ment. Thanks Anthony. :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3109. Re: Gem or Win95?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33036560.426C@cfcsc.dnd.ca>
Source record: 127796

Yves Gablin wrote:
> Satcom2 wrote:
> > I think TOS was the last real GUI.I want to get a Falcon so badly
> > when I have the money just so I can say I own the last and most powerful
> > "real" computer.
> > Gem or Win 95? Gem please,thank you.-Satcom2
> Totally agree with you (for everything !)
> BUT:
> It seems to me that Hades and Medusa are quite good too, aren't they ?

Good point! :^) maybe new Centek machine also??

> That's all...
> Have a nice day,
> Yves Gablin.
> Yves Gablin : gabliny@ufrima.imag.fr

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 3110. Re: Gem or Win95?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: mdekker@wins.uva.nl
Message-ID: <5dvep7$1i3@turing.wins.uva.nl>
Source record: 127797

Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:

:Yves Gablin wrote:
:> Satcom2 wrote:
:> > I think TOS was the last real GUI.I want to get a Falcon so badly

TOS is a GUI????

:> > when I have the money just so I can say I own the last and most powerful
:> > "real" computer.
:> > Gem or Win 95? Gem please,thank you.-Satcom2

hm... what about NeXTstep?

--
Martijn Dekker
UvA - Math department Universiteit van Amsterdam
PFF - Computer Games
http://turing.fwi.uva.nl/~mdekker/pff/ (Xcogitate, Templar)

# 3111. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: szhays@rocky.ucdavis.edu
Message-ID: <5dvjc3$ld4$1@mark.ucdavis.edu>
Source record: 127798

S94 (lais@cs.man.ac.uk) wrote:
:
: I tried the demo of Papyrus 4 recently. I thought there was a more ragged feel
:
{snip}
:
: What does anyone else think?

Well, I'm happy development continues on it, of course. Personally, I always hated the large size of the tool bar across the top of the screen, and the even bigger tool bar in the newer version really frustrates me. What a waste of screen space. I know other people like having this faster access to certain features, but I like being able to see more of the page. I wish Papyrus would allow us to select what tools to put on the tool strip, then we could have a tool strip as small as we watned by simply choosing fewer tools to display. I know this would be a major pain to implement in the program, but if they hope to compete on other platforms (as they say they intend to do), then this will be a necessary feature, as all the majors have this feature now.

A lot of people had been waiting for the expanded color support of the new verson, but that is a feature I do not use. So, like you, I mainly will benefit from a speed increase were I to upgrade. To be honest, I always enjoyed the speed of the older Papyrus. I thought it was incredibly snappy (especially considering the hardware I have it running on).

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-----------------------------------------------------+

## 3112. looking for ST games

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <01bc1961$7d185500$2a3bd4cc@Primenet.Primenet.com>
Source record: 127799

If anyone has the following for sale or trade or ?,e-mail me please.For the ST,or STe:

Shocker 2 trap dictionary (codes for Shocker 2)
Arnorath
Rainbow Islands
Parasol Stars
Sheer Agony

Once I have these 5 games I will have a sense of total completion with my game collection,and beliee me,I could use that.Ive been obsessively collecting for years now and I want to stop.I have plenty for trade,and even to copy,when appropriate.

# 3113. Re: BTV the new strain, part 2

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Ade@finitive.demon.co.uk
Message-ID: <855864518_OASIS_@finitive.demon.co.uk>
Source record: 127800

Wolf Gross <wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE> wrote:

> It seems that you're the author of that virus! Shame on you, lamer!

This virus is due to the turtles and has nothing to do with me, I just
discovered.
A lamer am I ?, I didn't like that so I sulked, the turtles didn't like that
because I never turned the machine on!
Be prepared for an attack from the BTLF on you soon.

BTW you wouldn't be a member of LFoBT ?

Ade.

--

---
ade@finitive.demon.co.uk
---

# 3114. Re: Gem or Win95?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: !ynoT
Message-ID: <330a357a.23132984@news.airtime.co.uk>
Source record: 127801

On 12 Feb 1997 20:50:05 -0700, in comp.sys.atari.st you wrote:

>program efficiently anymore,they just make these huge 68 meg games filled
>with crappy code and big mpegs and gifs,and theyre not even good games.Im

One word......DOOM.........Nuff said!

Cheers.......!ynoT -------- stosser@airtime.co.uk
---
There is only one thing better than Duke Nukem 3d
---------- Duke Nukem Death Match! -------------

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3115. Re: AutoSwitch Overscan

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29275_please@no.spam.mail.here>
Source record: 127802

This message from ceebti@cee.hw.ac.uk to All came in on a wing and a prayer...

Hi Brian!

[LaceScan]

c> If you want detailed instructions and the driver program, check out
c>
c> http://www.oden.se/~dlanor/uran_dev/lascan34.lzh,
Ronald tells me that this is up to 3.5 now BTW.

c> Once the system is up and running, there is a HUGE improvement in
c> gem: I have it way up to 720x480 in ST HIGH, and it looks very smart.
Unfortunately something seems to have gone wrong with mine, the initial setup
screen is completely unreadable.

c> The board can go way up to 800x500, but my monitor canny handle it :(
It's life Jim, but not as we know it! (g)

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3116. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <5dvvdk$2u9@cantine.wu-wien.ac.at>
Source record: 127803

S94 (lais@cs.man.ac.uk) wrote:

: I tried the demo of Papyrus 4 recently. I thought there was a more ragged feel
: to it, not as refined as version 3 (which I use). Personally I don't like the
: new EnhancedGEM dialogs, and the way they were displayed all squashed to the
: right side of the screen at first. While I'm being picky, I don't like the new
: separator lines in menus, or even the new information dialog! Oh yes, also, it
: looks like the box surrounding the left tab icon is one pixel too low!

: I know this sounds petty, it's just that there's something about it that seems
: out of balance. The only thing I did like was the substantially faster scroligng
: speed - probably not enough to justify an upgrade, although that 500 font CD is
tempting...

: What does anyone else think?

You are a bit out of date. The current version is v5; shortly, ther will
also be the possibility to load and save in genuine MS WORD 2/6/7 format.

Alfred

# 3117. FS: Atari Software & Hardware

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1302971316060001@i528.oro.net>
Source record: 127804

**Atari Sale**

Hardware
---
Atari TTM195 19" Monitor = $150 plus freight.
Master (External 720k) Floppy Drive $20.00
Toadfile 44MB Syquest Drive (Dual Under Monitor Case) = $135.00
(Toadfile Includes: (3) 44MB Syquest Cartrdiges)
MaxxYoke Flight Yoke = $10.00
ComputerEyes Digitizer = $5.00

*****Non Game Software****** More professional kind
---
WordPerfect = $10.00
PageStream 2.2b = $10.00
Calamus 1.09 = $10.00
TimeWorks Publisher 2 = $10.00
LDW Power = $10.00
TouchUp = $10.00

*****Non Game Software******
$2.00 each
---
Desktop Publisher
Data Manager
Cyber Paint
Cyber Studio 3D
Cyber Sculpt
Drafix Cad
VIP Professional
SpeedoGDOS 4.2 (disks only)
Copy II ST
ProCopy
Personal Pascal
Easy Draw
Easel/ ST
Certificate Maker
Aegis Animator
Flash
Easy Tools
MultiDesk
Label Master Elite
PrintMaster Plus
Sublogic Scenery Disk
The Music Studio

CornerMan
G+Plus
Generation Gap
Tune Up
First Word
HabaView
Music Construction Set
Atari Chemistry 1
Atari Planetarium
The Computer Guide To The Solar System
Quick ST 3.0
Generation Gap

*****Games******
$1.00 each
---
The Pawn
Flight Simulator II
Vegas Gambler
Shanghai
Cards
Hacker II
Strip Poker II
Professor Craps
Gunship
Time Bandit
Major Motion
Falcon
Silent Service
The Hunt For Red October
Tracker
BasketBall
Micro League BaseBall
High Roller
Arena
Frozen Legacy
Mean 18 Ultimate Golf
Balance Of Power
Chess Master 2000
Super Cycle
StarGlider

**** Books & Magazines ****
Books are $1.00 each
---
Flight Simulator Adventures
Flying Flight Simulator
OH! Pascal!
Compute!'s ST Artise with Disk

Start Disks = $.25 cents each
Many Magazines (over 175 issues) .50 cents each

**all items are plus freight**

Email tj@oro.net
Thomas Ferreira

# 3118. Re: Speeding up CAB?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: !ynoT
Message-ID: <330f7388.39020713@news.airtime.co.uk>
Source record: 127805

On 13 Feb 1997 16:53:08 +0100, Magnus Kollberg

>You should never switch on your computer without NVDI! It will speed

A sweeping statement ?....if the first program you run is a none GEM
then the chances are NVDI will mess up the screen? NVDI does all the
things you say, but not for everyone ? <smile>

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

## 3119. New atari program! (freeware)

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970213161408.15933A-100000@usr05.primenet.com>
Source record: 127806

Hi, I just released my first program!
It's called Clipboard+.
Very simple, easy to use, comes in english and french.
It's a little accessory that allows you to work easily with your
clipboard. Clipboard+ is very compatible, Works under TOS, Magic,
Geneva, Mint, Stonx and all resolution.
the tools are not numerous, but useful:
View, Rename, Export to CAB.
It takes a very small amount of memory as well.
Take a look on my page, it's already available. :)
Bye and enjoy :/ I hope :)
(english and french doc, if a german is reading this please, contact
me, I want to do it in german as well.)

---

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

---

# 3120. SBM

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: "MB." <bourlon@gla.ecoledoc.ibp.fr>
Message-ID: <33038E61.6137@gla.ecoledoc.ibp.fr>
Source record: 127807
Cross-posted to: fr.comp.sys.atari,comp.sys.atari.st

Hello,

Pour tous ceux qui connaissent et apprecient ce jeu (soit, si
j'en juge par les lettres que j'ai recues depuis deux ans, une trentaine
de personnes seulement), sachez qu'une nouvelle version a ete uploadee
dimanche dernier sur le site du cnam. Cela dit, je vois qu'elle n'est
toujours pas i¿½ sa place dans le directory Falcon/Games...malgri¿½ le
mail! Alli¿½ Ludovic?!

The last version of SBM (SBM_103.tos) has been uploaded to
ftp.cnam.fr last week-end. It seems it's not yet available, but you
can try, I trust Ludovic Rousseau, he should do what must be done..

MB.

# 3121. Re: Doomcloon for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: mdekker@wins.uva.nl
Message-ID: <5e02is$4on@turing.wins.uva.nl>
Source record: 127808

jacquesa@cs.man.ac.uk wrote:

:In article <5dsttl$fil@turing.wins.uva.nl>, mdekker@wins.uva.nl (Martijn Dekker) writes:
:>Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
:
:>:> :Substation is an excellent Doom-type game.
:>:>
:>:> wrong, it is a Wolfenstein clone (but without t-mapping! although
:>:> wolf didn't really have tmapping, it is better than the sorry shading
:>:> of substation)
:>:
:>:He did say Doom _type_ game and you could say that it is, can't you?
:>:The plot is about the same and they present the world in a similar
:>:way. Most people refer to Wolfenstein clones and Doom clones as the
:>:same thing.
:>
:>not true. wolf is really different. no deifferent floor/ceiling levels,
:>no real t-mapping, no BSP but raycasting etc etc.
:
:Yes, *technically* it is different, but the gameplay, and the basic
:concept of the game (3d first person perspective free environment)
:is the same in all the games.

so Quake is a doom-clone? nah...

:>:There is also Running for the Falcon. What would you call that? A Wolfdoomed
:>:clone or a Doomed wolf clone? :-)
:>
:>I have never seen Running.
:
:Running has textured walls, but not floors or cielings. It does have
:different heights though, and can have walls at arbitary angles (not
:sloping, I mean doom style not wolf-blocky). It has depth shading
:(rather coarse in the demo I've seen compared to BM). I'm not sure
:how it is working, but I guess its a BSP tree... I guess it is
:more of a Doom clone than Wolf, although it does lack the floor/ceiling
:textures (for speed).

If this is the case, I would consider Running more a doom-clone, than
a
wolf clone.

any screenshots of running available, sounds interesting.

--
Martijn Dekker

UvA - Math department Universiteit van Amsterdam
PFF - Computer Games
http://turing.fwi.uva.nl/~mdekker/pff/ (Xcogitate, Templar)

# 3122. Re: ethernet connection for ATARI ST needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3303B354.65CB@cfcsc.dnd.ca>
Source record: 127809

```
Hallvard Tangeraas wrote:
> On Tue 11-02-97 10:07, Karl Samyn (saka@stud.rma.ac.be) wrote:
> >> On Mon 10-02-97 18:11, Ralf Loehr (ralfl@schunta.etc.tu-bs.de) wrote:
> >> >Hello
> >> >is there an ethernet connection for atari st available?????
> >Take a look at my pages. Several solutions are proposed.
> >http://193.190.205.13/popo/148_pol/samyn/network.htm
>
> I tried to access your page, but there was no "reply". Is your server down
> or something?
> Hallvard

same here Hallvard. I tried pinging and received no response

> --
> -ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
> -Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
> -Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
> -Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police
```

# 3123. Re: New atari program! (freeware)

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3303B3CD.6227@cfcsc.dnd.ca>
Source record: 127810

Katherine L Ellis wrote:
> Hi, I just released my first program!
> It's called Clipboard+.<snip>
>
> Email:Kellis@primenet.com
> Web http://www.primenet.com/~kellis/

Congratulations Katherine! :^)

--
Atari/TOS 1.04-2.05-4.04 MAC/Sys6.08 IBM/OS-2 3.0Warp-DOS7.0
Kenneth Macdonald/Coinneach Domhnullaich -speaking only for myself
GraphicArts, CanadianForcesCollege, Toronto, Ontario, Canada,le monde
the Atari Police

# 3124. FS: Mouse/Joystick SwitchBox

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1302971419020001@i485.oro.net>
Source record: 127811

Makes it nice and easy to switch between the Mouse and two joystick ports. Made by Practical Solutions, nice and small, has one mouse and two joystick ports.

$10 plus freight.

Tom

# 3125. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: 51: 205/311.1!Rich.Tietjens@atarinet.portland.NO.SPAM.or.us;
Message-ID: <5e00vt$ajn@ornews.intel.com>
Source record: 127812

In article <ZTP5wyP.greg_evans@delphi.com>, greg_evans@delphi.com wrote:
>
>What I heard from Steve Cohen at Wizztronics, for their Barracuda to
>work properly, it needed to copy the ROM into RAM and modify it. He
>said the copying into RAM violated Atari's copyright.

That's an interpretation of copyright law worthy of Bill Gates.

If you own the ROMs, you have the right to "fair use," and that includes
copying them to RAM (or even to disk, as long as you don't give the disk to
someone else or sell it).

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--------------------ftp://ftp.teleport.com/users/atari--------------------

# 3126. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: 51: 205/311.1!Rich.Tietjens@atarinet.portland.NO.SPAM.or.us;
Message-ID: <5e00h5$ajn@ornews.intel.com>
Source record: 127813

In article <yvvk9ofct3p.fsf@emw.ericsson.se>,
Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
>
>> IMHO a webbrowser should be just that, a webbrowser. I'm much more in
>> favour of individual TCP/IP clients for mail, ftp etc.
>> Rather than have one program do everything averagely. I'd rather it did
>> one thing excellently! ie. they should concentrate on making it the
>> worlds best web browser and not an average browser with mail/news/ftp
>> etc. :) If you're cramming all those features into a product then
>> something has to suffer!
>
>I agree, but I can't see why you can't make it a good mail client as well.
>It wouldn't be to hard to make it one of the best for TOS atleast. ;-)

If it's just a sendmail client, I agree. But (and I speak as both an end user and former Netscape tech support guru) putting a complete mail client into a Web browser is, IMHO, not only a waste of drive space, it causes the quality of the both the browser and the mail client to suffer. You end up with a double-thick slice of bologna instead of two nice filets mignon.

And putting a newsreader into a Web browser is an excercise best left to AOL. Anyone who doesn't know my opinion of AOL is advised to refer to my opinion of MickeySlop. <G>

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# 3127. Re: Ned Player v2.4

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: 51: 205/311.1!Rich.Tietjens@atarinet.portland.NO.SPAM.or.us;
Message-ID: <5e015h$ajn@ornews.intel.com>
Source record: 127814

In article
<Pine.BSI.3.95.970212115530.19538A-100000@fest.stud.fee.vutbr.cz>,
Sumbera Petr <xsumbe00@stud.fee.vutbr.cz> wrote:
>
>I have just done new version of NED PLAYER v2.4.
>
>You can now get N_PLAY24.LZH on my page:
>
>http://www.stud.fee.vutbr.cz/~xsumbe00
>
>-What it is? Here is small info:----------------------------
>
>Simple sample player for ATARI STE/TT/FALCON. Now you can
>change smooth frequency from 6 to 25 kHz in mono (SW MODE).

This is an outstanding audio player, for anyone who hasn't tried it yet -
highly recommended.

I would request one change, however - for most people, I think defaulting to
single-play mode is better than looping forever.

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--------------------ftp://ftp.teleport.com/users/atari--------------------

## 3128. Re: .DIM files?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970213164534.22391A-100000@freenet>
Source record: 127815

> Try http://www.shareware.com/ and enter the string 'fastcopy', making
> sure you set the 'platform' button to 'Atari'. If all else fails, FaST
> Club in the UK still sell the commercial version of Fastcopy Pro - try
> http://www.compulink.co.uk/~stclub/

Ah, thats what I was looking for. Has anyone else noticed www.filez.com=20
doesn't seem to work with Lynx anymore? No matter what I search for, I=20
always get '0 matches'...

=C4 =C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=C4=
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# 3129. Re: looking for two antiques.

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Dan Cox <village1@lightspeed.net>
Message-ID: <3303A103.926@lightspeed.net>
Source record: 127816

Bengad Zohar wrote:
>
> I'm looking for a very old game on the ST - Dungeon Master.
> I'm sure that at leat some of you have heard of it.
> Well I can't find a working version of it no matter how hard I tried.
> If any of you can make me a copy (I'll pay for the diskette and mail of
> course) I'll be most grateful.
>
> And as long as I'm at it....
> I'm looking also for a step by step solution for Chaos Strikes Back.
> Thanks!
>
> --
> oooO Oooo
> ( ) _ _ ( )
> \ ( / ) ( \ ) /
> ---_)-/ (----) \-(_/---
> ( ) ( )
> oooO Oooo
> ZOHAR

Interesting you should mention it. That's the game that I believe all
the future head on adventure games were based on. Much like the eye of
the beholder series from ssi/tsr. My copy quit and so did the backup.
I got another copy from a guy who has literally thousands of disks in
organized filing cabinets. It worked on his st but crashed on mine. I
think it may be alittle buggy. At any rate you can email me if you want
it.
Dan

# 3130. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: john@whalley.demon.co.uk.NOSPAM
Message-ID: <855877836_OASIS_@whalley.demon.co.uk>
Source record: 127817

In article <5dvb1b$i8q@m1.cs.man.ac.uk>
lais@cs.man.ac.uk (S94) said:-

>I tried the demo of Papyrus 4 recently. I thought there was a more ragged feel
>to it, not as refined as version 3 (which I use). Personally I don't like the
>new EnhancedGEM dialogs, and the way they were displayed all squashed to the
>right side of the screen at first. While I'm being picky, I don't like the new
>separator lines in menus, or even the new information dialog! Oh yes, also, it
>looks like the box surrounding the left tab icon is one pixel too low!
>
>I know this sounds petty, it's just that there's something about it that seems
>out of balance. The only thing I did like was the substantially faster scroligng
>speed - probably not enough to justify an upgrade, although that 500 font CD is
tempting...
>
>What does anyone else think?

Must admit that most of the above had passed me by. I bought the
upgrade because occasionally I wanted to use it under MiNT and 3.64
(?) had memory problems with MiNT. I originally had 3.58 which was
fine except that the search and replace was missing a few essentials
and it occasionally did weird things with graphics (particularly when
printing), which prompted me to upgrade.

I confess I am a little irritated as both of the upgraded versions
I've bought have had stupid bugs which have crept in with the changes.
So 3.64 had the aforementioned memory problems with MiNT and stopped
liasing properly with the 1st Word converter properly. 4 still has the
latter problem and now crashes if you try to open a text file :-(

And still no online help :-(

Interface-wise, the new toolbar came as a slight shock, but I'm now
used to it. You can also turn it on and off completely with ALT-L if
you want more text area while working. I did occasionally think the
old versions had more windows than necessary, which you tended to
leave open as there was rather too much clicking involved in getting
them back. I kind of like the way you have most things readily
available all in the one window. Downside is that it's lost the
ability to change text to lower case as ALT-L was the shortcut (if
anyone's discovered a replacement I'd love to know...). Doubly
annoying as ALT-G still capitalises text.

I'm also not convinced about separating text styles from paragraph
styles, it seems an added complication to me.

Before anyone gets the wrong end of the stick, as the above seems to be wholly negative, I ought to point out that I still think it's pretty wunnerful, certainly the best WP I've used on the ST (and I've worked my way through several programs, including 1st Word, Write On, Calligrapher, and tried others such as Wordflair, Marcel, even a Protext demo which didn't last long... In general Papyrus behaves sensibly, does nice things with fonts etc, uses paragraph styles (something which is essential IMHO) and has reasonable import/export options (ie RTF which seems to cover most bases, in particular Psion Word files). I can happily use it to do some jobs for which I would previously have used a DTP package.

The font CD is a nice touch, but as I don't have a CD-ROM drive I haven't actually used it yet.

On balance I think the upgrade was worth it, YMMV. It's also nice to know it's still being developed.

TTFN
John

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

## 3131. Cubase

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Anne Adamsky <annie.bob@worldnet.att.net>
Message-ID: <3303D84C.7232@worldnet.att.net>
Source record: 127818

HELP!
I am writing in for my brother (no e-mail) who's version of Cubase for Atari keeps crashing - he needs to get version 3.0 to try out on his system to check and make sure that it's the software not the hardware...does anyone know how to get a 'used' copy of this (cheap, in other words). Any info ASAP would be great, he is only here visiting for a couple of weeks.
THANKS!
Annie

## 3132. Atari Lynx Stuff For Sale!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Josh Morrell <0jmorrel@msmlab.byu.edu>
Message-ID: <3303D887.62F4@msmlab.byu.edu>
Source record: 127819
Cross-posted to: alt.games.lynx,alt.games.video.classic,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.atari.2600vcs,misc.wanted,comp.sys.atari.programmer,

I am selling my Atari Lynx and the following games and accessories:

APB
BLOCKOUT
BATMAN RETURNS
BLUE LIGHTNING
CALIFORNIA GAMES
CHECKERED FLAG
CHIPS CHALLENGE
ELECTROCOP
GATES OF ZENDOCON
GAUNTLET
HARD DRIVIN
HYDRA
KLAX
MS PACMAN
PAPERBOY
PINBALL JAM
PIT FIGHTER
ROADBLASTERS
ROBOSQUASH
RYGAR
S.T.U.N. RUNNER
SHADOW OF THE BEAST
SHANGHAI
TODD IN SLIME WORLD
STEEL TALONS
VIKING CHILD
WARBIRDS
XENOPHOBE
ZARLOR MERCENARY

AC Adapter
Car Adapter
Deluxe Carrying Case

Bid High to make sure of recieving games! I will knock down price for
people who buy more!!

To check on current bids, check out my page:
http://msm.byu.edu/complab/joshuam/lynx.htm

Bids and questions to: 0jmorrel@msmlab.byu.edu

The Lynx II comes with the Original box. All games come with Boxes and Manuals. I am conducting an auction, so the highest bidder wins. Bidder will send me a money order for shipping and merchandise before items are shipped.

[Image]
Welcome to my Atari Lynx Auction page!!
I am currently conducting an auction of the following Atari Lynx items. I will post all bids daily, so keep checking my page often!!
All games come with boxes and manuals. Here are the games:

---

APB $5.00
BLOCKOUT$5.00
BATMAN RETURNS$5.00
BLUE LIGHTNING$5.00
CALIFORNIA GAMES$5.00
CHECKERED FLAG$5.00
CHIPS CHALLENGE$5.00
ELECTROCOP$5.00
GATES OF ZENDOCON$5.00
GAUNTLET$5.00
HARD DRIVIN$5.00
HYDRA$5.00
KLAX$5.00
MS PACMAN
PAPERBOY$5.00
PINBALL JAM$5.00
PIT FIGHTER$5.00
ROADBLASTERS$5.00
ROBOSQUASH$5.00
RYGAR$5.00
S.T.U.N. RUNNER$5.00
SHADOW OF THE BEAST$5.00
SHANGHAI$5.00
TODD IN SLIME WORLD$5.00
STEEL TALONS$5.00
VIKING CHILD$5.00
WARBIRDS$5.00
XENOPHOBE$5.00
ZARLOR MERCENARY$5.00

Check out Kurt Olson's Lynx page for reviews on each game!!
[Image]Click here!!!
---
I also have the following accessories for auction:

Lynx II$5.00
Deluxe carrying case$5.00
AC Adapter$5.00
Car Adapter$5.00
---

Bid high!! If you buy more, I will knock off some from the price!!

Please send all bids or questions to:
0jmorrel@msmlab.byu.edu

I reserve the right to make the final decision on selling price. I will calculate shipping, and buyer will send me a money order for shipping and equipment before they are shipped.

## 3133. Wanted to buy: ST in good condition

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Eric Lambeth <Eric_Lambeth@baylor.edu>
Message-ID: <Eric_Lambeth-1302972141000001@hsb-dialin-29.baylor.edu>
Source record: 127820

I would like to buy a 1040ST or STe or MEGA-2 in good condition. Leave me email if you have one for sale.

Eric_Lambeth@baylor.edu

# 3134. GIF, JPEG scanning service. FREE OFFER! A pictures worth a thousand words! (PrhHpX)

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: scanning@XXX1324noreply.com
Message-ID: <#INOCCgG8GA.141@uptgmsnb01>
Source record: 127821

Why don't you print or save this info in case you need it in the future?

Hello Friends,
It's time to take full advantage of the online medium by having your photographs scanned today! Once your pictures are scanned into one of three formats (GIF, JPEG, or BMP) you can do many exciting things with them.

-You'll easily be able to attach them to emails and send them to people your chatting with online. No more having to try and explain what you look like!

-You can also use your photos in all kinds of fun projects: build web pages; design your own greeting cards; make personalized stationary,desktops, and screen savers- the list is endless!

- Scan pictures of yourself, your pet, your vacation, or whatever you choose!

Cyber Services will scan ANY photograph, drawing, magazine clipping, or other artwork to an image file, and email or US mail it (on disk) back to you within 24 hours of its receipt. (You must be able to receive file attachments to get your file(s) via email. Check with your ISP if your not sure.) PRIVACY & CONFIDENTIALITY ARE ASSURED. You'll also receive helpful technical tips on everything from renaming your file to saving time when sending it to people via email.

We scan all our images in 16.7 million colors for best quality. For just $1 extra we can enlarge or crop your photo, blur out a body part, or ad text (such as your name or email address).

Best of all, as a FREE GIFT to you (limited time only), IF YOU CHOOSE TO, we'll reserve you a FREE PAGE (or pages) in our "Internet Date-Site" (Now under construction!!!). This web site contains pages classified by local area and sexual preference. There's also a erotic image gallery (must be legal age to enter), and a "special interests" section. That's right, you can have your own page on the internet for just $4! (Note: You're responsible for answering your dog's email!) Your free page(s) will include any or all of the following: Your scanned photo(s) (You pick which ones- You can have some, none or all of your photos posted on your page), your email address with an icon visitors can click to send you mail, and a brief profile about you. We'll remove or modify your page, at your request, at anytime! When the "Date-Site" opens for business, you'll receive an email notifying you of the address of your personal web page. You can give the address to people and they can view it from any internet
connection! There are millions and millions of people on the internet.It's

time you start meeting them! (This service won't be free for long so act now!)

If you have any questions regarding our services, please call us at (541)744-5718.

Ordering Information:

Price: $4 for first scan, $3 for each additional scan
Extras: $1 each to add personalized information. (name/email)
$1 each to have image modified (enlarged, body part blurred, etc.. )
$2 to have image files mailed to you on a floppy disk (IBM or MAC).
$1 credit card processing fee (Visa/Mastercard users only)

If you would like your photographs returned to you please include a self addressed stamped envelope. Otherwise they will be destroyed.

Order Form (PRINT OUT or COPY CLEARLY):

Name (optional):

Email Address or Screen name (PRINT CLEARLY! You must be able to receive file attachments. Otherwise include $2 for shipment on floppy disk.):

Address (optional unless having shipped on disk):

Phone number (optional):

File type (GIF, JPEG, or BMP. GIF recommended):

Extras (Exact personalized info you want printed on scan):

Disk Format (if having mailed on a floppy): IBM or MAC

Payment method (Cash, Check, Money Order, or Visa/Mastercard):
Please make checks payable to Cyber Services.

Credit Card # (credit card orders only):

Expiration date:
Don't forget to include the $1 processing fee if your paying with your credit card.

Do you want the FREE GIFT? Yes or No (circle one)
-Web Page(s) in our "Internet Date-Site" (under construction). You can have a page for yourself, a page for your car, and a page for your cat! Be sure to indicate where you want your page (F4M, M4F, F4F, F4M, or Couples) and which of the following info you want on your page (print clearly): State and Town, email address, year or birth, physical description, quote/message (under 30 words please). Please indicate which photos you want on your page (if any) if you don't want them all to be displayed. If your want your nude/erotic photos displayed in our erotic image gallery YOU MUST include a signed statement that your are over 18 years of age or older and give us

consent to display your nude/erotic photo, and be sure to tell us if your want it displayed with your info or anonymously.

Mail the above information and photos with payment to:

Cyber Services
2852 Willamette St. #131
Department 1
Eugene, OR 97405

Orders sent overnight will be given first priority.

Erotic/Nude photo's will be accepted providing everyone in them is of legal age.

Questions? Call (541)744-5718

Please help our small business grow by sharing this info with someone you think could use it.

Thank You!

(PrhHpX)

# 3135. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: STigma@not.here
Message-ID: <MPG.d6c5f463e52db70989701@news.redestb.es>
Source record: 127901

El Fri, 07 Feb 97 21:04:10 GMT, Rich Tietjens
(atari@teleport.NO.SPAM.com) dijo:
> (posted and mailed)

Hope you didn't mailed it to STigma@not.here ;-) This is my anti-spam
user ;-)))

> In article <MPG.d65e2b59a52baf99896ea@news.redestb.es>,
> STigma@not.here (user) wrote:
> >My brother wants to access the internet with his Atari STe (4 MB Ram and
> >Hard Disk)
> Good enuff - that machine can do it.
> > and before searching the net I've found that STiK needs a SLIP
> >connection. :-(
> CSLIP and PPP are coming, but not there yet.

Pity :-( It seems easy to configure

> >As his ISP provider only accepts PPP connections, I searched again
> >looking for any program that support this protocol and found a file
> >(PPPKIT14) by Abel Philippe (p-abel@imaginet.fr), but don't know if this
> >package will serve with other programs for e-mail, news or ftp.
> I'm told it will. Haven't set it up yet myself as it is actually a small
> MiNTkit.

Maybe, but I couldn't set it up yet.

> >So, here's the problem:
> >1- He wants to access mostly e-mail, news and ftp, www browsing it's not
> >among his most urgent needs
> >2- He has to do it via a PPP connection.
> >3- He is a musician, not a hacker ;-)
> Up until #3, you were doing fine. <G>

;-)))) I hope I can find a cure for him soon. He's not yet a hacker but
at least he's a bit more "electronified"

> >Is there any alternative or you recommend suicide ?
> >I've found many other programs (Oasis, NOS, Ice) but I don't want to
> >download all and everyone to find that they don't fit the purpose...
> Oasis 1.35 is your best bet for immediate usage. It won't allow
> graphical Web browsing, but will do all else you listed in "1" above,
> and it does allow the use of Lynx to browse in plain text mode. If his ISP
> uses POP3 for mail, however, he will also need NOSPOP3 to replace the NOS
> that's included in the package.

Mmm.. I've found Oasis 2.something, and NOSPOP3, I'll try it.

> Give us 2 months and some luck, and there will be at least one other PPP
> dialer available that does work with NEwsie and so forth.

Thankyouverymuch

--
STigma@madnetro.com
DO NOT reply to REPLY-TO address

# 3136. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: STigma@not.here
Message-ID: <MPG.d6c60eaabd37cee989702@news.redestb.es>
Source record: 127902

El 7 Feb 1997 21:53:25 GMT, Christer Bergstr�m (cri@teracom.se) dijo:
> > When I purchased my 1040 STf system, it came with a disk that
> > would load TOS 2.06 into RAM and run it from there. So TOS 1.0 may be the
> > only TOS that Atari put out on disk, but it is definitly _not_ the only
> > TOS on disk.
> You can use one of the TOS-dump proggs around to make a TOS-binary image of
> your ST(E) TOS to a file. Just rename that file to "magic_pc.os" and put it
> in the root oc your C-drive! That�s it, and gemulator96demo will run!
> If the name the file is "tos.img" you hawe to patch it to a boot disk
> (file)! And I don�t now how!?

Do you know where to find a dump program that produces a TOS image that can be used with Gemulator ?

I have tried several "dumpers" and I can boot the ST with the image dump created on a disk, but I'm unable to use it with gemulator.

# 3137. Re: Help with Cuebase 3.11/Magic 5.03 !

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5dtq83$qk1@einstein.ebicom.net>
Source record: 127903

So far, the only multi-tasking system I can get CuBase to work well under is Geneva in single tasking mode. When you're using CuBase, everything else goes to sleep...but you can at least easily switch back and forth between programs. Also, I belive Steinberg makes a special task switcher for M-ROS that can be purchaced to allow multitasking of midi applications. The M-ROS switcher should allow the passing of midi data between other midi applications and CuBase internaly.

I've tried the multi-tos that came with my Falcon...but it bombs when trying to launch CuBase Audio (could be my fault, haven't worked with it very much).

Try calling your CuBase dealer to see if they can supply you with the M-ROS switcher. I've no idea what it cost, or if it is still avilable.

Brian

# 3138. Re: How to make all files "readable/writable"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <33026eeaca63b6@sn.no>
Source record: 127904

On Wed 12-02-97 04:21, please@no.spam.mail.here (please@no.spam.mail.here) wrote:

>*Hi Hallvard*, on 11 Feb 97 you wrote: ...respect, brethren
>
> h>
> h> Some time ago I changed the file status of several files/folders/sub-
> h> folders to "read-only", but I'd like to change them all back into
> h> "read/write".
> h> Is there an easier and more effective way to do this than to "manually"
> h> edit the status of each file?
>
>Shame on you, Hallvard B^{)
>
>The methods you're using are over-complicated. Use a file-selector like
>Selectric or UIS, select a load of files and type Control-I (in Selectric) or
>drag them to the tick button in UIS and select Read/Write. Selectric seems
>to deal with them all individually, but UIS will act on all files in one go.

hehe.. I guess I've overcomplicated things quite a bit ;-)
I use "Selectric", but like you say it deals with the files individually,
so it'll sort of be just like that "show file information" (or whatever) on
the desktop. Nothing I'd like to do with hundreds of files!
And buying UIS isn't exactly an option either as I've grown accustomed to
Selectric and registered it.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3139. Re: GRIBNIF SOFTWARE!

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: bjr@edison.ebicom.net
Message-ID: <5dtpqi$qk1@einstein.ebicom.net>
Source record: 127905

I suggest you get Genvea to go with it!
Things run faster, look better, and you get to multi-task.
Neo Desk works great without Geneva...
Add Geneva and you will be amazed...no kidding.

Brian

# 3140. Re: Help with Cuebase 3.11/Magic 5.03 !

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: ed@mistered.demon.co.uk
Message-ID: <855796450_OASIS_NEWS@mistered.demon.co.uk>
Source record: 127906

In article <yvvhgjicr72.fsf@emw.ericsson.se>
Magnus Kollberg <emwoll@emw.ericsson.se> wrote:-

>martinr@hookup.net (Rick Martin) writes:
>
>>
>>
>> Does anyone know if Cuebase works with MagiC 5.03 on a STE ? A friend of mine is
>> trying to get it working but can't seem to get it working. I know under my Falcon it
>> won't work but on an STE why won't it ? Anyone help appreciated !
>
>I think the fault is with MagiC. It doesn't like Cubase very much on any computer.
>I think it will work with MiNT+N.AES, but I'm not sure.

Cubase runs under it's own operating system on Atari - MROS. This is
optimized for real time operations (extremely important for music
applications) and also provides internal patch connections between
concurrently running midi programs and Cubase modules.
If you look at all the problems programs like Cubase have when they
are trying to fight against a mainstream multi tasking OS - Windows,
MacOS etc- I'm sure that you would agree that it's simply not worth
the effort. It's a specialised application so why not use a boot
manager to set the machine up to make the best of it.

My standard Falcon setup is Magic 5, NVDI, Screenblaster in 256
colours, Freedom, Nemesis and comms drivers like Stik, Hs Modem etc.

For CAF, Stoop sets me up in Screenblaster 800*608 monochrome, NVDI,
Nemesis and Let 'em Fly which gives Cubase moveable dialogs with short
key commands.

Cheers

Ed.

--

---
ed@mistered.demon.co.uk
---

# 3141. Re: Falcon 3D prg?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: ed@mistered.demon.co.uk
Message-ID: <855796874_OASIS_NEWS@mistered.demon.co.uk>
Source record: 127907

In article <Pine.SV4.3.91.970212150600.9007A-100000@melbourne.DIALix.oz.au>
Steve Scott <buskers@melbourne.DIALix.oz.au> wrote:-

>Hi, since my Ex ran off with my STe, I've had to upgrade to a 14meg
>Falcon030 ( aint life a bitch).
>
>Problem, I really need to do 3D modeling (I'm a puppeteer) and rely on
>CAD a lot, however, 'Cyber' is no go on the Falcon, 'InShape' still needs
>some work I think (or Docs), and who knows If I should be investing in
>DA's Vector?

DA's Vector is 2D only. Have a look at Neon from Compo - it is fast
(in Atari terms) and has a nice interface. Unfortunately, although the
program is in english, the docs are only available in German.

Another promising one is called Cloe. It was written in France but I
don't know if it was ever developed beyond the demo version. the demo
once again has a nice interface but is slightly buggy. It does however
import lightwave and 3D studio models.

Cheers

Ed.

--

---
ed@mistered.demon.co.uk
---

# 3142. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5dtr7u$i7j@hades.rz.uni-sb.de>
Source record: 127908

> You will need a package called Glue Stik to use these with the
> PPP Kit metioned above...it might come with it?

> You will also need the CAB for Mint-Net Overlay...

With gluestik you don't need the cab-for-mintnet.ovl, the STiK overlay
will do (and in fact it does better).

> Perhaps someone can help give locations where this stuff can
> be downloaded...as I'm at work and don't have my index stuff
> handy...sorry.

ftp://ftp.fu-berlin.de/pub/atari/www

You will find CAB, AntMail, GlueStik etc.

Ciao

Guido

# 3143. Re: How to make all files "readable/writable"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5dtrog$i7j@hades.rz.uni-sb.de>
Source record: 127909

Hallvard Tangeraas <hallvart@sn.no> wrote:
> Is there an easier and more effective way to do this than to
> "manually" edit the status of each file?

If you have the find command the following shell command will work:

```
find / -name "*" -exec "chmod +w"
```

"find" will search the root directory recursively looking for files that
match the pattern "*" (i. e. all files except hidden ones) and will
execute the command "chmod +w" on all files found.

Ciao

Guido

P.S.: I hope you know what you're doing if you type this in.

# 3144. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: !ynoT
Message-ID: <330b6cc3.7541790@news.airtime.co.uk>
Source record: 127910

On 12 Feb 1997 09:23:49 GMT, felice@zetnet.co.uk (Richard Spowart)
wrote:

>You have the backing of the Atari diskmag and demo scene behind you as

IMHO Richard has "presumed" Correctly on this subject :)

Cheers...!ynoT
---
Founder Programmer STOSSER Diskzine/Founder Joint Editor Prowler
********* Diskmag Programmer for ATARI Dismagazines ************
Focus,ST+, Kelstar,WARP,Smeg,STestosterone,Golden Dawn,Wrinklies
---
stosser@airtime.co.uk *** http://www.airtime.co.uk/users/stosser

# 3145. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: !ynoT
Message-ID: <33096935.6631098@news.airtime.co.uk>
Source record: 127911

On Thu, 13 Feb 1997 01:08:58 +0100, STigma@not.here (user) wrote:

>I have tried several "dumpers" and I can boot the ST with the image dump
>created on a disk, but I'm unable to use it with gemulator.

You can boot the ST with the images? How?, please tell me as I have
been looking for the software to do this, asking in here got 0
replies, you seem to have done it, so please tell me how to boot my
ATARI with different image dumps ?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3146. FS: 44MB Syquest HDD w/3 cartridges

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1202972014490001@i435.oro.net>
Source record: 127912

Toadfile 44MB Under Monitor Style Case w/2 bays. One bay has the 44MB drive and the other is open. Two used and one new cartridge come with the drive. $135 plus freight.

Tom

*Works on all SCSI based systems like Mac's, Ataris, etc... Older Ataris need the Link adapter.

# 3147. Atari St Questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: dritter@lightspeed.bc.ca
Message-ID: <5dtrv2$5io@saltspring.teleserve.ca>
Source record: 127913

I just picked up an Atari 1040 ST and SM124 mono monitor at a second hand store for $15. What exactly do I have here. I've been looking on the internet for info on this machine but the faq's I found so far are really badly written! For one thing there's a hard disk connector on the back. Does the machine have a hard disk controller built in or is this just an I/O port. And if it does is is an ST506/MFM or SCSI? And are there hardware upgrade projects for the machine. I'm not bad with a soldering iron. And pinouts on the plugs etc. What WWW sites are good for getting info and programs. And are there any good faqs on the machine. I use an IBM running Windows95 and Netscape to access the internet. So I can recieve file attachments in my e-mail. If you can send me something that may help a begginer (with the ST not computers). I'd appreciate any help you can give. Or if ya just want to tell me what this machine can do e-mail me at dritter@lightspeed.bc.ca.

Thanks 8-)

## 3148. WTB: 1040St

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: lr172@aol.com
Message-ID: <19970213054900.AAA04084@ladder01.news.aol.com>
Source record: 127914

```
WTB: inexpensive 1040St base system in working condition.
E-mail LR172@aol.com

Thanks
```

## 3149. WTB: Stacy Laptop

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: lr172@aol.com
Message-ID: <19970213054601.AAA04003@ladder01.news.aol.com>
Source record: 127915

I'm looking for a nice working inexpensive Stacy laptop. If you've got one
E-mail LR172@aol.com

Thanks

## 3150. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5du9tp$2a@ash.ridgecrest.ca.us>
Source record: 127916

ixable.
>
>> You could use MagToRom (by Uwe Seimet). This uses the PMMU to try and
>> protect the MagiC code from being overwritten. Since using it, I seem to get
>> less crashes (it doesn't help with booting though)!
>
>A pitty that this one doesn't work on the Afterburner040. :-((

I had a programmer help me write a small app and was able to
get MagiC to load into the Fast Ram on the Might Sonic. I think
the fast ram on the Afterburner is loaded the same way. However
it wouldn't be long before "someone" over wrote the operating
system area. The response of the system is much faster. Just like
running TOS in fast ram. The Mighty and A/B both utilize the
same address for the start of fast ram, both, just like the
TT. I think however because the TT's hardware "knows" about
fast ram at boot up is why it works on that machine and not
ours.

Mike

>
>//Magnus Kollberg
>--
> +----------------------------------------+
> | Falcon040, Bad Mood support team |
> | email: Magnus.Kollberg@emw.ericsson.se |
> +----------------------------------------+
>.

# 3151. Re: New Products from ORA

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5du9bi$2a@ash.ridgecrest.ca.us>
Source record: 127917

>From: atari@teleport.NO.SPAM.com (Rich Tietjens)
>Newsgroups: comp.sys.atari.st
>Subject: Re: New Products from ORA
>Date: Wed, 12 Feb 97 17:37:39 GMT
>Organization: Portland Atari Club
>Lines: 29
>Message-ID: <5dt9p1$i7f@ornews.intel.com>
>References: <5do574$ps9@flood.xnet.com>
> <73709612_000003_OASIS_NEWS@the-gap.demon.co.uk> <yvvohdrcz1m.fsf@emw.ericsson.se>
<33007421.41C>67EA6@etlxdmx.ericsson.se> <5drrbj$ihh@ash.ridgecrest.ca.us>
>NNTP-Posting-Host: stuttgart.jf.intel.com
>X-Newsreader: News Xpress Version 1.0 Beta #4
>X-Spambait: demon.test@news.demon.co.uk
>X-Legal-Warning: This article is specifically NOT an advertisement of my email address for the purp>ose of receiving unsolicited COMMERCIAL email (note emphasis). Senders of UCE will be attacked in >any manner necessary to cause them to cease and
d
sist.
>X-Reprisal-Warning: The legal concept in Lloyd that private citizens are entitled to enforce laws o>f trespass against would-be communicators is applicable to this case. See Ohio Case Law Case No. C2>-96-1070
>
>In article <5drrbj$ihh@ash.ridgecrest.ca.us>,
> Michael Grove <mgrove@owens.ridgecrest.ca.us> wrote:
>>
>>Last I was told by ORA was you have one or two free "support"
>>calls.
>...
>
>I'm making the identification of "ORA" as Oregon Research Associates here.
>If that's wrong, disregard all of the following:
>
>>At that time they only had a TT in the office and couldn't see the
>>same problem I was seeing when it was run on the Falcon. I think a
>>new RSC file cured the problem in the finial version I received.
>>If they do market a browser for TOS, probably best to wait for
>>version 3 :). That seems to be their lucky number.

Wasn't trying to knock the company. That was just my experience
when I had purchased Diamond Edge a while ago. You have got to
give any company supporting Atari platforms now credit, even Toad
and Wizztronics:)
They stated that they only had a TT in the office at that time.
With the support of the Portland club i'm sure they could ensure

a bug free version for sale when it is available.

Mike

>
>Well, from what I can see of the Amiga version, you can expect the setup to
>be fairly idiot-proof. As for compatability - I can promise you it will be
>test on a TT, a Mega STe, a Falcon, and a couple of older STs; we (Portland
>Atari Club) have a variety of machines, and I've offered to perform some
>late-beta torture for Termite ST (or whatever it ends up being called).
>
>
>----------------------http://www.teleport.com/~atari----------------------
> ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
> NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
> email for subscription details and further information
> Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
>--------------------ftp://ftp.teleport.com/users/atari--------------------
>.

# 3152. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <23444890_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 127918

In article <MPG.d6c5f463e52db70989701@news.redestb.es>
STigma@not.here (user) wrote:-

>Mmm.. I've found Oasis 2.something, and NOSPOP3, I'll try it.

As a matter of interest Dave has fixed the PPP problems in ICE,
I'm just waiting on a new beta now.

--

---
dbrewood@nest.demon.co.uk
---

# 3153. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <19105511_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 127919

In article <5ds275$3mq@irk.zetnet.co.uk>
felice@zetnet.co.uk (Richard Spowart) wrote:-

>It's great to see you back again.

It's grest to be back, even if in a limited capacity.

>You have the backing of the Atari diskmag and demo scene behind you as
>well, Daron. Keep us informed if you can, will you ?? :-)

Cheers, greatly appreciated.

Not long to go now, they have gone through the things which were taken
which were not on computer, just the HD's for them to check out now.

--

---
dbrewood@nest.demon.co.uk
---

# 3154. Re: Magnum ST Erfahrungen

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29225_please@no.spam.mail.here>
Source record: 127920

*Hi Frido*, on 12 Feb 97 you wrote: ...respect, brethren

a>
>> ...I can't see anywhere in this text where it tells us what it is!
>> I've never heard of a Magnum ST card, a card or an HBS240 or HBS640.
a>
a> MAGNUM ST
a> is an memory expansion board for atari ST computers (without STE)
a> The Magnum board breaks the 4MB limit. It works with an PS2-SIM modul.
a> The Magnum is very new.
a>
a> You will found more informations (in German) about the magnum board at:
a> http://www.aixit.com
a>
a> The can find the complete installing guide in html format.

Excellent. Thanks for the information. I've also replied to your EMail.

I'll make a note of your ordering details too...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3155. Re: Add-on midi box for MagicMac?

Newsgroup: comp.sys.atari.st
Date: 1997-02-13 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5dua3p$2a@ash.ridgecrest.ca.us>
Source record: 127921

>Does this exist? I heard that it might. I'd like to run Dr T's Omega
>on my Powerbook.
>.

Depends which Mac you have. Try www.overscan.com
If I have the address wrong, you want to search
for Overscan in Germany.

Mike

# 3156. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: All@Sea
Message-ID: <425_All@Sea>
Source record: 127728

dbrewood@nest.demon.co.uk previously gibbered to All ...

Hiya Daron ...

d> Not back fully yet but getting there. The police have now asked for
d> my assistance in accessing the Atari. For some reason their PC guys
d> are having a few problems.

It's not funny I know but it is amusing!! I can just imagine their faces when
turning it on <g>

Plod 1: Wassis then?

Plod 2: Some sort of virus I think .. where's Win '95? ;-)))

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 3157. FS: Wad 'O' ST software, games, utilities, more

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <5e0m98$h3j@artemis.it.luc.edu>
Source record: 127729

Hi, i recently picked up a whole collection of ST software along with an Atari ST. I've since decided that I dont need another computer to learn, so I'm selling the ST to a friend and the software here on the net. I'm looking for at least $100 and will wait to see if i get any better offers for the lot. I really dont want to split this up.

The best part about this is the large number of original disks. I also have a 'master 3s' floppy drive for atari ST, but no power or cables for it. Make me an offer...

Ted B

here's the list:

63 titles, 84 disks total, 5 incomplete titles:

1st Word Plus (2 disks)
Air Strike
ArticFox
AT-Speed C 16
Atari U.S.A. Language disk
Balance of Power, Geopolitics in the nuclear age
Battlehawks 1942
Carrier Command
Colonial Conquest
Conqueror
Computer Third Reich
Copy II ST
Empire Wargame of the Century
F-19 Stealth Fighter (2 disks)
Federation (disk 1)
Findex V
Flight Simulator II
Frozen Legacy
Global Commander
Grey Skies, Grey Seas
Gridiron (2 disks)
Gunship (2 disks)
Hardball!
High Roller (disk 2)
Ice Hockey (superstar) (2 disks)
Jet (sublogic)
Krystal, The (4 disks)
Leader Board
Leatherneck
Lords of Conquest

Macro Manager
Microleague Baseball (6 disks)
Microleague Baseball II (NL and AL team disk)
Northern Fleet
Omnitrend's Universe II (2 disks)
Pirates (3 disks)
President Elect 1988 edition
Printmaster plus
Pro Copy
Red Lightning (disk 1)
Red Storm Rising (2 disks)
Roadwar 2000 (2 disks)
Roadwar Europa
Silent Service
Silent Service II
Sky Chase
ST Replay
ST X-press March, 88
ST X-press March, 89 diskmate!
Star Trek: The Rebel Universe
Start (special issue #2)
Stellar Crusade (2 disks)
Stock Market Game (2 disks)
Sub Battle Simulator
Tank Platoon (2 disks)
Team Yankee
Test Drive (disk 2)
Tetris
Under the Ice
UMS (universal military simulator)
Vegas Gambler
Wargame construction Set
Wargamers Series: Annals of Rome
Western European Tour, Scenery disk for flight simulator
Xenon 2 (disk 1)

plus 81 non-original disks: many backups,
some pirated titles, a few blank, and a few system disks

# 3158. Christian Ministry-USA

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <5e0rbe$ngi@alexander.INS.CWRU.Edu>
Source record: 127730

Centurion Ministries

Centurion Ministries is a Christian Ministry enabling evangelical Christians and familes, to use and own computers.

We receive donated computers and equipment, ensure that they are workable, and then pass them on, according to a waiting list.

We are looking for IBM systems and peripherals, any ones will do. As well as some of the classic systems, TI-99/4A, Apple II, Commodore, Amiga, and Atari ST.

Centurion Ministries is a legitemate Ministry, subject to, and under the authority of the Elder's Board of El Shaddai Christian Fellowship Church. As such, all donations can be used as a Tax-Write-Off.

We are always in the need for computers and equipment. Please contact via email: ab453@cleveland.freenet.edu
if you have any equipment to donate.

Thanks for your time! Take care and God Bless!

Regards,

James Walter Krych
--
"As iron sharpens iron, so one man sharpens another." Proverbs 27:17

# 3159. Re: WTB: Stacy Laptop

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: csilver@kendaco.telebyte.com.No.Bulk.Mail.Us
Message-ID: <5e10ie$a9s@news.telebyte.net>
Source record: 127731

Message ID <19970213054601.AAA04003@ladder01.news.aol.com>

And lr172 wrote:

> I'm looking for a nice working inexpensive Stacy Laptop.
> (snip)

Hi lr172,

You and everyone else, Kemosabe! Even the lamer Sinclap wants one or
so I've heard ;) Powerbook on the blink?

Charles

P.S. I couldn't resist the temptation...

# 3160. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: twilkins@solarwinds.com
Message-ID: <5e0og8$lod$1@news.rapidnet.net>
Source record: 127732

STigma@not.here (user) wrote:

>Do you know where to find a dump program that produces a TOS image that
>can be used with Gemulator ?

>I have tried several "dumpers" and I can boot the ST with the image dump
>created on a disk, but I'm unable to use it with gemulator.

You have to use Tos 2.06 and only with the newest gemulator demo or
gemulator classic 3.6.

# 3161. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5e134a$c5m@ash.ridgecrest.ca.us>
Source record: 127733

>In article <ZTP5wyP.greg_evans@delphi.com>, greg_evans@delphi.com wrote:
>>
>>What I heard from Steve Cohen at Wizztronics, for their Barracuda to
>>work properly, it needed to copy the ROM into RAM and modify it. He
>>said the copying into RAM violated Atari's copyright.
>
>That's an interpretation of copyright law worthy of Bill Gates.
>
>If you own the ROMs, you have the right to "fair use," and that includes
>copying them to RAM (or even to disk, as long as you don't give the disk to
>someone else or sell it).
>

Well, he said that, but that was just to get it to boot. They had
a modified version of TOS that they wanted to use. Right or wrong
Steve stated he did not want to produce a product that used a
"patched" O/S, and that was where the legal problems lay. It really
dosen't matter now as the "boxed and ready to ship" Barracudas are
now out of the U.S.A. and will never see the light of day here.

Mike

>
>----------------------http://www.teleport.com/~atari----------------------
> ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
> NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
> email for subscription details and further information
> Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
>--------------------ftp://ftp.teleport.com/users/atari--------------------
>.

## 3162. Re: Speeding up CAB?

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5e16o5$cof@ash.ridgecrest.ca.us>
Source record: 127734

>On 13 Feb 1997 16:53:08 +0100, Magnus Kollberg
>
>
>>You should never switch on your computer without NVDI! It will speed
>
> A sweeping statement ?....if the first program you run is a none GEM
>then the chances are NVDI will mess up the screen? NVDI does all the
>things you say, but not for everyone ? <smile>
>

:) It is because he has an Afterburner. The Falcon will not
work without NVDI if fast ram is installed such as in the
Afterburner or Mighty Sonic. Many, many bad things happen:)
An old German fellow told me this in 1992:). I have tested
it and it is true:). Ah, the stories the Maus could have told
us long ago if only we could speak German:). I went so far
as to purchase dictionarys:)

Mike

>
>Cheers...!ynoT
>
>Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
>ATARI Freeware Programmer ***** Keeper of the STOS FAQ
>http://www.airtime.co.uk/users/stosser * For More Info
>-----------------------------------------------------
>You're too distrustful of humans - Dick - 3rd Rock....
>.

# 3163. Re: Falcon 3D prg?

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5e1762$k21@m1.cs.man.ac.uk>
Source record: 127735
Cross-posted to: alt.3d.studio,comp.sys.atari.st

In article <Pine.SV4.3.91.970212150600.9007A-100000@melbourne.DIALix.oz.au>, Steve Scott
<buskers@melbourne.DIALix.oz.au> writes:
>Hi, since my Ex ran off with my STe, I've had to upgrade to a 14meg
>Falcon030 ( aint life a bitch).

Heeheehee! That's a new one :-)


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 3164. Re: Gem or Win95?

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <33043654.446B9B3D@doc.ic.ac.uk>
Source record: 127736

Depressingly it looks like we're stuck with Windows though;
no-one can reasonably claim that GEM has *any* market share
worth talking about, and MacOS is even less efficient than
Windows.

But Windows has all the software. And it has stupidly fast
computers running it nowadays; it *IS* annoying that a Pentium
can even struggle to keep up with Windows... especially after
using MagiC on the ST, but I'm afraid this is another
Betamax vs. VHS sort of thing. Until the 486, the PC wasn't
as popular as the other machines; it was the extra speed of
the i486 CPU that gave them the edge, and the prices just
plummeted as more and more people bought PC's.

Sad really... the ST and Amiga were both much better machines.
In fact, I'd go as far as to say that to begin with they were
arguably better than the Apple Mac (if only in terms of cost)
as well.

Anyway, I'm moving to the PC contemptible in a few days time.
This doesn't mean that I'll stop using my ST, however... as
I intend to write software, the ST will make a very useful
interactive debugging terminal at the very least.

--------------------------------------------------------------
Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

# 3165. Re: Doomcloon for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: R.G.SIMONIS@IO.TUDELFT.NL
Message-ID: <330438a5.97148042@news.TUDELFT.NL>
Source record: 127737

On 13 Feb 1997 22:54:36 +0100, mdekker@wins.uva.nl (Martijn Dekker)
wrote:

?jacquesa@cs.man.ac.uk wrote:
?
?:In article <5dsttl$fil@turing.wins.uva.nl>, mdekker@wins.uva.nl
(Martijn Dekker) writes:
?:>Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
?:
?:>:> :Substation is an excellent Doom-type game.
?:>:>
?:>:> wrong, it is a Wolfenstein clone (but without t-mapping!
although
?:>:> wolf didn't really have tmapping, it is better than the sorry
shading
?:>:> of substation)
?:>:
?:>:He did say Doom _type_ game and you could say that it is, can't
you?
?:>:The plot is about the same and they present the world in a similar
?:>:way. Most people refer to Wolfenstein clones and Doom clones as
the
?:>:same thing.
?:>
?:>not true. wolf is really different. no deifferent floor/ceiling
levels,
?:>no real t-mapping, no BSP but raycasting etc etc.
?:
?:Yes, *technically* it is different, but the gameplay, and the basic
?:concept of the game (3d first person perspective free environment)
?:is the same in all the games.
?
?so Quake is a doom-clone? nah...
?
?:>:There is also Running for the Falcon. What would you call that? A
Wolfdoomed
?:>:clone or a Doomed wolf clone? :-)
?:>
?:>I have never seen Running.
?:
?:Running has textured walls, but not floors or cielings. It does have
?:different heights though, and can have walls at arbitary angles (not
?:sloping, I mean doom style not wolf-blocky). It has depth shading
?:(rather coarse in the demo I've seen compared to BM). I'm not sure

?:how it is working, but I guess its a BSP tree... I guess it is
?:more of a Doom clone than Wolf, although it does lack the
floor/ceiling
?:textures (for speed).
?
?If this is the case, I would consider Running more a doom-clone, than
?a
?wolf clone.
?
?any screenshots of running available, sounds interesting.
?
?
?--
?Martijn Dekker
?UvA - Math department Universiteit van Amsterdam
?PFF - Computer Games
?http://turing.fwi.uva.nl/~mdekker/pff/ (Xcogitate, Templar)
sorry dat ik het vroeg

# 3166. Re: Gem or Win95?

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: mdekker@wins.uva.nl
Message-ID: <5e1gq8$52q@node.wins.uva.nl>
Source record: 127738

"Alastair J. Houghton" <ajh8@doc.ic.ac.uk> wrote:

:Depressingly it looks like we're stuck with Windows though;
:no-one can reasonably claim that GEM has *any* market share
:worth talking about, and MacOS is even less efficient than
:Windows.

I have worked with GEM, win3.11, dos, X11, win95, MacOS
and I must say that

* I was pleasantly surprised at the quality/stability/speed
of win95 (compared to win3.11). it was a step forward.
* MacOS is terrible!
* GEM is really very good (although not so good from the
programmers point of view)
* I LOVE X11.

:But Windows has all the software. And it has stupidly fast
:computers running it nowadays; it *IS* annoying that a Pentium
:can even struggle to keep up with Windows... especially after
:using MagiC on the ST, but I'm afraid this is another
:Betamax vs. VHS sort of thing. Until the 486, the PC wasn't
:as popular as the other machines; it was the extra speed of
:the i486 CPU that gave them the edge, and the prices just
:plummeted as more and more people bought PC's.

I would say: the fact that atari and amiga are practically non-existent
is due to the fact that unlike intel-based machines, they did not
produce faster machines.
everybody began buying i486 based machines, becasue there
was no alternative.

:Sad really... the ST and Amiga were both much better machines.

better than a 386 maybe.

:In fact, I'd go as far as to say that to begin with they were
:arguably better than the Apple Mac (if only in terms of cost)
:as well.

absolutely!

:Anyway, I'm moving to the PC contemptible in a few days time.
:This doesn't mean that I'll stop using my ST, however... as
:I intend to write software, the ST will make a very useful
:interactive debugging terminal at the very least.

The hardware of a pc is not bad, it is very good in fact.
And as there is so much choice of OS, I really see no
disadvantages in switching to a pc.

--
Martijn Dekker
UvA - Math department Universiteit van Amsterdam
PFF - Computer Games
http://turing.fwi.uva.nl/~mdekker/pff/ (Xcogitate, Templar)

# 3167. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: Christer Bergstr&#65533;m <cri@teracom.se>
Message-ID: <01bc1a64$177c38c0$2ea9edc2@cri-9650>
Source record: 127739
Body handling: Inline uuencoded payload not displayed: tosdump.zip

I have used TOSDUMP.PRG (tosdump.zip is attached to this mail) that
produces the file: TOS.IMG. I moved this file to the root (C:\) of my
harddisk, renamed it to "Magic_pc.os". And the Gemulator96Demo started OK.
I have only tried it with the swedish version of TOS 1.06.

This tosdump also produces a correct file from inside Gemulator96Demo!

/Christer

user <STigma@not.here> skrev i inl&#65533;gg
<MPG.d6c60eaabd37cee989702@news.redestb.es>...
> Do you know where to find a dump program that produces a TOS image that
> can be used with Gemulator ?
>
> I have tried several "dumpers" and I can boot the ST with the image dump
> created on a disk, but I'm unable to use it with gemulator.
>
>

[Inline uuencoded payload not displayed: tosdump.zip]

# 3168. Re: Ned Player v2.4

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <33045398.15FB7483@etlxdmx.ericsson.se>
Source record: 127740

Rich Tietjens wrote:
>
> This is an outstanding audio player, for anyone who hasn't tried it yet -
> highly recommended.
>
> I would request one change, however - for most people, I think defaulting to
> single-play mode is better than looping forever.

Agreed. If it did this, I would distribute it as an external
application with MultiPlicity (with the author's permission of course).
Having said that, the sample playing functions of v1.10 (just going to
beta testing) are pretty good now, supporting 8 and 16-bit stereo as
well as the previous 8-bit mono (end of shameless plug :-))

Regards
Martyn

## 3169. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <33045487.59E2B600@etlxdmx.ericsson.se>
Source record: 127741

Alfred Radauer wrote:
>
> You are a bit out of date. The current version is v5

Not in English it isn't :-(

Regards
Martyn

# 3170. Re: ST on a PC??

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: aixit@aol.com
Message-ID: <19970214132800.IAA11786@ladder01.news.aol.com>
Source record: 127742

Im Artikel <3302dd8a.617103@news.airtime.co.uk>, !ynoT schreibt:

> But I like the idea of simple being able to click on a ATARI program
>and it runs, rather than run the emulator, then run the program, if
>thats the case then TOSTOWIN sounds good,

The full version of TOS2WIN is able to run several atari programs the same time. It is possibly to use differnet proppertys for differnt atari programs.

Example:
You can run a text processor like thats write or papyrus with 10MB TT-RAM and fullscreen and to the same time an other atari program with 640x400 monochrome and only 2MB ST-RAM.

With TOS2WIN you are free to use special proppertys for each atari program. You are able to change this proppertys by mouse clicking.

We will translate the manual as soon as possibly.

wbr Fridolin

aixit The home of TOS2WIN

F.Heyer
FH@aixit.com

aixit GmbH
Hansmannstr. 19
52080 Aachen
FON 0241 9519230
FAX 0241 9519225
http://www.aixit.com
email
sales@aixit.com
TOS2WIN@aixit.com

# 3171. WANTED! JAM 8 Out interface for Cubase Auido.

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: t.poling2@genie.com
Message-ID: <5e1r9i$f44@rock101.genie.net>
Source record: 127743

Greetings......

I'm looking for somebody that might have the JAM 8 Out interface that might be willing to sell to me for a far price. E-mail me with your offer.

-Tony-

# 3172. Re: Add-on midi box for MagicMac?

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: Robert Aries <robaries@ix.netcom.com>
Message-ID: <330473C3.2896@ix.netcom.com>
Source record: 127744

> >Does this exist? I heard that it might. I'd like to run Dr T's Omega
> >on my Powerbook.
> >
>
> Depends which Mac you have. Try www.overscan.com
> If I have the address wrong, you want to search
> for Overscan in Germany.
>
>
> Mike

Found Overscan...the page is only in German. As far as I could make
out, there is no such product.

Robert

## 3173. What's a .HYP file?

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: Robert Aries <robaries@ix.netcom.com>
Message-ID: <33048B3D.2E80@ix.netcom.com>
Source record: 127745

I just downloaded a hard disk utility program called ZORG. When I access Help I get an error message saying "help viewer not loaded". I believe this refers to something called "St Guide", and it uses these ..HYP files but I could be wrong. If I'm not, where can I find St Guide? Is it shareware or comercial? TIA,

Rob Aries

# 3174. Re: ethernet connection for ATARI ST needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <33048de6afae20@sn.no>
Source record: 127746

On Thu 13-02-97 16:35, Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:

>Hallvard Tangeraas wrote:
>> On Tue 11-02-97 10:07, Karl Samyn (saka@stud.rma.ac.be) wrote:
>> >> On Mon 10-02-97 18:11, Ralf Loehr (ralfl@schunta.etc.tu-bs.de) wrote:
>> >> >Hello
>> >> >is there an ethernet connection for atari st available?????
>> >Take a look at my pages. Several solutions are proposed.
>> >http://193.190.205.13/popo/148_pol/samyn/network.htm

>> I tried to access your page, but there was no "reply". Is your server down
>> or something?
>> Hallvard
>
>same here Hallvard. I tried pinging and received no response

But it seems to work now. I tried it yesterday or something. Added it to my
Atari page ofcourse :-)

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3175. Mono Mon and 1040 for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: abb@ic.ac.uk
Message-ID: <5e1se1$hip@oban.cc.ic.ac.uk>
Source record: 127747

For Sale:

Atarti 1040 - with intermittently faulty fdd
Hires Mono mon.

London area.

Offers?

Anybody interested?

Alan.

# 3176. BETAS FOR VT102/STIK/TELNET NEEDED!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: bdc2@bdc2-ra.cwru.edu
Message-ID: <45941566_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
Source record: 127748

Well, I have a new, GEM-based telnet that does a FULL vt102 emulation in a GEM window, 40 line display, full graphics fonts (even Connect doesn't do that!!!), that *should* be compatible with any ST monochrome or up, including Falcons and tt's with graphics cards. It still has a few known bugs, like the application keypad doesn't work, and reverse scrolling has some problems.
I NEED beta testers on other platforms (I have a TT 4+4), especially those who have no form of GDOS, in which case the graphics fonts won't show the right chars,and are willing to install AMCGDOS to test it with and without. It runs fine with STiK, with HSMODA7 installed.
Anyone interested e-mail me at:
bdc2@po.cwru.edu

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

# 3177. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: fvdakker@mrose.nl
Message-ID: <8559615311401@wise.mrose.nl>
Source record: 127749

Papyrus 5 seems to be avaliable. Just read something about it.
The should be a demot too. duno where though..

Frits.
Frits van den Akker JFA Software Program
fvdakker@mrose.nl Program@STR
<A HREF="http://www.mrose.nl/program/">Homepage</A>
MtnMail V1.04:
No Taglines Available.

## 3178. Destruction Imminent, Where?

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: gary@imco.demon.co.uk
Message-ID: <855942934_OASIS_@imco.demon.co.uk>
Source record: 127750

Does anyone know where I can get hold of this game? Is it shareware?
Is it any good? Is it on an FTP site?

Gaz.

--

Gary Noack @ IMMORTAL COILS, Huntingdon, England.
WWW: http://www.imco.demon.co.uk/
e-mail to: gary@imco.demon.co.uk
phone : +44 (0)1480 497730 or +44 (0)1480 856745
fax : +44 (0)1480 856838

# 3179. Re: BETAS FOR VT102/STIK/TELNET NEEDED!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: gary@imco.demon.co.uk
Message-ID: <855943382_OASIS_@imco.demon.co.uk>
Source record: 127751

In article <45941566_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
bdc2@bdc2-ra.cwru.edu (Boris D. Cahan) said:-

>Well, I have a new, GEM-based telnet that does a FULL vt102 emulation in a
>GEM window, 40 line display, full graphics fonts (even Connect doesn't do
>that!!!), that *should* be compatible with any ST monochrome or up,
>including Falcons and tt's with graphics cards. It still has a few
>known bugs, like the application keypad doesn't work, and reverse
>scrolling has some problems.
> I NEED beta testers on other platforms (I have a TT 4+4), especially
>those who have no form of GDOS, in which case the graphics fonts won't show
>the right chars,and are willing to install AMCGDOS to test it with and
>without. It runs fine with STiK, with HSMODA7 installed.
> Anyone interested e-mail me at:
>bdc2@po.cwru.edu
>
>
>--
>
>Prof. Boris D. Cahan
>bdc2@po.cwru.edu
>
>
>

hi prof,

I'll do it, I have a 4MB STFM TOS 1.4 and a 1MB STE TOS 1.62.

Regards Gaz.

--

Gary Noack @ IMMORTAL COILS, Huntingdon, England.
WWW: http://www.imco.demon.co.uk/
e-mail to: gary@imco.demon.co.uk
phone : +44 (0)1480 497730 or +44 (0)1480 856745
fax : +44 (0)1480 856838

## 3180. Homa & 12000SP

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn5g8qjq.ej5.mlake@melake.erols.com>
Source record: 127752

I'd like to hear from anyone here who has purchased the Homa Mustek
scanner driver software and are using a Mustek MFS-12000SP with a
a Falcon. Does the software work ok for you?

--
Marshall Lake - TEAM Software - mlake@melake.erols.com
http://melake.erols.com http://melake.erols.com/~team
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

# 3181. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: !ynoT
Message-ID: <3308b887.30708362@news.airtime.co.uk>
Source record: 127753

On 12 Feb 1997 23:56:15 GMT, stinformer@chatlink.com (Rod McDonald)
wrote:

>!ynoT wrote:

>: Hmmm theres more than one way to do a Time demo?....Look at Connect,
>: you could simply count the time online,
>: But a Time Demo isnt such a viable option as people will simply do
>: what they do with programs like CoNnect, reinstall reinstall
>: reinstall?
>
>===...BLah BLah BLah.... If you don't want to buy it ...DON'T. For god's

Hey up, a member of the Knitting class enters the room, I have no
idea what you are rambling about, I have no intention of buying it
because I dont need it?,

>sake allow the developer to market his program any way he wants to...Quit

Great...thats about the most stupid suggestion to the problem so
far?, the whole success of the program could depend on the way the
demo is distributed, we are trying to offer suggestions and be
helpfull with the ONE intention that the author of the program is NOT
being ripped off, and your suggestion is NOT to help him....maybe a
little more thought next time?

>moaning about how it will be offered. If you don't like it, don't buy

Purleeeese, who are you calling moaning, you even quoted my comments
on the subject, meant to be helpfull to the programmer, how is that
moaning, you total one hundred percent idiot!

>it, just wait and get reports from others...NOT A BIG DEAL.

What a cop out!...Get back to your knitting...

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3182. Re: How to make all files "readable/writable"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HBOLBDUQUp@tos.ak.planet.gen.nz>
Source record: 127754

In <32ffa2da86a753@sn.no> Hallvard Tangeraas wrote :

>Some time ago I changed the file status of several
>files/folders/sub-folders to "read-only", but I'd like to change them all
>back into "read/write".
>Is there an easier and more effective way to do this than to
>"manually" edit the status of each file?
>
>I've tried using "Gemini", but it doesn't even have the "chmod" command,
>and Gulam seems to work if I enter each folder and do a "chmod +w *", but
>how would I go about to change one folder with all it's files and
>sub-folders in one go?
>
>I've already tried "chmod -r +w images*" and other variations of the same
>command sequence, but it doesn't work. Any ideas?

I don't think chmod has a "recursive" mode, but I guess you could use find
to find * and run chmod on it.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 3183. Re: Falcon 3D prg?

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HBOJBCYCUp@tos.ak.planet.gen.nz>
Source record: 127755

In <Pine.SV4.3.91.970212150600.9007A-100000@melbourne.DIALix.oz.au> Steve Scott wrote :

>Hi, since my Ex ran off with my STe, I've had to upgrade to a 14meg
>Falcon030 ( aint life a bitch).
>
>Problem, I really need to do 3D modeling (I'm a puppeteer) and rely on
>CAD a lot, however, 'Cyber' is no go on the Falcon, 'InShape' still needs
>some work I think (or Docs), and who knows If I should be investing in
>DA's Vector?

DA's Vector is only 2D.

Cyber Sculpt works fine on the Falcon in my case, as does CAD 3D 2.0. These fit together with Phoenix renderer and Chronos animator, all of which works fine on the Falcon for me. Perhaps you have an older version of the software which has problems on the Falcon. Also, remember that Cyber Sculpt only works in 640x400 2 colour mode (a real nuisance, I know).

If you want an excellent renderer, I would recommend POV-Ray 3 as the best renderer available on the TOS platform (or just about any other platform for that matter). You can render 3D2 format scenes in POV-Ray (as well as 3DS, DXF and anything that can be converted to raw triangle format). Best of all, POV-Ray is free.

Inshape has been available from Toad for some time, so I always thought it was complete. I have seen a working demo. It looks like a reasonable renderer although the modeller didn't look so good. But it's hard to tell; all those cryptic icons and no manual (in the demo) to explain what they do makes it hard to judge.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 3184. Re: Ned Player v2.4

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3304d7908401f0@sn.no>
Source record: 127756

On Wed 12-02-97 11:56, Sumbera Petr (xsumbe00@stud.fee.vutbr.cz) wrote:

>I have just done new version of NED PLAYER v2.4.
>
>You can now get N_PLAY24.LZH on my page:
>
>http://www.stud.fee.vutbr.cz/~xsumbe00
>
>-What it is? Here is small info:----------------------------
>
>Simple sample player for ATARI STE/TT/FALCON. Now you can
>change smooth frequency from 6 to 25 kHz in mono (SW MODE).

How about making it play samples with higher sample rates?
I have an external sampler (Yamaha YX16W) where I do my sampling, and then
I convert that format into .WAV or whatever using "525".
The problem is that it samples at 33KHz, and when playing it with N_play
the playback rate does ofcourse slow down quite a bit.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3185. Re: Gem or Win95?

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: Dan Cox <village1@lightspeed.net>
Message-ID: <3304D942.3C0B@lightspeed.net>
Source record: 127757

As far as win95 is concerned I wish that they'd dump it and issue a new windows with the old mac or gem look to it. Win95 is clunky and difficult to navigate. Win 3.x was the way to go. The style of having everything in front of you makes the difference. They need to revamp 3.x and they might have something.

In reference to speed of ataris. They don't need faster computers because if the programs are kept small and efficient then the slower processor actually performs like a much higher rated one. The size of the programs are what counts. PC programs generally are huge hard drive space and memory hogs. Just look at Quake. That game want 80 some megabytes fully registered with a 100mhz pentium and 16 megs of ram WITH a video accelerator card.
Dungeon master runs on my 520st with 512k and a 8mhz processor just fine.
(Will run even faster when I get my harddrive!)
Dan

## 3186. Papryus 4 printing problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: titus@mothra.rose.hp.com
Message-ID: <TITUS.97Feb14140039@clisome9.rose.hp.com>
Source record: 127758

When I try to print using the HP Laserjet 4 Multicopy driver, Papyrus pops up a message saying it may be out of memory. I had the memory set to 2.5K, so that should not be a problem. A partial page is sent to the printer, which has the font size magnified several times. I'm using SpeedoGDOS 5.

Oregon Research, who I bought it from, hasn't responded yet. They say they are swamped. Has anyone else had this problem? (The printing problem, that is.)

# 3187. Oops ! What have I done ? :|

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: paz@wile.demon.co.uk
Message-ID: <855958378_OASIS_@wile.demon.co.uk>
Source record: 127759

Hi all :)

In my ignorance, I seem to have created some extraneous files on my Web
site :(

My problem is, how do I delete 'em ?!
I'm using Oasis/NOS to FTP the pages up there, and I don't know the commands
to delete a file.

Alternatively, can someone take a look at the mess I've created and tell me
where I've gone wrong please ? :)

http://www.wile.demon.co.uk/

Thanks peeps :)

See Ya,
Paz.

--

```
____ ||| . _ .
/# /_\_ ||| |\_|/__/|
| |/o\o\ / | \ Happy Happy, / / \/ \ \
| \\_/_/ Falcon030 Joy Joy ! /__|O||O|__ \
/ |_ | Motorola Inside |/_ \_/\_/ _\ |
| ||\_ ~| | | (____) | ||
| ||| \/ "Waking up with an 8.2 and it seemed like the \/\___/\__/ //
| |||_ easiest thing to do, when someone said 'Here's one (_/ ||
\// | for you...' " - Ginger, The WiLDHEARTS. | ||
|| | | ||\
||_ \ _/_/_/ _/_/_/ _/_/_/_/_/ On IRC: \ //_/
\_| o| _/ _/ _/ _/ _/ #atari \______//
/\___/ _/_/_/ _/_/_/_/ _/ #WiLDHEARTS __ || __||
/ ||||__ _/ _/ _/ _/ Love/Hate to: (____(____)
(___)_) _/ _/ _/ _/_/_/_/_/ Paz@wile.demon.co.uk
```

--


```
____ ||| . _ .
/# /_\_ ||| |\_|/__/|
| |/o\o\ / | \ Happy Happy, / / \/ \ \
| \\_/_/ Falcon030 Joy Joy ! /__|O||O|__ \
/ |_ | Motorola Inside |/_ \_/\_/ _\ |
| ||\_ ~| | | (____) | ||
| ||| \/ "Waking up with an 8.2 and it seemed like the \/\___/\__/ //
| |||_ easiest thing to do, when someone said 'Here's one (_/ ||
```

```
\// | for you...' " - Ginger, The WiLDHEARTS. | ||
|| | | ||\
||_ \ _/_/_/ _/_/_/ _/_/_/_/_/ On IRC: \ //_/
\_| o| _/ _/ _/ _/ _/ #atari \______//
/\___/ _/_/_/ _/_/_/_/ _/ #WiLDHEARTS __ || __||
/ ||||__ _/ _/ _/ _/ Love/Hate to: (____(____)
(___)_) _/ _/ _/ _/_/_/_/_/ Paz@wile.demon.co.uk
```

# 3188. Re: Alas alack, windoze95 beckons

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: Dan Cox <village1@lightspeed.net>
Message-ID: <33051710.5ACD@lightspeed.net>
Source record: 127760

Remember, if you want to have fun, free from the stresses of memory
management and interrupt conflicts then you stay honorable to gem.
Otherwise you shell out your bucks and get sourly(in my opinion)
disappointed with something that is a cheap ripoff of the real thing.

Quote of the day, "That's not a bug, it's a feature!"

Dan Cox
A born again Atari 520 ST user.

# 3189. WTB Atar stuff

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@pacbell.net>
Message-ID: <3305170F.4451@pacbell.net>
Source record: 127761

Hello!

I would like to buy the below Atari ST items..
I will pay shipping UPS COD in the US also..

Atari TTM195 19 inch Monochrome monitor - $135.oo
Atari Mega 4STe - $135.oo
Atari Mega ST4 - $100.oo
ICD Adspeed 8/16 for ST not STe - $35.oo
CaTTaram 48mhz Upgrade for TT030 - $50.oo
SST030 - $100.oo
TinyTurbo030 - $100.oo
All must be in good working order...

RClaunch@Pacbell.Net

# 3190. Re: BETAS FOR VT102/STIK/TELNET NEEDED!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970214205141.7159A-100000@usr02.primenet.com>
Source record: 127762

hmmm who uses atari without NVDI?
Who dares? ;)

On Fri, 14 Feb 1997, Boris D. Cahan wrote:

>Well, I have a new, GEM-based telnet that does a FULL vt102 emulation in a
>GEM window, 40 line display, full graphics fonts (even Connect doesn't do
>that!!!), that *should* be compatible with any ST monochrome or up,
>including Falcons and tt's with graphics cards. It still has a few
>known bugs, like the application keypad doesn't work, and reverse
>scrolling has some problems.
> I NEED beta testers on other platforms (I have a TT 4+4), especially
>those who have no form of GDOS, in which case the graphics fonts won't show
>the right chars,and are willing to install AMCGDOS to test it with and
>without. It runs fine with STiK, with HSMODA7 installed.
> Anyone interested e-mail me at:
>bdc2@po.cwru.edu
>
>
>--
>
>Prof. Boris D. Cahan
>bdc2@po.cwru.edu
>
>
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 3191. 1040 STe for Sale!!! Canada and US only!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: Johnny <dooley@infomatch.com>
Message-ID: <330560ED.A2E@infomatch.com>
Source record: 127763

```
For Sale:
---------

1040 STe
4megs ram
SC1224 Color Monitor
SM125 Tilt/Swivel Monochrome Monitor
MegaFile, 2 dives in case 68megs total plus extra 20meg drive.
2Joysticks/2mice
External disk drive power supply
USRobotics Sportster Vi 14.4 Modem (Voice/Fax/Data)
Various Atari Mags (STFormat,STart,STUser,STAction) about 50-60mags
Lots of Magazine disks (above) STformat disks 1-70 missing 2 or 3
Various Cables + cords connectors
Plus close to 800-900 disks!!!!!

Will sell as PACKAGE ONLY!!!
Will not break up!
Already got an offer of $550.
So if you can beat that....

E-mail me at dooley@infomatch.com
All items are in PERFECT condition!
Modem still has a 4 1/2 years warranty! Only 6months old!
Lots of boxed games w/ manuals!
Civilization
Flight Sim 2
Jet
Space Ace
Mega Sports (8 disks)
Railroad Tycoon
Many many more!!
```

# 3192. Re: New atari program! (freeware)

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970214014630329 34@tachyon.demon.co.uk>
Source record: 127764

Katherine L Ellis <kellis@primenet.com> wrote:

> Hi, I just released my first program!

Well done K - all that time on irc finally paid off ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3193. Re: Doomcloon for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1997-02-14 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <855951674@p24.f101.n323.z205.mbh.org>
Source record: 127765

Anthony Jacques wrote:

>> :He did say Doom _type_ game and you could say that it is, can't
>> you? :The plot is about the same and they present the world in a
>> similar :way. Most people refer to Wolfenstein clones and Doom clones
>> as the :same thing.
>>
>> not true. wolf is really different. no deifferent floor/ceiling levels,
>> no real t-mapping, no BSP but raycasting etc etc.
>
> Yes, *technically* it is different, but the gameplay, and the basic
> concept of the game (3d first person perspective free environment)
> is the same in all the games.

Calling this the basic concept they would all be MidiMaze clones, Midimaze being a bit more abstract, with a ball as an enemy, and non texture mapped walls. Midimaze II is then still the best Doom clone, with a maximum of 16 players, lots of extra options, keys, running on ST, TT and Falcon in ST low or ST high, lots of maps and a map editor.

Bye, Hans

## 3194. CoSTa and multi phone providers

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <87408744_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 127672
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

I've been toying with putting support for people who use more than one telephone provider into the next release of CoSTa.

Unfortunately? I don't use more than one provider and hence am not really sure what people would like in the way of supporting this kind of thing.

If anyone uses more than one provider (and uses CoSTa), could they please get in touch? If no one bothers, then I just shan't bother putting support in!! The original people who wanted the support haven't been in touch, so maybe no one wants it?

I'm trying to make it as flexible as possible so it suits as many people as possible, but without any support I won't bother :(

TIA, Gary

--

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Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/

---

# 3195. FS: Atari Computer Goods! Even More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <5e3vvu$egs$1@linda.teleport.com>
Source record: 127673
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got Monitors for your Atari 8 Bit like Commodore CM-141 "Like the Commodore 1802" And Disk Drives for the Atari 8 Bit like Stock 1050 and a 1050 Duplicator Drive for Backing Up Software. Plus I've bought out the Game Cartridge Gorf for the 400 & 800 & the Educational Math Game Cartridge Space Journey for any Classic 8 Bit Atari Plus I've cornered the Market on New Copies of Print Shop and some Print Shop related Items! That's Gorf, Space Journey & Print Shop All New Copies, All for the Atari 8 Bit! Plus a Good number of SSI and Avalon Hill/MicroComputer Games, and Many of them are Complete. Plus some Flight Simulator II from SubLOGIC including Scenery Disks all for the Classic Atari 8 Bit. For the Atari ST & newer Computers I've added to my HardWare Catalog Spectre GCR Mac Emulators, Indus (Future) GTS-100X Disk Drives, Panasonic MultiSync Monitor that does Double Duty for both ST Color and MonoChrome Monitors and the Cable/Hardware to your ST Computer. I've also added Software to my ST Catalogs & revised my prices. Titles such as Shrink Wrapped Brand New copies of Ultima V for those of you Ultima Collectors & for you who like Flight Simulators, theirs F-15 Strike Eagle, F-16 Combat Pilot, Falcon, Falcon extra Missions Disk, Fighter Bomber and Flight Simulator II. In Productivity Software, theirs Data Manager ST, Degas Elite, Easy Draw, MultiDesk, NeoDesk, Revolver & PageSTream. All for the ST.

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Please let me know if I can't attach files to your E-Mail. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports.

You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Page an area for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

# 3196. Re: Calamus SL, Dynacadd 3D for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: Mark Banfield <marvin@asiaonline.net>
Message-ID: <33059065.85B@asiaonline.net>
Source record: 127674

Do you have the TT version of Dynacadd?

Mark Banfield.

marvin@asiaonline.net

# 3197. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: !ynoT
Message-ID: <33069599.1210809@news.airtime.co.uk>
Source record: 127675

On Thu, 13 Feb 97 04:23:10, please@no.spam.mail.here
(please@no.spam.mail.here) wrote:

> L> If Tony is like me he only used the ttp one time! And that was to unarc
> L> arcshell.prg so he wouldn't have to do it anymore!

>Actually, Tony uses the commandline regularly whenever he gets his QWK
>packets from the BBS, but because the parameters are passed by the QWK reader

So I dont use the command line...the program does,
The same could be said for a lot of software, but the amount of times
I have had to type something into a command line?...thats a diffo
story.....

>it's easy to forget what's hapening... I'm not suggesting he should type in
>the commandline every time...

I would throw my beloved ATARI out the window if I had to Harry :))

PS Harry, ATARI shows..same Pub..Your Round hehehehehehehehehe

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3198. Re: Destruction Imminent, Where?

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: !ynoT
Message-ID: <330594c2.995926@news.airtime.co.uk>
Source record: 127676

On Fri, 14 Feb 97 17:55:34 GMT, gary@imco.demon.co.uk (Gary Noack)
wrote:

>Does anyone know where I can get hold of this game? Is it shareware?
>Is it any good? Is it on an FTP site?

Its commercial, I think 14.99 ukp, but don't quote me as it may even
be 9.99ukp:)
Look in any old ATARI magazine or ATARI Computing if you get that,
and you will find GOODMANS.INT PDL they released it at the last ATARI
shows, there is a demo of the game, but I personally have not seen it
available for download.

HTH

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3199. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5e46e5$gbn@m1.cs.man.ac.uk>
Source record: 127677

In article <5dvvdk$2u9@cantine.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
>S94 (lais@cs.man.ac.uk) wrote:

[moans about Papyrus 4 demo deleted]

>: What does anyone else think?
>
>
>You are a bit out of date. The current version is v5;

That's not the case in England.

> shortly, ther will
>also be the possibility to load and save in genuine MS WORD 2/6/7 format.

That doesn't answer the question - I was asking what people thought of the newer features, compared to version 3...


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 3200. STReport #1307

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <xhA7IIt.dpj@delphi.com>
Source record: 127678

02/14/97 STR 1307 The Original Independent OnLine Magazine!

- CPU Industry Report - Counterfeit Wares! - Net Job Scams
- Epson 4 Color Ships - Hayes OFFERS - ITC FINED $250k
- Xfree86 Project - CompuServe Rated #1 - Informix SUES Oracle
- UnAbashed Atariophile - People Talking - Classics & Gaming

DIGITAL CAMERA MARKET BOOMS
Ohio Lottery Admits Piracy
UUNet, BOON or BOONDOGLE?

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___ ___
/ \----/ \ Dana P. Jacobson - Atari Editor - STReport
|-----| |-----| STReport International Online Magazine
/\_0_/ \_0_/\ The Original * Independent * Online Magazine
-| o o |- -* FEATURING WEEKLY *-
/ \_____________/ \ "Accurate UP-TO-DATE News and Information"
\ \ | | | | / / Mail subscription: dpj@delphi.com
ww ooooo----ooooo ww STReport's WEB Site
http://www.streport.com
```

# 3201. Re: How to make all files "readable/writable"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3305cee05646e1@sn.no>
Source record: 127679

On Fri 14-02-97 11:14, Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:

>In <32ffa2da86a753@sn.no> Hallvard Tangeraas wrote :

>>I've already tried "chmod -r +w images*" and other variations of the same
>>command sequence, but it doesn't work. Any ideas?
>
>I don't think chmod has a "recursive" mode, but I guess you could use find
>to find * and run chmod on it.

Yup- that's exactly what I did!
Worked fine for now, but it would be nice to be able to do that in
recursive mode in case I need to do it later.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3202. FS: Atari ST/Falcon & Lynx Stuff for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.021597.155911.48@wxs2-4.worldaccess.nl>
Source record: 127680
Cross-posted to: alt.atari,comp.sys.atari.st

This is the February 15th version of the list of Atari stuff that I have
for sale.

ALL THE TITLES BELOW ARE ORIGINALS, PRE-PROD COPIES, OR EVALUATION
COPIES (so you might not be able to upgrade all utilities).
NONE OF THESE TITLES ARE PIRATE COPIES!

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FIRST CATEGORY: GAMES FOR ST, WITHOUT MANUAL, WITHOUT BOX

Games with + are excellent games that I've played for hours and hours...

+Airball
Airball Construction Kit
Arena (2 disks, Psygnosis)
+Arkanoid (Imagine/Ocean) (SOLD)
Backlash (Paul Woakes, Novagen)
+Barbarian (2 disks, Psygnosis)
Black Lamp (Firebird)
+Blood Money (2 disks, Psygnosis, bloody excellent game)
Brattacas (Psygnosis, classic hi/med res game)
+Bubble Bobble (disk will handled, was my absolute fave game) (SOLD)
Centipede (the Sinister Developments version) (SOLD)
+Chaos Engine (2 disks, disks patched for use on Falcon, can't press any keys
until the game starts or it won't work; don't know if it still works on the ST)
(SOLD)
Deep Space (2 disks, Psygnosis)
Defender II (ARC/Atari, by Jeff Minter, classic game, but difficult to play)
(SOLD)
Dragonflight (Thalion, 2 disks, double-sided drive required) (SOLD)
+Dungeon Master (SOLD)
+Enchanted Land (Thalion) (SOLD)
Extensor 3.3 (Tron-like game, monochrome only, by Golden Games, ancient)
+Formula One Grand Prix (excellent game, 3 disks, includes manual that you need
for the copy protection - passwords)
+Gods (superb game, two disks, by Bitmap Brothers)
+Goldrunner II (boot/game disk plus data disk, by Microdeal, 2 disks in total)
+Goldrunner II Pete Lyon data disk
Goldrunner II some other guy official data disk
+Gridrunner by Llamasoft, excellent game by Jeff Minter (SOLD)
Hitchhiker's Guide to the Galaxy, the original Infocom adventure (alas, no
gadgets anymore, I lost 'em all) (SOLD)
Jambala, the Seven Gates of (Thalion, DS disk version)
+James Pond (by Steve Bak, Millenium Software, preview copy, but is a full one)

(SOLD)
Jupiter Probe (legendary Steve Bak shoot-em-'up with Rob Hubbard Music)
The Killing Game Show (Psygnosis, 2 disks)
+Leatherneck (Microdeal shoot-em-up, really cool, you have to disconnect printer to
get it to work, does not work on Falcon, alas)
+Lemmings (need I say more?) (SOLD)
+Oh No! More Lemmings (totally addictive) (SOLD)
+Lemmings 2 (more addiction) (SOLD)
+Lethal XCess (absolutely great shoot-em-up from the author of Wings of Death, by Eclipse, 2 disks)
+Little Computer People (Activision, really cute game) (SOLD)
+Magic Pockets (great Bitmap Brothers game, one disk)
Monster Business (platform game, Eclipse design)
+Nebulus (by John Phillips, excellent game) (SOLD)
+Obliterator (2 disks, Psygnosis)
Photon Storm (hellishly difficult Jeff Minter game) (SOLD)
+Prehistoric Tale (Thalion game, coded by The Lost Boys, platform thing)
+Return to Genesis (the first true horizontal smooth scrolling shoot-em-up by Steve Bak, excellent graphics, great game)
+Revenge of the Mutant Camels, registered version for 1 Mb ST
+Rick Dangerous (pre-prod copy, looks dodgy but is full version, and legal too. Heavily used, was one of my fave games)
+Rick Dangerous II (also a fave!) (SOLD)
The Sentinel (legendary Firebird game with 10000 levels or whatever) (SOLD)
Shaolin, Chambers of (Thalion, Martial arts game, 2 disks)
+International Soccer (Microdeal, I think it's the best soccer game ever on the ST)
Spaceport (like Fort Apocalypse on the C-64, great concept, dodgily programmed)
Starglider (the legendary Jez San game!)
ST Karate (great graphics, old karate game by Paradox)
Stone Age (really nice puzzle game by Eclipse, excellent graphics, DOUBLE FORMAT, WORKS ON ST AS WELL AS AMIGA!!)
STrikey (Pacman clone by STRIKE-a-LIGHT, ancient)
Teramis, Leavin' (vertical scroller, shooting about spaceship, Thalion game)
Terrorpods (2 disks, graphically impressive, Psygnosis)
Virus (legendary David Braben 3D game, by Firebird, doesn't work on all disk drives (sometimes you have to press the 'eject' button lightly) (SOLD)
+Warhawk (budgetware shoot-em-up by Silverbird, with Rob Hubbard music)
+War in Middle Earth (RPG "Lord of the Rings", *really* impressive, 3 disks, Melbourne House)
Warp (nice Thalion shoot-em-up, graphics by ES of TEX)
+Wings of Death (truly great 2 disk shoot-em-up, by Thalion, several levels have graphics by ES of TEX)

COSTS: Remember, no manuals and packaging. All I'll be sending you is the disks. I am selling all this stuff at 2.5 British pounds per disk. Refer to the end of this text for more details. This includes postage and packaging.

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SECOND CATEGORY: UTILITIES

These are sold without manuals either, unless specified. All original stuff, no pirate stuff.

1st Word Plus, 3.20 TT (2 disks) *
1st Extra (1 disk, version 1.03, allows index/contents etc. for 1st W+)
Crypt It (old Tommy Software encryption thing)
Degas Elite (Batteries Included) *
Diamond Edge, the latest version 2 ** (with manual) (SOLD)
Diamond Back 3 ** (with manual) (SOLD)
Ed Hak (editor) *
FastCopy Pro 1.2 * (works on Falcon)
G.I.S.T. the Sound Tool
Desktop Butler James *
Geneva ** (1 disk, but this one counts as 2 disks), latest patched version, manual available) (SOLD)
Imagecopy 2 * (2 disks)
Imagecopy 3 ** (3 disks)
Imagecopy 4 ** (2 disks) (with manual) (SOLD)
K-Rhyme (rhyming accessory) * (SOLD)
Mortimer (desk thing by Omikron)
Mortimer Plus * (see above)
Mouse Tricks 2 *
Neodesk 4 ** (1 disk, but this one counts as 2 disks), latest patched version, manual available) (SOLD)
Positive Image ** (2 disks, version 1.0, manual available)
Protext 5 ** (4 disks, and I also have the manual)
Le Redacteur ** (4 disks) (SOLD)
Spectrum 512 * (512 colour drawing program, regular ST only)
Turbo ST (screen speeder, ST only)
Universal Item Selector III
View II * (by DMJ software, good stuff)
Warp 9 ** (3 disks, version 3.81, best for ST)
Xboot 3.10 *

COSTS: The regular ones cost 2.5 English pounds per disk. Titles with one * cost 5 English pounds. Titles with two ** cost 10 English pounds extra. If you want the manual sent, that will count as one normal disk (2.5 pounds). The Do note: Protext/Le Redacteur manuals are big whoppers of things, so those will cost 5 pounds extra instead of 2.5.

Examples:

Protext costs (4 disks plus double extra = 4 * 2.5 + 10) 20 English pounds without manual. With manual, it costs 25.

Imagecopy 3 costs (3 normal disks plus double extra = 3 * 2.5 + 10) 17.5 English pounds.

Fastcopy Pro 1.2 costs (1 disk plus extra = 2.5 plus 5) 7.5 pounds.

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THIRD CATEGORY: DEMOS.

This is basically a collection of demos that I have. The price varies per demo, and is given for each title. The price specified is in British pounds, so if you want to make another currency of it, check the "additional payment details", below. All demos are ST only!
!! These demos can only be fill-up orders, or orders if you have ordered more than 10 British pounds worth of the first and second category !!

BIG Demo (with handwritten text by ES of TEX, ST only) price: 2
Amiga Demo (ST only): 1
California Beach Girls (fantastic monochrome slide show of girls by the Denise Team. Classic old demo, requires DS disk drive, monochrome only!): 1
Thalion Sound Demo (a copy-protected rare Thalion sound demo, done in 1988, with Mad Max music. Never officially released. You can't put this in a PD library because it's copy-protected!): 2
FNIL (large DS disk drive demo by TNT crew): 1
DEF Demo (1 meg version of the first TLB demo, with hand-written label by Tim of the Lost Boys himself!): 2 (SOLD)
TCB New Year's Demo: 1
Union Demo: 1
Cuddly Demos: With hand-written stuff by Nic of TCB: 2
Whattaheck Demo: With hand-written stuff by NIC of TCB: 2
Decade Demo by Inner Circle: With hand-written stuff by Griff of Inner Circle, final version of 12 sep 1990, STE compatible: 2
Syntax Terror Demo (megademo by Delta Force, compiled, made, finished and copies at the ST NEWS International Christmas Coding Convention in 1990, signed by New Mode, Slime and Chaos Inc. of DF!!): 7.5 *****
European Demos: (megademo of Overlanders, 2 disks, also finished and copied at the STNICCC in 1990, signed by all members of Overlanders): 7.5 *****
Dark Side of the Spoon (by ULM, megademo, with custom ULM label): 1
Lightning Demo (by pendragons, with handwritten label by pendragons): 1
Punish Your Machine (two disk demo, excellent, by Delta Force): 4
Ultimate Muzak Demo (by PHF), volumes I through V, five disks, only sold as a set, all with hand-written labels by Grazey of PHF: All five for 6
Ooh Crikey Wot a Scorcher (TLB megademo, excellent, signed by all members of TLB plus other participants such as Oxygene, Tyrem, Fury, Hawkmoon and Tanis of TCB!): 7.5 *****
Ventura Demo (2 disks, I think it's by ST Connextion, with hand-written labels by them): 3
Reality is a Lie: 1
Black and White: Rare Polish megademo, with hand-written stuff and pix by them on label: 1.
Colorz: By Haemaroids, hand-written label by them: 1.
Froggies over the Fence: Three disk "last of the true megademos", released september 1993, with custom Overlanders "Froggies over the Fence" graphic labels": 8 for all three disks.
Bedlam demo by Chaos: 1
Never + Forever Demo by STEW, GfA Basic megademo: 1
The Beginning of the Ending demo by Flexichron: Handwritten label by Offbase of Flexichron: 1.

The demos with ***** are kindof special to me, and I am not very keen on selling them because they're signed by old friends and all. So the prices are "STARTING BIDS", meaning that you can bid on them. The person who makes the highest offer gets them.

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FOURTH CATEGORY: MISCELLANEOUS

ATARI CD ROM (SOLD)

ATARI ST CARTRIDGES

And then there's the "Multiface II" and "Ultimate Ripper" cartridges. I also have those. They're ST-only, NO FALCON COMPATIBILITY. I haven't got the manuals anymore either. If you're interested, email me with an offer (I had in mind about 10 British pounds each).

LYNX CARTRIDGES

The following Lynx games are available for 5 British pounds each:

(No manuals and boxes)

Gauntlet (SOLD)
Ninja Gaiden
Rampage
Robosquash (SOLD)
Todd's Adventures in Slimeworld (SOLD)

I am willing to swap any of those for Battlewheel.

GAMEBOY CARTRIDGES

(No manuals and boxes)

The following Nintendo Gameboy games are available for 5 British pounds each:

Bubble Bobble (difficult to play, a real challenge)
Dragon's Lair (beautiful graphics, difficult to play)
Hyper Lode Runner (the classic game)

I am willing to swap any of these for that old tennis-game that was released for the Gameboy in 1989 or 1990.

BOOKS

Books in German:

Atari ST/STE/TT Profibuch (Sybex) THE programming bible, in mint condition. Asking price 25 Dutch guilders or 25 German marks.

Das Buch Zum Atari Falcon 030 (Data Becker). Asking price 10 Dutch guilders or 10 German marks.

Das Grosse ST Viren Schutzpakket (Data Becker) Originally with disk, but I haven't got that anymore. Asking price 10 Dutch guilders or 10 German marks.

GfA Basic (book by Frank Ostrowski, including disk). 10 Dutch guilders or 10 German marks.

GfA Handbuch TOS & GEM (GfA Systemtechnik). 10 Dutch guilders or 10 German marks.

Atari ST Floppy und Hard disk (excellent book, Data Becker, hardcover). 20 Dutch guilders or 20 German marks.

Das Grosse GfA Basic Buch (Data Becker, hard cover). 15 Dutch guilders or 15 German marks.

Scheibenkleister II (by Claus Brod, THE mass storage media bible, with disk). 20 Dutch guilders or 20 German marks.

Book in Dutch:

Programmeren van Basic naar C (Data Becker). 10 Dutch guilders.

If you're interested, please email me with an offer (please also mention the country where you live, so I can estimate the postage costs). ALL BOOK PRICES MENTIONED HERE ARE WITHOUT POSTAGE!!

- READ THE BITS BELOW!! READ THE BITS BELOW!! ------------------------------

ADDITIONAL PAYMENT DETAILS:

I would like people in Europe to pay in British pounds or German marks (German marks = British pounds multiplied by three). People from the Netherlands can pay in Dutch guilders (British pounds multiplied by three). I have to request people outside Europe have to pay in American dollars (British pounds multiplied by 2). No cheques, just cash or International Money Orders from the post office.
I don't like to receive any coins, so if you order for 7.5 or 12.5 pounds (or whatever other currency) then please pick another title and make sure the total amount is divisible by 5 ( INT(x/5)=x/5 ). If you pay with Dutch guilders or German marks, make sure the amount is divisible by 10. If you pay in dollars, simply round off the amount to the next whole dollar and use US$ 1 bills.

GUARENTEE

I can't give any guarentees. Some of the games are old, and some of them have been sitting in my disk boxes for quite a while. All ST-specific titles have not been played since 1993 or so. I am not out to rip anyone off. I have been doing "ST NEWS" and have been doing (and will be doing ) "Ultimate Virus Killer" for quite some time and I hope people know that I can be trusted.

WANT SOME?

Email your order and WAIT FOR CONFIRMATION (DON'T SEND ANY MONEY YET). The quickest mailer gets the first right on a given title. I'll mail back to confirm and then you can send off the dosh. I will despatch the disks by return mail.

--
/------------------------------------------------------------\

| Richard Karsmakers cronos@worldaccess.nl |
\-------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/-------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\-------------------------------------------------------------/

# 3203. Re: Oops ! What have I done ? :|

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5e4lt8$ajj@mn5.swip.net>
Source record: 127681

In article <855958378_OASIS_@wile.demon.co.uk>, paz@wile.demon.co.uk says...

>My problem is, how do I delete 'em ?!
>I'm using Oasis/NOS to FTP the pages up there, and I don't know the commands
>to delete a file.

The comand is DELE
Nothing more, nothing less :-)
Good luck.

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 3204. Gemulator and TOS images

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: cavey@cavestar.demon.co.uk
Message-ID: <856024242.18941.1@cavestar.demon.co.uk>
Source record: 127682

I have d/loaded Gemulator Classic 3.6 from www.emulators.com and
thanks to various posts in this group, I managed to get the TOS image
to load. However, the screen stays white and refuses to boot up any
further. I am using a TOS 1.2 image.

However, reading from the Gemulator 96 on-line manual:

The next step is to install one or more Atari
ST operating systems. Gemulator 96 is capable of running these
Atari ST operating systems:

- 6-chip ROM versions of TOS 1.0, TOS 1.2,
and TOS 1.4
- 2-chip ROM versions of TOS 1.6, TOS 1.62,
TOS 2.05, and TOS 2.06
- The original TOS 1.0 on disk and the
developer release of TOS 1.4 on disk
- MagiC versions 2.0 and up, including
versions bundled with MagiC PC

Does this mean that the number of ROMs is important too? This would
explain why my 2 chip TOS 1.2 image doesn't work

Mark

## 3205. ConNect is great, but

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <5e4o6i$r0f@nnrp1.news.primenet.com>
Source record: 127683

The fellow who wrote ConNect, the telecomm program, did an excellent job on nag boxes and the loss of abilities and preset parameters with time, for those who do not want to register it. Its last trick was forgetting every serial port except modem 1 on my TT.

On December 22 of last year, I sent money to the US address to register this program, and still I sit and discover new creativity in disabling a good program.

Am about to download another copy, and start over. Has anyone else had and solved this problem?

--
----------------------------------------------------_-----------------------
jimd1 __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

# 3206. Re: Differences: STacy & Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: jmirando@streport.com
Message-ID: <5e4qjm$cu5@news2.delphi.com>
Source record: 127684

>Apparently, my message was lost in the proverbial shuffle.
>
> Anyway, would someone care to elucidate the differences between
>the STacy and Portfolio? I'm considering a purchase of one of the two
>units, but have little information about either. Please share any
>recommendation you may have.
>
> And, if you have one for sale, let me know.
>
> Thanks!
>
>
>Joel!
>
>.

Joel,

The Portfolio is a palmtop _DOS_ computer. It runs a hard-coded version of DOS which cannot be replaced by the usual means. It is aproximately the size of a VHS video tape.

The STacy is a TOS computer... basically a 1040 ST scrunched down to fit into a portable (transportable, actually) case. It uses a monochrome LCD display, TOS 1.04 (Rainbow TOS), has room for an internal hard drive, and uses an 8 MHz 68000 processor. All of the standard ST ports are suppiled.

See ya,

Joe Mirando @ STReport

Joe Mirando @ STReport
73637.2262@compuserve.com
porthos@delphi.com
j.mirando@genie.com
jmirando@streport.com

# 3207. Re: Oops ! What have I done ? :|

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: !ynoT
Message-ID: <3309e3ff.21283461@news.airtime.co.uk>
Source record: 127685

On Fri, 14 Feb 97 22:12:58 GMT, paz@wile.demon.co.uk (Mark Parry)
wrote:

>Alternatively, can someone take a look at the mess I've created and tell me
>where I've gone wrong please ? :)

Well I took a look at your page, seemed alright, bar the CAB logo
doesent load?
Your link at the bottom to page_1 does not work, try taking the "!"
out of the line, it may help,

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3208. I WAS A ATARI RETAILER AND I HAVE ATARI ITEMS, SOFTWARE, HARDWARE, XL, XE, ST, AND MORE FORSALE!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: modemkid@gate.net
Message-ID: <3305e9ef.10225621@news.gate.net>
Source record: 127686

Ex-atari retailer has 2600 carts forsale, brand new. 60 different titles, also coleco, 5200, 7800 and XL, XE, ST software (1000's) Email me at modemkid@gate.net or call me at 561-464-0019.. 1-9 pm eastern standard time. Ask for Gary. Have your list ready, i have no lists.

# 3209. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <6418585_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 127687

In article <VA.0000006c.003f083d@kim->
Kim Andersen <dksoft@image.dk> wrote:-

>Tell them to hurry up and get it over with. I can't possible take more than a
>few hours 8-)

Exactly the point I made to my solicitor in a fax during the week. Got a letter back from him saying best to just leave it to them to get around to it all.

--

---
dbrewood@nest.demon.co.uk
---

# 3210. Complete Atari Falcon System for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <3305FCBF.C3E@tiac.net>
Source record: 127688

Pro-level Atari Falcon 030 system for sale, includes:

-Color Compaq VGA monitor with stereo speakers (Great BASS!)
-Atari Falcon 030 CPU with 4 megsabytes of RAM and all bundled h/w
(like mouse)
-500 megabyte external HD filled w/shareware and registered shareware
-Supra 14.4KBPS modem with serial cable
-Migraph ColorBurst hand scanner - scan in color to the Falcon!
-Legitimate versions of the following software (manuals included):

* Calamus S/L with several modules - high-powered publishing package.

* Papyrus 3 - excellent Word Processor with many powerful features.

* AtariWorks with SPEEDOGDOS - fantastic integrated software package
with scalable fonts and scalable font engine

* Working CAB/STiK/Newsie/AtarIRC setup - access every segment of the
Internet with the included software.

* Geneva - a killer multitasking environment with many powerful
features (including appearance management)

* STalker w/STeno - powerful terminal package with good text editor.

* InVISION Elite Color - powerful color image editor and creations
(great for Web and DTP).

* Much more commercial and registered shareware, all legitimate, some
manuals may be incomplete or missing.

This system is fantastic for college students, graphics and design
professionals or hobbyists, and musicians. If you've been looking to
leap into the world of great graphics, sound, and speed that is a Falcon
running TOS 4.04, this is the best opportunity seen in a long time!

Seeking $950 minimum for the system as-is. Will consider unbundling if
offer is reasonable. Please e-mail me at brmiller@tiac.net for more
information.
---
BR Miller
Boston, MA

# 3211. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970215183837216 56@tachyon.demon.co.uk>
Source record: 127689

Rod McDonald <stinformer@chatlink.com> wrote:

> ===...BLah BLah BLah.... If you don't want to buy it ...DON'T. For god's
> sake allow the developer to market his program any way he wants to...Quit
> moaning about how it will be offered. If you don't like it, don't buy
> it, just wait and get reports from others...NOT A BIG DEAL.

It's called "feedback", and any author who can afford to ignore the
views of the people who will be buying their products is asking for
problems in the long run, IMHO.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3212. Re: What's a .HYP file?

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970215183839217 44@tachyon.demon.co.uk>
Source record: 127690

Robert Aries <robaries@ix.netcom.com> wrote:

> ..HYP files but I could be wrong. If I'm not, where can I find St
> Guide? Is it shareware or comercial? TIA,

It's shareware (fairware, actually) and you should find it on any Atari
ftpsite, it's a very common program.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3213. Re: Gem or Win95?

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970215213010640722@tachyon.demon.co.uk>
Source record: 127691

Alastair J. Houghton <ajh8@doc.ic.ac.uk> wrote:

> worth talking about, and MacOS is even less efficient than
> Windows.

ROFL! Best joke I've heard today :)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3214. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970215213012640809@tachyon.demon.co.uk>
Source record: 127692

Alfred Radauer <h9250467@idefix.wu-wien.ac.at> wrote:

> You are a bit out of date. The current version is v5; shortly, ther will

To be fair, he isn't - HiSoft are. We only got Papyrus 4 in the UK last September, so God only knows when we'll see v5, if ever.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3215. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29468_please@no.spam.mail.here>
Source record: 127693

FROM: SSweet@mettav.demon.co.uk
SUBJ: Porn, The Net and the Law...??

Yo! Allgy Dude!

Whilst under caution Allgy said to Officer All :~)

d>> Not back fully yet but getting there. The police have now asked for
d>> my assistance in accessing the Atari. For some reason their PC guys
d>> are having a few problems.

A> It's not funny I know but it is amusing!! I can just imagine their faces
A> when turning it on <g>

A> Plod 1: Wassis then?

A> Plod 2: Some sort of virus I think .. where's Win '95? ;-)))

Oh bollox Mr plod, this isnt behaving as it did when it left me, seems your
guys have been f'in about and theyve wiped the partition info, sorry guys.
BTW, wossat evidence stuff again that you wanted?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I like kids, but I don't think I could eat a whole one.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3216. MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: Terry@bahai.demon.co.uk
Message-ID: <856024522_OASIS_@bahai.demon.co.uk>
Source record: 127694

Having updated my computer recently to NVDI 4 and MAGIC 5 I am having some teething troubles which are not covered in the manual. I wonder if anyone out there could help me please.

1) Does anyone know how to stop Pagestream 2.2 from nicking all the remaining memory so that even magic's fileselector does not work. I have allready tried to limit the memory under magic's set up but this seems to be ignored. the only solution I have found is to start a small program such as imagecopy first, then start pagestream, then exit imagecopy to free the memory so the fileselector works.

2) Does anyone know which program I need to buy in order to edit the icons used by magic.

3) How do you get Oasis 1.34 to work under Magic?

4) How do you get Extendos 1.2 to work under Magic, I just get 'invalid drive' errors even when the same setup works under TOS 4.04

Thanks for any help in advance, if I can offer any help on the s/w below please ask.

Terry Stormont ~ FALCON 030, 14Mb Ram, 750Mb HD, EXPOSE, CDRom,
MAGIC 5, NVDI 4, PAPYRUS 4, APEX 2

--

---

terry@bahai.demon.co.uk

---

# 3217. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5e5bl8$pvu@hades.rz.uni-sb.de>
Source record: 127695

Katherine L Ellis <kellis@primenet.com> wrote:
> hmmmmm. Weird. for me with Gluestik I need the CAB_ovl for mint as
> well.
> Otherwise , it scans for ever..

With some newer versions of the STiK-ovl there might be problems, that's
right. Try to get an older version of it.

Ciao

Guido

# 3218. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5e5cus$ge@ash.ridgecrest.ca.us>
Source record: 127696

>Rod McDonald <stinformer@chatlink.com> wrote:
>
>> ===...BLah BLah BLah.... If you don't want to buy it ...DON'T. For god's
>> sake allow the developer to market his program any way he wants to...Quit
>> moaning about how it will be offered. If you don't like it, don't buy
>> it, just wait and get reports from others...NOT A BIG DEAL.
>
>It's called "feedback", and any author who can afford to ignore the
>views of the people who will be buying their products is asking for
>problems in the long run, IMHO.
>
>ATB, Frank.
>
>--
> Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
> frank@tachyon.co.uk http://www.netkonect.net/tachyon/
> PGP key available - mail pgpkey@tachyon.co.uk
>.

Mike spouts,

Totally off the wall, but I'd take a copy of the latest
version of Tax Wizzard for my over one year plus disk
subscription to ST Informer unless something else is
in the works:)

Mike

# 3219. FOR SALE: Falcon 030 + Video Synthesizer development system...

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1502971449220001@tdw.vip.best.com>
Source record: 127697
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
FOR SALE: Falcon 030 + Video Synthesizer development system...

All information is on the web at:

http://www.tecnation.com/14/sale/

END

--
TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.
http://www.tecnation.com

"Together, we can dream a new world into reality."
- Deepak Chopra
```

# 3220. New freeware available for falcon.

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970215175623.17811A-100000@usr05.primenet.com>
Source record: 127698

Hi, My second program is on my homepage.
It's aclled. STE_X
It's 5kb big. This is a set of 3 auto program that let you make your
falcon compatible with old st/ste games. Easier than backward in my
opinion. bye..

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 3221. FS: 2 gig SCSI

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: Portland Atari Club <atari@teleport.com>
Message-ID: <5e5gqs$dl7$1@nadine.teleport.com>
Source record: 127699
Cross-posted to: pdx.forsale,comp.sys.atari.st

2 gig SCSI hard drive, SCA ("hot swap" connector), $200. Call Rich at
503-244-3908 (Pacific Standard Time Zone, please don't call at 3 AM!) or
email me.

--
----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
for further information, email: CANADA: info@compdirect.com
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 3222. Re: Calamus SL, Dynacadd 3D for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <33066BF9.72E6@cadvision.com>
Source record: 127700

Mark Banfield wrote:
> =

> Do you have the TT version of Dynacadd?
> =A0
> Mark Banfield.
> =A0
> marvin@asiaonline.net=A0

I have both SL and DynaCadd on my TT, running MagiC 5/NVDI 4 and they're
both terrific! DynaCadd must be run in single-tasking mode with Magic
but nonetheless, it works well!

Keith

# 3223. Re: Papryus 4 printing problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <33066C83.7E6E@cadvision.com>
Source record: 127701

Titus Roth wrote:
>
> When I try to print using the HP Laserjet 4 Multicopy driver, Papyrus pops up
> a message saying it may be out of memory. I had the memory set to 2.5K, so
> that should not be a problem. A partial page is sent to the printer, which has
> the font size magnified several times. I'm using SpeedoGDOS 5.
>
> Oregon Research, who I bought it from, hasn't responded yet. They say they are
> swamped. Has anyone else had this problem? (The printing problem, that is.)

Switch drivers in Papyrus to just the HP LJ4 - I too found a problem
with the 'multicopy' selection. If I'm not mistaken there are 2 other
HP LJ4 drivers that can be selected.

Keith

# 3224. NAS 97!

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_0600d202_Bertil.Jagard@straight.ct.se>
Source record: 127702

```
The Swedish Atari Club (SAK) 970104
and NoCrew proudly present...

-------------------------------------------
T H E N O R D I C A T A R I S H O W '97
-------------------------------------------

Dear Atari friends,

It's once again time for the Nordic Atari Show, the annual get together
which has rapidly become a fixture for all Atari users.

Third time lucky, so they say, and as we are arrange the show for the
third straight year we hope to fulfill everyone's expectations and that
this will result in the best possible atmosphere. We've gotten a certain
amount of criticism, both positive and negative, from those who have
attended the shows in '95 and '96. We've taken heed of the suggestions
made and we're once again off and running!

- WHEN AND WHERE?

This year the show will begin on Friday, June 13 and end on Sunday,
June 15. This is the weekend following the beginning of the summer school
holidays as well as the weekend prior to the Swedish Midsummer
celebrations. We'll open at 1 p.m. on the Friday and close at 6 p.m. on
the Sunday.

The show will take place in Gothenburg, just has it has in previous
years. The exact venue has not yet been established. We're still looking
for the cheapest location. The likeliest possibility is Kortedala
gymnasium, where it was held last year or some other venue, nearby.

- WHAT ACTIVITIES WILL BE HELD?

* There will be an Exhibition Hall will dealers, distributors, ShareWare
programmers and a host of other interesting personalities. The usual
meeting place for all those not wanting to "hack". This is also where
the Swedish Atari Club will be found supplying information, sale of
PD-disks, the club magazine's TT, the BBS, etc. We'll also have an area
reserved for a swap meet where you can buy, swap or sell single copies
of Atari related material and a "soldering corner" for those of you
wishing simple repairs done.

* A "Hacker Hall" where demo and other programmers can gather for
competitions and swap demos and all kinds of code. NoCrew is the
Swedish demo group who will see to it that everybody takes part and
enjoys themselves. Those of you hungry after rewards in the form of
```

prizes will be well taken care of. Exactly WHAT prizes these will be hasn't been established, as yet.

* Seminars with a number of well-informed lecturers. Last years seminars were very much appreciated, something of which we naturally have taken notice. The seminars will cover a variety of subjects (i.e. MIDI ercording/editing, DTP, hardware, programming) where the above mentioned "well-informed lecturers" will demonstrate his subject directly on a computer in order to provide the audience with practical examples. We'll also hold the seminars on different days and at varying times so that you won't have to miss the chance if you don't attend on a particular day.

* Minor competitions such as "A-Z on the Keyboard" (a much appreciated contest last year), hard disk throwing (this year we WILL succeed!), network games, juggling, etc. Everything depends on our finding volunteers to act as game leaders and judges. There will be prizes for the winners.

* A refreshment stand will sell non-alcoholic drinks, sweets, chips, etc. We may be able to arrange quantity discounts at the local pizzeria as well as other bonuses.

- WHAT WILL IT COST?

If you intend to attend all three days, you cheapest solution is the Three Day Pass otherwise a Single Entry ticket will do:

* Three Day Pass ... SEK 100:- (about UKP 8.50)
* Single Entry ..... SEK 50:-

These prices include full access to all the activities being held during NAS97.

- WHY SHOULD I ATTEND NAS?

The answer is simple: because you care about the TOS platform. We Atari owners are becoming fewer and fewer and a get-together like NAS is a simple way of seeing what's happening in the Atari world (no, it's not dead!) and meeting like-minded Atarians and hearing what kind of tips, ideas and visions they have.

- HOW CAN I FIND OUT MORE?

Information will be distributed regularly in the same way as this text file. In addition, we have a number of other sources of information where you can find out more about the show depending on your own resources.

* Our mailing list (E-mail). This will provide the very latest information to those on the list. To have yourself put on the list you MUST have an E-mail address. Send us a message on "nas-users-request@tripnet.se" with "subscribe nas-users" in the body of the text. Don't forget to include your E-mail address.

* Our home page on the World Wide Web. This has been in existence since last year and we'll try to update it as often as the information for the mailing list. The home page will contain more detailed information concerning times, schedule of events, directions on how to get there, competitions and housing.

The address is "www.tripnet..se/sak/nas".

* STraight BBS. This is the Swedish Atari Club's home BBS. Information concerning NAS will be included in the SAK menu. You can also use this BBS to ask any questions you may have. The telephone number is: +46 31-336 39 73.

* Our club magazine, "AtariMagasinet", will contain adverts with more detailed information concerning NAS97 in issues 1/97 and 2/97. This is the largest mailshot we will send to our (SAK's) members.

* Our show co-ordinator is Rolf Johansson. He's supposed to know everyting there is to know about NAS97. If you have questions to which you've been unable to get answers anywhere else you can send him a message at "rojo@tripnet.se" and you'll get your answers. If you wish to get into direct contact with him, he can be reached on his mobile 'phone on +46 70-669 52 35.

WE'RE LOOKING FORWARD TO SEEING YOU AT THE NORDIC ATARI SHOW 1997!

```
================================================================
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone: +46-(0)31-3363973. FidoNet 2:203/221, NeST 90:1101/104 =
================================================================
```

# 3225. Spreadsheet required

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <4079693_000001_OASIS_NEWS@yeadontt.demon.co.uk>
Source record: 127703
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know of a spreadsheet that works on the TT that can read
and write LOTUS 123 release 5 files.

I need to do some work at home on 123 from the PC I am forced to use by
my employer. They are trying to sort out a laptop for me to use, but I would
prefer to use my TT!

Any help greatly appreciated.

TTFN

--

============= OASIS Homepage =++== www.yeadontt.demon.co.uk =============

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/ _/_/
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=========== Phil Yeadon ====== phil@yeadontt.demon.co.uk ==========

## 3226. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: Kim Andersen <dksoft@image.dk>
Message-ID: <VA.0000006b.003f033c@kim->
Source record: 127766

> Not back fully yet but getting there. The police have now asked for my
> assistance in accessing the Atari. For some reason their PC guys are
> having a few problems.

Hahaha.. Typical 8-)

Greets
Kim

# 3227. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: Kim Andersen <dksoft@image.dk>
Message-ID: <VA.0000006c.003f083d@kim->
Source record: 127767

> Not fully yet, but hopefully within the month. The police have speeded up the
> rate of investigation so hopefully soon.

Tell them to hurry up and get it over with. I canï¿½t possible take more than a
few hours 8-)

Greets
Kim

# 3228. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: roedaal@audiophile.com
Message-ID: <3306fb19.1376509@news.univie.ac.at>
Source record: 127768

quoting msg <330304D0.41C67EA6@etlxdmx.ericsson.se> from Martyn Tidd
<etlmntd@etlxdmx.ericsson.se>:
>>
>It was in, AFAIR, the last issue of ST Format. I didn't actually use it
>because I was already registered. I don't have it to hand right now,
>what with being at work, but I'll try to remember to look it up for you
>tonight.

You're a friend, thanks!

---
Chris Roth
roedaal@audiophile.com

# 3229. Re: How to make all files "readable/writable"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29370_please@no.spam.mail.here>
Source record: 127769

*Hi Hallvard*, on 13 Feb 97 you wrote: ...respect, brethren

h>
h>>> Some time ago I changed the file status of several files/folders/sub-
h>>> folders to "read-only", but I'd like to change them all back...
h>>> Is there an easier and more effective way to do this than to
h>>> "manually" edit the status of each file?
>> Use a file-selector like Selectric or UIS, select a load of files and
>> type Control-I (in Selectric) or drag them to the tick button in UIS
>> and select Read/Write. Selectric seems to deal with them all
>> individually, but UIS will act on all files in one go.
h> I use "Selectric", but like you say it deals with the files
h> individually, so it'll sort of be just like that "show file
h> information" (or whatever) on the desktop. Nothing I'd like to do with
h> hundreds of files!

So how did you set them read only in the first place?!

h> And buying UIS isn't exactly an option either as I've grown accustomed
h> to Selectric and registered it.

I'm sure UIS could be grabbed second-hand quite cheaply. I've only just
switched to Selectric, but I keep UIS on hand for some jobs that it's simply
much easier to use. I'm not planning to dump either of them...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3230. Re: tos image

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E5MMpJ.A9v@iglou.com>
Source record: 127770

Tom (twilkins@solarwinds.com) wrote:

: You have to use Tos 2.06 and only with the newest gemulator demo or
: gemulator classic 3.6.

Richard Karsmakers and I have been working on a FAQ. Anyone want to see it posted can see it at comp.emulators.misc. It's still being worked on.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

## 3231. Re: How to make all files "readable/writable"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-15 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5e3mos$sr3@einstein.ebicom.net>
Source record: 127771

Get the demo for NeoDesk...
It should let you do this...but it could be disabled...not sure.
If you have NeoDesk already...then you're good to go!

Also, check out some of the CLI shells on the ftp archives...
I also vagely recall several shells that came with magazine
disks that had utilites for working with file modes...I'll see
if I can hunt one down for you that isn't "restricted" from sharing
via email.

Brian

# 3232. XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: Marc Billiet <fit3319@innet.be>
Message-ID: <01bc1c21$5b9f5b40$LocalHost@fit1194>
Source record: 127622

I just tried to install XaAES 0.6 on my Falcon and after booting, XaAES gives me the error message 'Foreign Client ? ERROR: Access denied' and continues loading the desktop (I use Gemini 2).
As soon as Gemini has started, I can use the shortcut keys to access the menu (e.g. ALT+M to open Mupfel), but the mouse refuses to work. And yes, moose.xdd was loaded successfully.
When I try XaAES 0.5, the mouse works but I get lots of other problems (which I don't mention here). With that version, I also get the 'Foreign Client'-error, but that doesn't seem to be a problem.
Is there someone who successfully installed XaAES 0.6 on his Falcon ?
Please let me know.

I have a Falcon with 4MB normal ram with a Mighty Sonic 32 (maybe that's the problem ? I tried it without my 4MB fast ram as well), an internal IDE 63MB harddrive, an external Apple CD-ROM (CD-300) an a ZIP-drive. I connected an external PC-keyboard, but this gives no problem with other applications.

Thanks

# 3233. Re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970216110555.27132B-100000@usr11.primenet.com>
Source record: 127623

BTW, I saw that Toad computers FTP site has Carpe Diem. WHY????
They want to sell us SVK?

On 16 Feb 1997, Dave Gostl wrote:

>
>->re: HELP BO[BFOJ - VIRUS CARPE DIEM
>
>
>Do you know where you got the virus from? The only virus I ever had came on some
>disks that a music store gave me when I bought my STe new in 1993.
>Dave
> _____
> / /
>|||||||||||||||====]: d@mail.sstar.com
> ____\
>
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 3234. Re: New freeware available for falcon.

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970216111136.27132C-100000@usr11.primenet.com>
Source record: 127624

hehehehehe well, the seconf program is not really difficult, it just
took me few hours, I discover that it was easy to do that trick while
helping someone with an ST game.
The thing was that I couldn't run his game with backward. (weird).
But with ST2Falc, it did run, so I located the good config, and just
wrote this litte 3 prog. Just easier than Ste2falc or backward, and
now I can run all the games I have on the falcon. (of course I don't
have 2000 games to try on ;) )
Bye, see you later on IRC :)

On Sun, 16 Feb 1997, Frank Charlton wrote:

>Katherine L Ellis <kellis@primenet.com> wrote:
>
>> Hi, My second program is on my homepage.
>
>2 programs in a week, K? :) More than I've written in a lifetime, which
>says a lot about me ;)
>
>ATB, Frank.
>
>--
> Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
> frank@tachyon.co.uk http://www.netkonect.net/tachyon/
> PGP key available - mail pgpkey@tachyon.co.uk
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 3235. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970216111820.27132D-100000@usr11.primenet.com>
Source record: 127625

Hi, Well here Xaaaes6 doesn't even load, it says can not find the
resources, even if everything is setup correctly. (at least from what
the doc says).
So if you can use it, tell me. And it's on a regular falcon 14meg.
Bye

On 16 Feb 1997, Marc Billiet wrote:

>I just tried to install XaAES 0.6 on my Falcon and after booting, XaAES
>gives me the error message 'Foreign Client ? ERROR: Access denied' and
>continues loading the desktop (I use Gemini 2).
>As soon as Gemini has started, I can use the shortcut keys to access the
>menu (e.g. ALT+M to open Mupfel), but the mouse refuses to work. And yes,
>moose.xdd was loaded successfully.
>When I try XaAES 0.5, the mouse works but I get lots of other problems
>(which I don't mention here). With that version, I also get the 'Foreign
>Client'-error, but that doesn't seem to be a problem.
>Is there someone who successfully installed XaAES 0.6 on his Falcon ?
>Please let me know.
>
>I have a Falcon with 4MB normal ram with a Mighty Sonic 32 (maybe that's
>the problem ? I tried it without my 4MB fast ram as well), an internal IDE
>63MB harddrive, an external Apple CD-ROM (CD-300) an a ZIP-drive. I
>connected an external PC-keyboard, but this gives no problem with other
>applications.
>
>Thanks
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 3236. Re: Gem or Win95?

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: !ynoT
Message-ID: <3308307d.17993701@news.airtime.co.uk>
Source record: 127626

On Sat, 15 Feb 1997 21:30:10 +0000,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>Alastair J. Houghton <ajh8@doc.ic.ac.uk> wrote:
>
>> worth talking about, and MacOS is even less efficient than
>> Windows.
>
>ROFL! Best joke I've heard today :)

Hey Frank... Why do I get this Vision of you Biting your lip 'till it
bleeds :)))))

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3237. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: All@Sea
Message-ID: <481_All@Sea>
Source record: 127627

please@no.spam.mail.here previously gibbered to All ...

Hiya Steve ...

p> Oh bollox Mr plod, this isnt behaving as it did when it left me, seems
p> your guys have been f'in about and theyve wiped the partition info,
p> sorry guys. BTW, wossat evidence stuff again that you wanted?.

Makes you wonder how they expect to find anything if they can't use the
system??

And if they do, would that evidence be admissible? ;-))

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 3238. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: dipching@ping.be
Message-ID: <856122094_OASIS_@ping.be>
Source record: 127628

In article <19970216154121310837@tachyon.demon.co.uk>
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) said:-

>The official website for A|C|G's 'Atari Computing' magazine is now
>online at http://www.tachyon.demon.co.uk/ac/index.html
>
>It's still early days, and I haven't implemented as much as I'd like to,
>but you can find a full list of what's in Issue 3 of the printed
>magazine, selected feature snippets/reviews, a reader disk listing and
>more.
>
>Opinions more than welcome ;)
>
>ATB, Frank.

I just went to your new page ... What a nice one, I really want to
know how you did it, the logo is really juicy !!! Did you use some
atari graphic software ?

I'm curious ...
Jo

--

```
------------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
------------------------------------------------------------------------------
```

# 3239. Re: Papryus 4 printing problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: mcooke@tyndale.apana.org.au
Message-ID: <5e7ng9$7gq@posgate.acis.com.au>
Source record: 127629

>When I try to print using the HP Laserjet 4 Multicopy driver, Papyrus pops up
>a message saying it may be out of memory. I had the memory set to 2.5K, so
>that should not be a problem. A partial page is sent to the printer, which has
>the font size magnified several times. I'm using SpeedoGDOS 5.
>
>Oregon Research, who I bought it from, hasn't responded yet. They say they are
>swamped. Has anyone else had this problem? (The printing problem, that is.)
>.
Hi there

Have you tried a different driver HP 4l should work better.

I gave up on speedo years ago and use NVDI everything works so much
better and faster. The print routines in NVDI are way better than
SPEEDOGDOS 4 or 5. All the programs I use Papyrus 4 Atari works 1.2x
etc are fine.
Regards

___ _____ _____ _ _ ____ ____
/ __)( _ )( _ )( )/ )(_ _)( ___)
( (__ )(_)( )(_)( ) ( _)(_ )__)
___)(_____)(_____)(_)_)(____)(____)
Malcolm Cooke email: mcooke@tyndale.apana.org.au
Snail mail: 7 Naas Rd Tharwa 2620 Australia :-)
http://www.spirit.net.au/~mcooke

# 3240. Specifications for the .SPX graphics format?

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: denyse@interaccess.net
Message-ID: <5e7olj$fto@news.interaccess.net>
Source record: 127630
Cross-posted to: comp.sys.atari.st,comp.graphics.misc

For several years now I've been looking for a description of the .SPX format. Here is what I know: .SPX is "Extended Spectrum" and is used on the Atari ST. There are also .SPU and .SPC (Spectrum Uncompressed and Spectrum Compressed, respectively), which, I believe, are supported by the PBM package. I have searched the web many times and in many different ways, but this particular format was not described anywhere. I am not looking for someone who can convert these to some other format, I am purely interested in a description of the format (or perhaps source code to read it).

These two newsgroups (comp.graphics.misc and comp.sys.atari.st) seemed the most appropriate to me to ask my question. If not, then please accept my apologies, and maybe someone could point me to a more appropriate newsgroup?

Thank you very much.
Ben Jos Walbeehm.
denyse@interaccess.net abruzzis@cas.usf.edu

# 3241. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5e7ol1$68@mn5.swip.net>
Source record: 127631

In article <19970216154121310837@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk says...

>The official website for A|C|G's 'Atari Computing' magazine is now
>online at http://www.tachyon.demon.co.uk/ac/index.html
>

And the official website for Atari Computing is still
at: http://home1.swipnet.se/~w-12411/ac.htm

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 3242. FS: Casio CZ Series RAM Cartridges

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970216120524119512@ip-pdx18-13.teleport.com>
Source record: 127632
Cross-posted to: comp.sys.atari.st,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic,alt.music.midi,rec.music.compose

FS: Casio CZ Series RAM Cartridges

32 Sound RAM Cartridges for CZ-101: $30 + ship
32 Sound RAM Cartridges for CZ-1000, 2000, 5000 Series: $30 + ship
Shipped with new battery.
email to: zplanet@aol.com

Norm
Portland, OR

# 3243. FS: Atari ST 1040 Needs Repair/Portland, OR only

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970216120505118362@ip-pdx18-13.teleport.com>
Source record: 127633
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth

```
FS: Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.
Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR
```

# 3244. Casio CZ Series RAM Cartridges

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970216120532119974@ip-pdx18-13.teleport.com>
Source record: 127634
Cross-posted to: comp.sys.atari.st,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,alt.emusic,alt.music.midi,rec.music.compose

```
Casio CZ Series RAM Cartridges

32 Sound RAM Cartridges for CZ-101: $30 + ship
32 Sound RAM Cartridges for CZ-1000, 2000, 5000 Series: $30 + ship
Shipped with new battery.
email to: zplanet@aol.com

Norm
Portland, OR
```

# 3245. Atari ST 1040 Needs Repair/Portland, OR only

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970216120545120740@ip-pdx18-13.teleport.com>
Source record: 127635
Cross-posted to: comp.sys.atari.st,abg.atari,comp.sys.atari.programmer,comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth

```
Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.
Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR
```

# 3246. Re: Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29543_please@no.spam.mail.here>
Source record: 127636

FROM: SSweet@mettav.demon.co.uk
SUBJ: Gemar

P>> P>> ** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT
FS>
P>> FS> Do you know that there now exists a PS/2-Simm Frak for fastram up
P>> FS> to 64megs?
FS>
P>> C'mon Steve, go for it! (g)
FS>

FS> And it is also possible to build an adaptor for the old 30pin-frak.
FS> Anybody interested in the developers email address?

Yes pleasey, i certainly am.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Well then, can't i just carry on doing it until i do need glasses?.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3247. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29545_please@no.spam.mail.here>
Source record: 127637

FROM: SSweet@mettav.demon.co.uk
SUBJ: magic problems

g> Although why MagiC couldn't come with memory protection, god only knows!

FWIH, Magic is supposed to have been written to support the 'Outside' Virtual Memory Manger and consequentialy cant run with memory protection. Another reason for not having a seperate non-Outside compatible version apparently is due to the heavy time/processor overheads the memory protection would give anyway.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Buy a Pentium/90 so you can reboot faster.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3248. FS: Atari TTM195 Monitor $150

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1602971221500001@i486.oro.net>
Source record: 127638

Atari TTM195 19" Monitor. Works great.

$150 (Firm) plus freight.

Thomas

## 3249. IDE formatting problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: agoold@cix.compulink.co.uk
Message-ID: <E5pnyx.F3x@cix.compulink.co.uk>
Source record: 127639

I have an offline friend who is having an IDE hard drive problem.
Hopefully someone here can help can help.

He is using a TOS 4.04 Falcon, with afterburner card (no memory
fitted) a Falcon Wing with 16mb RAM. He has a desktopper.

The exact same problem is occurring with 3 different IDE drives. The
OE internal 65mb drive, A seagate of indeterminate size, and a 1gig
Quantum Fireball.

He has had the Fireball working for months and then experienced a
crash, so he decided to reformat it. (The same problem occurs with all
the ide drives when tried seperately)

AHDI appears to reformat it OK if you decide not to mark bad sectors,
but at the end of the format it says that it can't be partitioned as
it has been formatted with an old version of hdx.prg

After spending some time on the problem today I got both the Fireball
and the OE 65mb to format with ICD Pro V6.2.0 using the install
option. This worked fine with the 65mb which it partitioned into 3.
But with the Fireball it created partitions C - P of 32mb each. This
obviously meant that the majority of the drive was inaccessible. Once
formatted with ICD I tried to repartition it with

ICD (the icdfmt.prg got to scanning scsi devices and locked)
HD Driver version 6.0 (appeared to partition OK, but then you can't
access partitions after a reboot)

AHDI V6.05 (it can't be partitioned as it has been formatted with an
old version of hdx.prg)

Diamond Edge (Although it can see the partitions C_P when trying to
repartition it doesn't recognise the drive)

He also has a scsi external that is working perfectly.

Any ideas...

Regards

Al
(agoold@cix.compulink.co.uk)
---
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information to
e-mail:ataricomputing@cix.co.uk or NeST:90:100/315.0@nest.ftn

---

# 3250. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <E5poz6.IKK@cix.compulink.co.uk>
Source record: 127640

In message
<Pine.BSI.3.95.970213081704.7142A-100000@usr06.primenet.com>kellis@primenet.com,
kellis@primenet.com said:
>==========

>>With gluestik you don't need the cab-for-mintnet.ovl, the STiK overlay
>>will do (and in fact it does better).

In my experience the last cab.ovl compatible with GlueSTiK is 1.18. I am still
using it.

If Scott is listening:

Are you aware of this, or do you disagree?

If you agree, do you have any plans to develop GlueSTiK to accommodate?

Regards,

---
Ian Smith smithic@cix.compulink.co.uk
i-smith@mail.zynet.co.uk
---

## 3251. WTB: preschool childrens programs, USA

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: dbsmith@microserve.net
Message-ID: <dbsmith-1602971556070001@ppp1-11.wbgate1.microserve.com>
Source record: 127641

```
educational and entertainment software for preschool age child for the
Atari 1040 STf, USA. will buy complete commercial software with original
disk and instructions. please e-mail list with desired price
```

# 3252. Re: Help with Cuebase 3.11/Magic 5.03 !

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <856111206_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 127642

In article <5e6hri$o22$3@kiyoko.communique.net>
d@mail.sstar.com (Dave Gostl) wrote:-

>So the Nemesis board can be disabled by running/not running an AUTO prog
>or ACC? Interesting!

IIRC the Nemesis can be adjusted on the fly, with a desk accessory,
not just at boot up.

Rich.

--

---
Richard Elwell rich@rjelwell.demon.co.uk
---

# 3253. ST Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: rrcrum@earthlink.net
Message-ID: <rrcrum-ya02408000R1602971612130001@news.earthlink.net>
Source record: 127643

ST Software for sale:
Home Accounts 2, Regent Base II, Pagestream 2.2, Wordperfect, Diamond
Back II, Stalker 3, Hard Disk Sentry, Codehead Utilities, MultiDesk,
Warp 9, G+Plus, GFA Basic 3.5B, Printmaster Plus, Mark Williams C (vers. 3),
Neodesk 3, Mavis Beacon Teaches Typing, Shadow.
Some great stuff here!! Make offer. All original disks and manuals.
Make offer(s). US and Canadian offers only, please.

# 3254. MagiC problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970216223501.RAA08628@ladder01.news.aol.com>
Source record: 127644

Am running a Mega ST with 4 megs memory - a 16 Mhz accelrator board - Link II with a 1.06 gig hard disk - SCSI CD Rom - SCSI Zip Drive. as for software in the auto file I have NVDI4 - FMC (clock software) - ExtendDOS - UIS_3 - and NeoDesk 3.01..... The problem I seem to be having is that when I install MagiC and than boot it, MaciC will come to its desktop and than a message will appear saying that there is a stack overflow - system halted. To do anything at this point I have to reboot the system. I have removed all the files from the auto folder and still seem to have this problem. Does anyone out the using MagiC have any ideas or suggestions. I also have tried this on my 1040STfm. it to comes to a halt with the message Stack overflow. So I doubt it is a problem with the Atari itself. Could it be a problem with the software itself, and if so is the a patch to fix it. Thanks for you help in advance

David Moore

dwmoar@aol.com

# 3255. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: chas@stanley.wintermute.co.uk
Message-ID: <44528620_000014_OASIS_NEWS@stanley.wintermute.co.uk>
Source record: 127645

In article <856024522_OASIS_@bahai.demon.co.uk>
Terry@bahai.demon.co.uk () wrote:-

>1) Does anyone know how to stop Pagestream 2.2 from nicking all the
> remaining memory so that even magic's fileselector does not work.

Sorry, Terry, I can't help here: I don't have this problem with Pagestream
on a TT with MagiC 5.03 and NVDI 4.1, but I do with PROTEXT 6.5.

>2) Does anyone know which program I need to buy in order to edit the icons
> used by magic.

ICONEDIT.PRG should have been installed in the path ..\GEMSYS\MAGIC\.. -
if not, it's on your MagiC floppy, disk 2.

>3) How do you get Oasis 1.34 to work under Magic?

I forgotten: you're best to upgrade to Oasis 2, do the upgrading
without Magic first.

>4) How do you get Extendos 1.2 to work under Magic, I just get 'invalid
> drive' errors even when the same setup works under TOS 4.04

AFAIR, v 1.2 doesn't work with MagiC.
I suggest you contact Systems Solutions and upgrade to Extendos 2.4A.

Best of luck! I hope some Falcon-user will be more specific.

--

chas@stanley.wintermute.co.uk ** GM1MCN@GB7ABN ** Aberdeen, Scotland
{Atari 2000-date-compatible TT User}{My other computer's a Model 100}

# 3256. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: oxo@imaginet.fr
Message-ID: <5e82ni$ca7@belzebul.imaginet.fr>
Source record: 127646

Well, we think now to limit the on-line access to the oxo web server
and a dozen of other url queries.

What do you think of that?

The WebSpace team.

Pascal Barlier

# 3257. Re: Audio Players...Suggestions?

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: dave.murphy@zetnet.co.uk
Message-ID: <5e868q$3h6@irk.zetnet.co.uk>
Source record: 127647

>In article <5d6obs$mm0@einstein.ebicom.net>,
> bjr@edison.ebicom.net (Brian Roland) wrote:
>>
>>Looking to get a thread started about audio players for TOS
>>machines. Here are some thoughts/questions to discuss.

go for it

>>For starters...is there a good sample player that can handle all of the
>>popular formats? WAV, AU, MP3, AIF, SND, AVR, etc...
>>Hopefuly one that can support Falcon DSP and plug on sample clocks (for
>>44.1khz without coverting), and plug into CAB?

Well I wrote a sample player which did WAV, AVR, VOC & IFF for the
Falcon some time ago - it resamples in real time, direct from disc. It
was called PLAY_SAM - highly imaginative I know :) It should be on any
atari bulletin board which takes NeST as it was hatched via Fanfiles.

Do you have any info on MP3?

>Here's a concept: LPS is designed to play "streaming" audio already (it can
>play samples that are larger than memory without pausing, as long as you
>have a fast (<15ms access) hard drive). How about a translator that expands
>RA format to RIFF WAV Format and then passes the data to LPS?

I don't see why <15ms is a necessity - my little clickie seemed to do
quite well with my 33ms SCSI :)

bfn

|)ave

---
Email: dave.murphy@zetnet.co.uk
NeST: 90:100/109@nest.ftn
---

# 3258. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <pVG5ooz.greg_evans@delphi.com>
Source record: 127648

I can only help you with Extendos. Get the latest version (1.24A) --
it's a free update using patch files and it will work with Magic.

Greg

# 3259. Re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970217001018.20738A-100000@usr10.primenet.com>
Source record: 127649

well I didn't say carpe diem the virus. :)
they just have the file carpe diem. In which I believe is the virus.
Unless, it's a text file stating "be careful with the game "carpe
diem", who knows.

On Mon, 17 Feb 1997, Frank Charlton wrote:

>Katherine L Ellis <kellis@primenet.com> wrote:
>
>> BTW, I saw that Toad computers FTP site has Carpe Diem. WHY????
>> They want to sell us SVK?
>
>Toad has Carpe Diem - the virus - on their site?
>
>ATB, Frank.
>
>--
> Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
> frank@tachyon.co.uk http://www.netkonect.net/tachyon/
> PGP key available - mail pgpkey@tachyon.co.uk
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

## 3260. MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_a55cf7a8_Bertil.Jagard@straight.ct.se>
Source record: 127650

In a message <15 Feb 97 15:35:22>, *-Unknown- * Writes:

> 4) How do you get Extendos 1.2 to work under Magic, I just get 'invalid
> drive' errors even when the same setup works under TOS 4.04

You have to update your Extendos! The latest version is Extendos Pro 2.4A.
There is some update files out on the BBS's! So take a look after EPRO_210.ZIP,
EPRO_23A.ZIP, EPRO_240.ZIP, EPRO_24A.ZIP this files is patch files to update
your current version! Otherwise contact Anodyne Software for help or upgrades.

Regards Bertil Jagard..


==========================================================
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone: +46-(0)31-3363973. FidoNet 2:203/221, NeST 90:1101/104 =
==========================================================

# 3261. FS: (USA) SLM605 Laser Printer - $100 + shipping

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: death@fletch.fix.net
Message-ID: <5e8u77$382@fletch.fix.net>
Source record: 127651

The subject pretty much says it all...
The printer is in excellent condition with more than 5,000 prints left to go on the drum. The only thing required would be a new toner cartridge and they sell for $29 through Toad.

The reason for selling?
I want a HP 5Lxtra...

Thanks!

Email me if you're interested...

*steve
--
EXTREMITIES DEATH METAL MAGAZINE
PO BOX 14356 - San Luis Obispo, CA 93406 - USA
Email: death@fix.net Fax: (805) 489-0386
Issue #2 out NOW! - Cannibal, Suffocation, Internal Bleeding, Dissection, Hypocrisy, At the Gates, Morbid Angel (last interview w/ Dave Vincent), Disgorge, Infamy, Psychrist, Immolation and more! $5.00 postage paid ($7.00 world) First 100 issues receive Pavement Music Comp. 'Road Kill Vol. 1'
S U P P O R T T H E U N D E R G R O U N D

# 3262. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <54779594_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 127652

In article <29545_please@no.spam.mail.here>
please@no.spam.mail.here (please@no.spam.mail.here) wrote:-

>FROM: SSweet@mettav.demon.co.uk
>SUBJ: magic problems
>
> g> Although why MagiC couldn't come with memory protection, god only knows!
>
>FWIH, Magic is supposed to have been written to support the 'Outside' Virtual
>Memory Manger and consequentialy cant run with memory protection. Another
>reason for not having a seperate non-Outside compatible version apparently is
>due to the heavy time/processor overheads the memory protection would give
>anyway.

Yeah, MagiC does support Outside (supposedly, I haven't tried it now I have
16meg).

I think you're a bit confused :) MagiC *can* run with memory protection, I
use MagToRom from Uwe Seimet (author of Outside)!
As for the time/processor overheads, I don't think that's true!!
The PMMU should not impact on processor time AFAIK! Could be wrong though :)

It seems to me that, it's just laziness that MagiC doesn't come with memory
protection (at least as an option). Look, if a third party can provide it
(Uwe) then it should be provided as standard!!

Gary

--

---------------------------------------------------------------------------
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---------------------------------------------------------------------------

# 3263. 4 Sale Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <5e86pr$7f9@netnews.mis.net>
Source record: 127653
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Will sell the following Atari items to the best offer.
Buyer pays shipping.
All items are Original, no pirated stuff.
---
For the Atari ST, I have these used INFOCOM Titles. All are in
the original boxes and have all manuals, maps, and etc.
Best offer for all 7 titles.

ZORK
ZORK II
ZORK TRILOGY
BEYOND ZORK
A MIND FOREVER VOYAGING
WISHBRINGER
SPELLBREAKER
---
For the Atari 8-bit.

2 OSS BASIC XL CARTRIDGES and 2 MANUALS
One cart is Black with Yellow Label. Version 1.03
One cart is Orange with Yellow Label. Version 1.02
One manual is the paperback Reference Manual. 135 pages.
One manual is loose pages in a hardback 3clip yellow notebook which
has the 135 page Reference Manual. Plus the 176 page "30 Days to
Understanding Basic XL"
Also included is an Original OSS Basic XE extension disk.
Best offer.
---
PQ The Party Quiz Game by Suncom.
4 push button controllers, Interface Module, Original Manual and
Software. Disk software includes...
Program Disk and Question Disk on Flippies. Has both Atari 8-bit and
Commodore 64 versions. And these extra Question disks...
Education Edition 1
Entertainment Edition
General Edition 2
General Edition 3
This should work on any Atari 8-bit. Was tested on a 130XE and
everything works fine and is in very good condition.
Best offer.
---
ATARI SPEED READING
"Develop Advanced Speed and Comprehension Skills and Discover Your
Reading Potential"

Contains all 5 original cassettes and 209 page workbook in a large
black, clip notebook type case.
Workbook has a few pages that were answered in a light pencil. 95% of
the workbook has not been written in. This item is in excellent condition
for its age. The copyright is 1981. Model CX4126
Best offer on this complete package.
---
THORN EMI VIDEO Software
KICKBACK Cartridge. Comes in original black case with instructions.
RIVER RESCUE Cartridge. Comes in original black case with instructions.
SUBMARINE COMMANDER Cartridge. No case or instructions.
THORN EMI COMPUTE 4 & REVERSI Cassette. Original Case and Instructions.
OWARI & BULL And COW Cassette. Original Case and Instructions.
Best offer on these 3 carts and 2 cassettes.
---
ATARI CASSETTES
No paper boxes with these programs.
All are original Atari Cassettes in plastic cases.
AN INVITATION TO PROGRAMMING
WRITING PROGRAMS ONE
WRITING PROGRAMS TWO
INTRODUCTION TO SOUND
INTRODUCTION TO GRAPHICS
Two original Atari Manuals that cover the Writing Programs 1&2
and Introduction to Sound and Graphics, cassettes.
MAILING LIST and Original Atari Manual.
ENERGY CZAR no manual.
Best offer on these 7 cassettes.
---

E-mail any offers and or questions to...

phantomm@harold.eastky.com

Net-Tamer V 1.08XB - Test Drive

# 3264. Re: New freeware available for falcon.

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5e5iu1$1c4@ash.ridgecrest.ca.us>
Source record: 127704

>Hi, My second program is on my homepage.
>It's aclled. STE_X
>It's 5kb big. This is a set of 3 auto program that let you make your
>falcon compatible with old st/ste games. Easier than backward in my
>opinion. bye..
>
>
>_____
>Email:Kellis@primenet.com
>Web http://www.primenet.com/~kellis/
>_____
>
>.

:) you had better stop all this freeware. People
here might think you are starting to like us:).

Mike

# 3265. Re: ConNect is great, but

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: kmaj@uran.ip.krakow.pl
Message-ID: <33065a1c1ce3d10@uran.ip.krakow.pl>
Source record: 127705

Jim DeClercq (jimd1@primenet.com) wrote:

>The fellow who wrote ConNect, the telecomm program, did an excellent job
>on nag boxes and the loss of abilities and preset parameters with time,
>for those who do not want to register it. Its last trick was forgetting
>every serial port except modem 1 on my TT.

>Am about to download another copy, and start over. Has anyone else had and
>solved this problem?

It's time to start using STarCall.
Unregistered version is fully functional and the registration fee is
only $35.

About STarCall features (fragment from the manual):

STarCall is the versatilest DT-Program for ATARI-Computers. It offers an easy
graphical environment for beginners and many usefull functions and features
which enable good work for experts. STarCall is a flexible program, running
on all ST machines using all their power.
STarCall offers general features like VT100-Emulator, telephone list, macros,
GEM, Shortcuts, Puffer and many usefull tools.

- Display in windows or fullscreen
- ANSI-compilant, all attributes incl. blinking
- Grayscale emulation
- GEM-Desktop with shortcuts
- Many fonts in different sizes useable with and without GDOS.
- Batch programming language
- Buffer management , quotes
- Moduls for protokolls and tools
- Moduls for FAX, Voice and a full BBS
- fast editor with many tools
- VT52,100,102,200,Ansi with autoswitch.
- List of numbers with individual setup
- Logile for telehone costs
- Passwort protection.
- Fullscreen-Chat
- Online-Help
- many extras like disk format, info, etc...
- MULTRIX, Multitasking-Tetris for fun

You can find the english version of STarCall 2.1 on ftp.teleport.com
and sunsite.cnam.fr

--
Greetings from STarCall user.

Krzysztof Maj
kmaj@uran.ip.krakow.pl

# 3266. Atari Ste 1040 and Internet+bbs

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: Moretti Paolo <paolino@uninetcom.it>
Message-ID: <01bc1ba3$fb0bb940$335a15c2@morettip>
Source record: 127706

hi,
I've got an Atari Ste 1040 and modem 28.800: i've an Account in internet
and BBS in my city but I don't have a program to navigate in WEB and BBS
(ASCI).

Who can help me?
In Italy there isn't an Atari shop!!!!

Please.
Paolo Moretti
paolino@uninetcom.it
PaoloMoretti,RCB (ONI circuit)

Ciao

# 3267. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HBQJAJVYUp@tos.ak.planet.gen.nz>
Source record: 127707

In <5dvvdk$2u9@cantine.wu-wien.ac.at> Alfred Radauer wrote :

[Re, Papyrus word/document processor]
>You are a bit out of date. The current version is v5; shortly, ther will
>also be the possibility to load and save in genuine MS WORD 2/6/7 format.

This all sounds very nice but, as far as I know, there is no definite
release date on the English version of Papyrus 5. This makes it of little
use to us English speaking users.

Is there a demo. of Papyrus 5 available (English or German)? Where could I
obtain it?

Thanks for any help.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 3268. Re: Doomcloon for Atari-st

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: !ynoT
Message-ID: <33066f64.2619355@news.airtime.co.uk>
Source record: 127708

On Fri, 14 Feb 97 21:14:14 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

Hi Hans

> > Yes, *technically* it is different, but the gameplay, and the basic
> > concept of the game (3d first person perspective free environment)
> > is the same in all the games.
>
>Calling this the basic concept they would all be MidiMaze clones, Midimaze
>being a bit more abstract, with a ball as an enemy, and non texture mapped

And if we take the camera view to "Overhead" and make the enemies
little balls and the good guy has to eat them.... hey presto! Pacman
:)

This can get very silly :)))))

A doom clone game is walking around with a gun shooting baddies,
simple as that :) IMHO?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

## 3269. Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29499_please@no.spam.mail.here>
Source record: 127709

Yo! Derryck Dude!

l>> speed - probably not enough to justify an upgrade, although that 500
l>> font CD is tempting...
DC>
DC> If you consider that Sys Sol were advertising that CD for around 40UKP
DC> (IIRC) the upgrade could almost be considered to be free.

Karl did not like discussing the free CD. 8~))))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Like we wanna be asmiltuted or something cool. Beavis of Borg.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3270. Re: Wav Player

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: dave.murphy@zetnet.co.uk
Message-ID: <5e67ci$umo@irk.zetnet.co.uk>
Source record: 127710

>>Have you tried my DMA player? Should work with a TT.
>>Try http://www.geocities.com/SiliconValley/6880/phsw.html

>It does run on a TT - I have a couple of 'em. <G> However, like all other
>DMA players I have tried, it doesn't convert SounBlaster's standard sample
>rates to the STe/TT/Falcon DMA standard sample rates on the fly, so I
>usually use SoundLab to convert them first.

There was a player sent out via Fanfiles on NeST recently which works
on a TT based on Doug Little's previously posted CODEC emulator
source. That one resampled on the fly.

I can't remember the name offhand, sorry :(

bfn

|)ave

---
Email: dave.murphy@zetnet.co.uk
NeST: 90:100/109@nest.ftn
---

# 3271. Re: Newsie (V.66) and Munpack.ttp (see mime

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5e6hrd$o22$1@kiyoko.communique.net>
Source record: 127711

```
->*Hi Mike*, on 07 Feb 97 you wrote: ...respect, brethren
->
-> m>
-> m> I remember the Newsie docs saying that it only supported UUE at the
-> m> present. After looking in the Newsie folder and seeing that all it did
-> m> was to call UUD.TTP, I renamed Munpack.TTP to UUD.TTP and stuck it in
-> m> the Newsie folder.
->
->Now that I've started using Newsie I was just getting around to thinking the
->same thing - you beat me to it.

I tried that too. Newsie still uses the renamed UUD.TTX, and the
UUD.TTP (really Munpack) is ignored.
Dave

_____
/ /
|||||||||||||||====]: d@mail.sstar.com
\____\
```

# 3272. Re: lharc 3.10 screws up file system?

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5e6hrg$o22$2@kiyoko.communique.net>
Source record: 127712

-> d> Am I missing something in the lharc 3.10 docs? lharc 3.12 also makes
-> d> bogus dirs.
->
->This sounds wierd...
->
->Are you talking about the shell or the ttp? Your mention of v3.12 would
->indicate that you mean the ttp. If so, what parameters are you passing?

Yes I'm using the ttp with Hotwire as the shell. This is from Hotwire:

F:\UTILS\ARCLZH\LZH\LHARCENG.TTP u /axw:\ A:\BACKUP.LZH F:\BACKUP*.*

Basically I'm using it to update different archives, but Its been making
a ":" folder too, but that hasn't created any disk problems. I see now why
its doing that. Its the "X" folder that messes up the disk.

->If I were to guess, I'd say that you were mixing commands and switches on the
->commandline.

Probably, but I just checked the docs again and don't see anything wrong.

Dave

_____
/ /
|||||||||||||||====]: d@mail.sstar.com
____\

# 3273. Re: Help with Cuebase 3.11/Magic 5.03 !

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5e6hri$o22$3@kiyoko.communique.net>
Source record: 127713

```
-> In article <yvvhgjicr72.fsf@emw.ericsson.se>
-> Magnus Kollberg <emwoll@emw.ericsson.se> wrote:-
->For CAF, Stoop sets me up in Screenblaster 800*608 monochrome, NVDI,
->Nemesis and Let 'em Fly which gives Cubase moveable dialogs with short

So the Nemesis board can be disabled by running/not running an AUTO prog
or ACC? Interesting!

Dave

_____
/ /
|||||||||||||||====]: d@mail.sstar.com
\____\
```

# 3274. Re: GRIBNIF SOFTWARE!

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5e6hrl$o22$4@kiyoko.communique.net>
Source record: 127714

-> In article <Pine.SV4.3.91.970212095207.2233E-100000@dmapub.dma.org>
-> Richard Wegner <richardw@dmapub.dma.org> said:-

->The latest version of Neodesk (v4 release 5) supports CD ROM drives
->quite well now.

But do you still need something like Extendos too? Or would HDDriver
handle the CDRom instead of Extendos?
Dave

_____
/ /
||||||||||||||||====]: d@mail.sstar.com
____\

# 3275. Re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5e6hrn$o22$5@kiyoko.communique.net>
Source record: 127715

->re: HELP BO[BFOJ - VIRUS CARPE DIEM

Do you know where you got the virus from? The only virus I ever had came on some disks that a music store gave me when I bought my STe new in 1993.
Dave

_____
/ /
||||||||||||||||====]: d@mail.sstar.com
____\

# 3276. Re: Oops ! What have I done ? :|

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: john@whalley.demon.co.uk.NOSPAM
Message-ID: <856085960_OASIS_@whalley.demon.co.uk>
Source record: 127716

In article <855958378_OASIS_@wile.demon.co.uk>
paz@wile.demon.co.uk (Mark Parry) said:-

>In my ignorance, I seem to have created some extraneous files on my Web
>site :(
>
>My problem is, how do I delete 'em ?!
>I'm using Oasis/NOS to FTP the pages up there, and I don't know the commands
>to delete a file.

It's "dele", IIRC.

HTH
John

Mail address mangled to avoid spam: please use the one below.

--

John Whalley | UMRA: 60/35/3 M B+ G++ ?A L++ I- S- P++ CH0
john@whalley.demon.co.uk | Tum-te-tum-te-tum-te-tum Tum-te-tum-te-tum-tum
Everyman men's workshops: http://www.netlink.co.uk/users/everyman/
Personal home page: http://www.whalley.demon.co.uk/

# 3277. Oops ! What have I done ? :|

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: All@Sea
Message-ID: <469_All@Sea>
Source record: 127717

paz@wile.demon.co.uk previously gibbered to All ...

p> Hi all :)

Hiya Paz ...

p> In my ignorance, I seem to have created some extraneous files on my
p> Web site :(

Hehe .. don't we all! ;-))

p> My problem is, how do I delete 'em ?!
p> I'm using Oasis/NOS to FTP the pages up there, and I don't know the
p> commands to delete a file.

No problem, when in ftp just use the DELE (or dele it doesn't matter) command and then the filename you want to get rid of ... that does need to be exact though! ;-)

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 3278. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: david@ritter.demon.co.uk
Message-ID: <86851649_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 127718

In article <856024522_OASIS_@bahai.demon.co.uk>
Terry@bahai.demon.co.uk () wrote:-

>Having updated my computer recently to NVDI 4 and MAGIC 5 I am having some
>teething troubles which are not covered in the manual. I wonder if anyone out
>there could help me please.

>
>2) Does anyone know which program I need to buy in order to edit the icons used
> by magic.
>

IIRC the only program that you can use to edit colour icons is
Interface

>4) How do you get Extendos 1.2 to work under Magic, I just get 'invalid drive'
> errors even when the same setup works under TOS 4.04
>

You will need to upgrade Extendos to version 2.4 for it to work with
Magic 5.

--

---
david@ritter.demon.co.uk
---

## 3279. Damaging Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: !ynoT
Message-ID: <3308f60c.3029817@news.airtime.co.uk>
Source record: 127719

Does anyone know how I can damage one sector of a disk,

I don't mean throw it around the room either:), I just want to damage
a disk, then when FCOPY or simmilar finds it, it fixes it,

I want to damage prefrably track 78 or 79,

Anyone know how?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3280. Re: New freeware available for falcon.

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970216154122310907@tachyon.demon.co.uk>
Source record: 127720

Katherine L Ellis <kellis@primenet.com> wrote:

> Hi, My second program is on my homepage.

2 programs in a week, K? :) More than I've written in a lifetime, which says a lot about me ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3281. The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-16 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970216154121310837@tachyon.demon.co.uk>
Source record: 127721

The official website for A|C|G's 'Atari Computing' magazine is now
online at http://www.tachyon.demon.co.uk/ac/index.html

It's still early days, and I haven't implemented as much as I'd like to,
but you can find a full list of what's in Issue 3 of the printed
magazine, selected feature snippets/reviews, a reader disk listing and
more.

Opinions more than welcome ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3282. Re: Lynx with NOS? (was: PPP on Atari ?)

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5eahbe$rga@lyra.csx.cam.ac.uk>
Source record: 127522

In article <5dqvtj$76q@ornews.intel.com>,
atari@teleport.NO.SPAM.com (Rich Tietjens) writes:

>> There is a Lynx web browser working with NOS? Where? In another
>>article you said to someone to type 'lynx' without other informations,
>>could you please explain a little more?
>
>Lynx is a server-side browser client, so it will run with any system that
>gives you shell access - a dial-up shell account, telnet through NOS, or any
>other way you can get to the shell.

You are assuming everyone has access to a shell account. In my experience
that is a long way from being the case. I only know of one ISP in the UK
that offers it. It is not surprising that few companies these days want to
go to the effort of running shell accounts that few people will have the
knowledge or inclination to use.

# 3283. Re: Damaging Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-1702971926370001@47.85.0.99>
Source record: 127523

In article <33083aee.8715367@news.airtime.co.uk>, comp.sys.atari.st wrote:

> On Mon, 17 Feb 1997 08:42:33 +0100, sig@end.article (Gerry O'Rourke)
> wrote:
>
>
> >> I want to damage prefrably track 78 or 79,
> >>
> >> Anyone know how?
> >
> >Depends on the type of damage.
>
> Well as I say, something simple that any half decent copier will
> usualy automatically fix as it finds it,
>
> >How about low level programming of the 1772 floppy controller chip,
> >program it to change some of the CRC's on track 78 or 79.
>
> Yeagh..great..I think?...but you forgot to tell me how ?

oh, sorry.
>
> The problem is I have absoloutly no idea, dunno how ?

OK, If you have a copy of KnifeST (given away on an ST Format cover disk
long ago) you can mess with almost anything on a floppy.

Just go in and alter something important :)

Maybe even cook up a custom format for track 79.

OK, the real way to do it is to get hold of the WD1772 specifications, a
list of the WD1772 addresses in the Atari, a decent assembler, & a few
hours later you will be the proud owner of a disk trasher program.

Actually, there may be a bios call that might achieve the same thing (only
less painfullly). Check out the docs for any decent C compiler, or maybe
you already have a book on the ST bios.

--
Gerry O'Rourke
Materials Engineering
Nortel (Ireland) Ltd
E-mail gigxr01@nt.com

## 3284. Thanks to all - tos1.0-disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Manfred Vogelgesang <mavo0003@stud.uni-sb.de>
Message-ID: <Pine.SGI.3.95.970217213815.22400A-100000@sbustd.stud.uni-sb.de>
Source record: 127524

Thank you very much to all who helped me with my problem of exchanging tos1.0-formatted floppy disks between ST and PC.

I just had a lot of disks that were formatted unusually (you might call it "hyperformatted"). These do not seem to be usable on my PC, but the normal ones are o.k. I can also use them with Gemulator.

Manfred

# 3285. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5ea85f$f9s@mn5.swip.net>
Source record: 127525

In article <djs.856172199@gen-off-3>, djs@jet.uk says...

>>And the official website for Atari Computing is still
>Official _Swedish_ site, surely?

Yes! I forgot to insert the word Swddish ;-)

>And I'd like to suggest dropping the scrolling message in the status
>bar, it's a pain in the arse.

Dont you understand Swedish ?? :-DD

> When I put the mouse pointer over a link,
>I can't see where it goes because your message overwrites it immediately.

Well, why do you need to see the link on the bottom row ??
You can surely read it on the page instead. (You do know what
you are clicking on dont you ??) ;-D

The scrolling msg is not to be removed.. Sorry.

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 3286. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5ea7nn$f9s@mn5.swip.net>
Source record: 127526

In article <19970217005941262369@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk says...

>If you mean the main Atari Computing logo, I didn't do it ;) It was done
>by Graeme Rutt, one of the contributors to the magazine, and done in
>Photoshop on the PC.
>

He is responsible for the one on the Swedish page to.
Graeme is a real artist :-)

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 3287. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: All@Sea
Message-ID: <16_All@Sea>
Source record: 127527

oxo@imaginet.fr previously gibbered to All ...

Hiya Pascal ...

o> Well, we think now to limit the on-line access to the oxo web server
o> and a dozen of other url queries.

This would be for a demo version yes?? That sounds great if it is.

o> The WebSpace team.

Any news of another Demo available yet? ;-))

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 3288. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <E5rMt2.99@cix.compulink.co.uk>
Source record: 127528

In message <01bc1c21$5b9f5b40$LocalHost@fit1194>fit3319@innet.be,
fit3319@innet.be said:
>==========

>I just tried to install XaAES 0.6 on my Falcon and after booting, XaAES
>gives me the error message 'Foreign Client ? ERROR: Access denied' and
>continues loading the desktop (I use Gemini 2).
>As soon as Gemini has started, I can use the shortcut keys to access the
>menu (e.g. ALT+M to open Mupfel), but the mouse refuses to work. And yes,
>moose.xdd was loaded successfully.
>When I try XaAES 0.5, the mouse works but I get lots of other problems
>(which I don't mention here). With that version, I also get the 'Foreign
>Client'-error, but that doesn't seem to be a problem.
>Is there someone who successfully installed XaAES 0.6 on his Falcon ?
>Please let me know.
>
>I have a Falcon with 4MB normal ram with a Mighty Sonic 32 (maybe that's
>the problem ? I tried it without my 4MB fast ram as well), an internal IDE
>63MB harddrive, an external Apple CD-ROM (CD-300) an a ZIP-drive. I
>connected an external PC-keyboard, but this gives no problem with other
>applications.

I've seen all this and cured it somehow [g]. Can't remember what stopped the
mouse locking, but it I remember the _exact_ form of the INIT path below was
about the only way to do it. Look at these files and maybe try to adapt them to
your needs:

C:\MULTITOS\MINT.CNF

```
CON=u:\dev\console
#PRN=u:\dev\console

cd u:\

#exec c:\auto\blowboot.prg

setenv UNIXMODE /-ru
setenv TEMP /tmp
setenv TEMPDIR /tmp
setenv PATH .,/usr/bin,/usr/local/bin,/usr/etc,/usr/ucb
setenv HOME \home
setenv SHELL \bin\sh
setenv TERM atari
setenv PCONVERT PATH,SHELL,HOME,CDPATH

sln e:\ u:\
sln e:\usr\bin u:\bin
```

```
sln e:\etc u:\etc
sln e:\usr u:\usr
sln e:\home u:\home
sln e:\tmp u:\tmp
sln e:\var u:\var

cd u:\h\68030.bin\
INIT=u:\h\68030.bin\xaaes.tos -fvideo 26

#exec e:\usr\etc\syslogd

echo Now booting MiNT.

H:\68030.BIN\XAAES.CNF

# XaAES Startup Configuration file (xaaes.cnf)
# (w)1995, by Craig Graham.
#-----------------------------------------------------------------
#
# '#' is a comment line.
# Commands are not case sensitive (although paths may be,
# depending on your filesystem).
# Generally the syntax of this is supposed to be the same as
# Atari's GEM.CNF file (although not all of it is relevant).
# If a command isn't understood, it gets ignored...
#
# COMMANDS:
# run <program> <parameters....> Launch a GEM program
# debug <file/device> Set destination for debugging output
# clipboard <directory> Set location of clipboard (default=c:\clipbrd)
# accpath <directory> Set location of accessories (default=c:\)
#-----------------------------------------------------------------
#
# Set the default clipboard path
#clipboard c:\clipbrd\
#
# Set the accessory search path
#accpath c:\
#
# Launch toswin to handle TOS programs for me
#run u:\h\toswinb2\toswin30.prg
#
# Launch the desktop
#run u:\h\thing109.e\thing\thing.app
#
# Launch the app bar
run u:\h\xaaes6\bar.app
# Run some other stuff
#
# Set Debugging to go to serial port
#debug u:\dev\ttyb
#debug u:\temp\log\xaaes.log
```

```
#
# Set Debugging to go to \dev\null
#debug u:\dev\null
#
#rt u:\bin\sh
```

See how bare I had to make the system to get anything running? With this I ran Everest (sometimes locks up during exit/save) and CAB (offline, can't recall to what extent that worked). I ran both via bar.app, which gave the Foreign Client error, and still does.

I think the 0.6 build is too unstable for real use, but I'm sure it will look nice when it is finished :) I think it is slightly ahead of oAESis 0.76 on the Falcon, as it runs in colour, but I'll stop there in case anyone wants to flame what I've said so far.

Hope that helps.

---

Ian Smith smithic@cix.compulink.co.uk
i-smith@mail.zynet.co.uk

---

# 3289. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970217222658513231@tachyon.demon.co.uk>
Source record: 127529

J Kock <kock@kockens.pp.se> wrote:

> He is responsible for the one on the Swedish page to.
> Graeme is a real artist :-)

Phah, he followed a Photoshop tutorial in Macformat magazine ;)))

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3290. ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: mdb@teleport.ee
Message-ID: <3308B4D2.4D9D@teleport.ee>
Source record: 127530

Hi, everybody:

I have a IBM PC-based MIDI recording
studio. Recently I came across the problem
of exchanging MIDI files with an ATARI
ST1040 owner via 3.5" floppy disks.

Could you please advise if there's
any software for that?

Thanks in advance.

Sergei

# 3291. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970217222657513170@tachyon.demon.co.uk>
Source record: 127531

J Kock <kock@kockens.pp.se> wrote:

> Sorry, i forgot to insert the word SWEDISH ;-)
>
> I ment offcourse the official SWEDISH Atari Computing
> webpage ;-)

And very good it is, too - thanks for the fast link you added, I'll do
the same at this end later ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3292. Now, take my Atari 800's.... PLEASE ! !

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: silvc@aol.com
Message-ID: <19970217222300.RAA09311@ladder01.news.aol.com>
Source record: 127532

3 800's, 4 810's, so much software, 2 232's, power supplies, cables, sketch pad, number pad, books on the 800's, 2 monitors, and I don't wanna throw them in the junk pile but if I have to I will and that would be a shame....I live in NJ and would prefer to get rid of this stuff locally, but if you really need it we can work it out. Oh, money? Well, some just to make it an exchange for something of value....SilvC@AOL.COM.... someone please rescue this good old old stuff b4 the month is over or..... out it goes.

# 3293. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Kim Andersen <dksoft@image.dk>
Message-ID: <VA.00000083.0017e5c5@kim->
Source record: 127533

This is what Bertil Jagard mumbled about...>

> In a message <15 Feb 97 15:35:22>, *-Unknown- * Writes:
>
> > 4) How do you get Extendos 1.2 to work under Magic, I just get 'invalid
> > drive' errors even when the same setup works under TOS 4.04
>
> You have to update your Extendos! The latest version is Extendos Pro 2.4A.
> There is some update files out on the BBS's! So take a look after EPRO_210.ZIP,
> EPRO_23A.ZIP, EPRO_240.ZIP, EPRO_24A.ZIP this files is patch files to update
> your current version! Otherwise contact Anodyne Software for help or upgrades.

Hmm! I though 24a was for betatesters only ? Isnï¿½t there a timelimit on that
version ?
And Btw. Anodyne Software/Roger doesnï¿½t respond to messages any longer.
When did you last talk to them/him ??

Greets
Kim

# 3294. Re: Damaging Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970217222655513067@tachyon.demon.co.uk>
Source record: 127534

Guy Harrison <guy@swampdog.demon.co.uk> wrote:

> Most of this information can only be written whilst formatting
> however. Offhand I don't know if it is possible to change this whilst
> leaving everything else intact of not.

Knife-ST is pretty good at that sort of low-level mucking about, if I
remember.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3295. Wanted: MEGA-STE 4

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <5e9pjr$rf7$3@cti01.citenet.net>
Source record: 127535

I'm looking for a Mega-STE:
* 4 Mb RAM
* internal Hard-Disk controller (HD capacity not important)
* clean or mint condition
-
e-mail offer and details (condition of equipment, included goodies).
-
Preferably offers from within Canada or eastern USA (I'm in Quebec)
Keep in mind that I'm in Canada, when quoting your offer and
calculating your shipping costs.
-
Note that I do not need any monitor; only the machine and, possibly,
some included power softwares (NVDI 3.x &+, MagiC 5.x, etc.) are of
any consideration for this purchase, should you offer your complete
package --unless the price is SO rock-bottom that the monitor seems
like a freebee in the package deal!

# 3296. Internal clock retrofit boards for ST/STE

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <5e9p50$rf7$1@cti01.citenet.net>
Source record: 127536

I'd like to know if there are still PC board retrofits being made, to install a realtime clock into an ST/STE, like the old Zubar ST-Time. This particular one was solderless and had a socket that accepted one of the TOS rom and piggybacked on top of the original rom socket for a totally transparent retrofit, which avoids the limitations related to cartrige clocks. anyone still knows of any such PCB-mounted internal retrofits or know where i could get some of the original Zubar ones?

## 3297. Specifications for the .

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <f49_9702171800@conchbbs.com>
Source record: 127537

d > For several years now I've been looking for a description of
d > the .SPX format.

I couldn't find it in either "The File Formats Handbook" or
"Graphics File Formats (first edition)". You might take a peek and
the second edition of GFF at your local bookstore, but it may be
just too obscure. (IMG, GEM, NEO and various Degas formats WERE
included.)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

# 3298. Re: GRIBNIF SOFTWARE!

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <856204410_OASIS_@ping.be>
Source record: 127538

In article <5e6hrl$o22$4@kiyoko.communique.net>
d@mail.sstar.com (Dave Gostl) said:-

>But do you still need something like Extendos too? Or would HDDriver
>handle the CDRom instead of Extendos?

Yes, you need Extendos or CD-tools. HDDriver is a driver/tools for
harddisks so it doesn't support CD ROM's. What kind of CD utility you
use doen't matter. Both works fine with the latest Neodesk.

CU
Martin

--

```
**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************
```

## 3299. Re: Magic 5.0 and Screenblaster (?)

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Terry@bahai.demon.co.uk
Message-ID: <856220890_OASIS_@bahai.demon.co.uk>
Source record: 127539

In article <o7nvi7rlv0g.fsf@di.epfl.ch>
Pascal Felber <felber@di.epfl.ch> said:-

>
>It seems that Magic 5.0 (falcon) does not take into account the screen
>resolutions that I set with the Screenblaster software (I have an external
>Screenblaster with the Screenblaster II software). Is there a way with Magic to
>use higher resolutions than the standard ones?
>
>
Yes - I have the same setup. With the screenblaster software in the auto folder
(I use stoop to start up magic and any other accessories) you just go to the
change resolution option in magic and select any resolution. This kicks off the
screenblaster menu selection and you pick the resolution from there. I run magic
at 800*608 50Hz. Be aware of another problem :-( sometimes you will get a
message telling you your drive is inaccessible and the only way out of this is
to switch off you drive and switch it back on again. I believe this is due to
data clashes on the bus apparently since atari left out a buffer (another good
reason to buy a Nemesis, aparently this is cured by its own buffers) ATB Terry~

--

---
terry@bahai.demon.co.uk
---

## 3300. Wanted: JAM 8 Out interface?

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: t.poling2@genie.com
Message-ID: <5eajtd$lr3@rock101.genie.net>
Source record: 127540

Greetings...

I'm looking for somebady that might have information on getting a Jam 8 Out interface for the Atari Falcon Cubase audio at a fair price. Please e-mail me at: T.Poling2@Genie.com

-Tony-

## 3301. totally microsoft i think.

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: David Rutherford <d_rutherford@geocities.com>
Message-ID: <33092F6F.2AE7@geocities.com>
Source record: 127541

Try this page out, its a stunner.

www.geocities.com/SiliconValley/Pines/1384/starmicr.htm
and if you want try
www.geocities.com/SiliconValley/Pines/1384/

I'm a cool atari supporter.

# 3302. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5eap9a$gha@scanner.worldgate.com>
Source record: 127542

Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
>Chris Krowchuk <chris@compdirect.com> writes:
>
>>
>> No doubt! I would have packed it so well it could have survived a cab
>> ride in New York City!
>
>Hehehee.. maybe you would not have been so carefull if you know that
>it didn't work properly and had made _alot_ of promessis.

Ah yes, you mean fullfill a self defeating prophecy?

;-)

>> >> On a side note, I called Wizztronics the other day and Steve told me
>> >> that they had bought Atari and are sitting down "as we speak" with
>> >> an Engineer to design new TOS machines.
>> >
>> >Are you joking, or is this what he realy said?
>>
>> Almost! Sorry, in rereading this post I made one error. He said he had
>> bought TOS from Atari.
>
>Almost. ;-)
>
>That little 'almost' can be a rather huge ALMOST as it has got to do with
>Wizztronics.

He called last Friday and told me that they will have TOS compatibles
ready to sell at 1500.00 US (Falcon compatible). And this time he
clearly stated that he had "Bought" Atari.

I don't know what to make of this guy. Either he is genuinely serious
or he is genuinely insane...

All the best,
Chris @ Computer Direct

# 3303. BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: !ynoT
Message-ID: <331cdbde.37149036@news.airtime.co.uk>
Source record: 127543

STOSSER Sofware
http://www.airtime.co.uk/users/stosser
For Quality FREEWARE ATARI ST Titles

At last we have a working title for our new game "Billy Boy", You will see why when you first view the all new main sprite :), The above url has been updated and all the information re: the game is there, Screenshots will appear in the next week or so, But don't expect too much YET as it's only two months since our last release :)

The STOS FAQ was recently updated and a few facts changed, all thanks to input from Constantin Satiropoulos the Original Author of STOS BASIC,

Most STOSSER Software titles are now available to download via links from the page, Diamond Ice, H.E.R.O. Heartland, Mulitplayer Pakman, Spot It, Island strike, Diskzine Construction Kit, Vidigrid and many many MANY more,

The STOS File site (for STOS programmers) has many new files in the last month, with new extensions and Miscelaneous stuff added,

The main Intro page has gone under a revamp, tested on CAB and should be one of the fastest loading,

Thats it, check it out and remember BILLY BOY to be released at the forthcoming UK ATARI shows in April :)

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3304. Re: WTB: TT VME Video Adapter

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <33090565.14B2@cadvision.com>
Source record: 127544

Cvendel wrote:
>
> Hi,
>
> I'm buying a TT030 and would like to know which video adapters are best
> as far as resolution vs. color. I'm looking for a video adapter that
> would give me a standard 600 X 800 resolution at 65,000 color or a color
> pallete close to that at that resolution. The TT's have go resolutions
> but they have next to nothing as far as simultaneous colors on the screen
> and after you get spoiled using PCI adapters at those resolutions on PC's,
> you kinda want that on your Atari as well. I'd go the Falcon route, but
> I really like the TT030.
>
> Curt

You need a Nova card. It's basically an ATI card in an external box
with a connecting card into the VME slot. See Nima Montasser at:

http://www.magmacom.com/~nima/

Keith

# 3305. Re: PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970217233323.28342A-100000@usr03.primenet.com>
Source record: 127545

hmm apparently you didn't see that KEMD was available.
It will take around 25 to 30 min to set it up and ready to connect.
PPPkit didn't work for me either very well and I found that it was
pretty hard to setup correctly.

On 18 Feb 1997, Marcel Veltmaat wrote:

>
>: Any answers yet?
>Well I tried and I tried. Nights at a row. My friends were asking how I
>could spend so much useless time at such a lost cause.
>To get my ppp connection going.
>
>I did everything my the book but not a decent connection.
>Checked all the files in the /etc folder.
>Configurated the deamon drivers as described.
>All I got was a connection with my server where it said that the ppp packets
>were no good. So I looked at the FAQ of my provider but got lost in the
>terminologies. Do I have to know all of this? Guess so.
>
>What's:
>arp,metric,vector,mtu/mru (and how can I find out what works for me)
>rcvwnd,mss,PAP.
>Or how can I force certain protocols with the ppp deamon program? Or see
>if it is negotiating with the provider etc. etc.
>It might be hidden somewhere but I dont have any clue.
>
>IF you happen to know more about this please help me out. Otherwise I've got
>to use the old PC to get coNected.
>Thanks for your attention.
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 3306. WTB/T: Spectre GCR or other MAC Emulator for ST (Software only)

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Elvis Smurf <esmurf@trust-me.com>
Message-ID: <330952C3.524E@trust-me.com>
Source record: 127546

looking for a decent mac emulator for st. i hear spectre is good, but
am open to other. here's the hook: i need for it to be able to read
the ROMS from disk. i don't care wether or not you supply the ROMS, and
am not too particular about original software. e-mail me with offer.

thanks, es-

**********
please encrypt all personal information. finger esmurf@exo.com for pgp
key.
**********

# 3307. Re: Wanted: JAM 8 Out interface?

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <33091A5E.5F99@intuit.com>
Source record: 127547

Tony R. Poling wrote:
>
> Greetings...
>
> I'm looking for somebady that might have information on getting a Jam 8 Out
> interface for the Atari Falcon Cubase audio at a fair price. Please e-mail
> me at: T.Poling2@Genie.com
>
> -Tony-
>
>

Contact Chris at Computer Direct. I bought mine from him. I think his
address is chris@compdirect.com

# 3308. FS: Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: "David M. Kaplan" <david.kaplan@utoronto.ca>
Message-ID: <5eak6u$akf@news.istar.ca>
Source record: 127548

I have the following items for sale:

Atari 520 ST w/ external disk drive
Atari SM124 (paper white monitor)
Raven 9 pin printer
Star NX-100o Printer

I will sell the items as a package or seperately. Best Offer accepted.

Cheers, David M. Kaplan
david.kaplan@utoronto.ca

# 3309. Re: Magic 5.0 and Screenblaster (?)

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HBRPAHBVUP@data.rhein-main.de>
Source record: 127549

In <o7nvi7rlv0g.fsf@di.epfl.ch> Pascal Felber wrote:

>
>It seems that Magic 5.0 (falcon) does not take into account the screen
>resolutions that I set with the Screenblaster software (I have an external
>Screenblaster with the Screenblaster II software). Is there a way with Magic to
>use higher resolutions than the standard ones?

Ask Patrick Jerchel@B.maus.de for a SB update.
Use SB_AUTO.PRG Release 1.3, that works nice.

Regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____________________________________________________
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

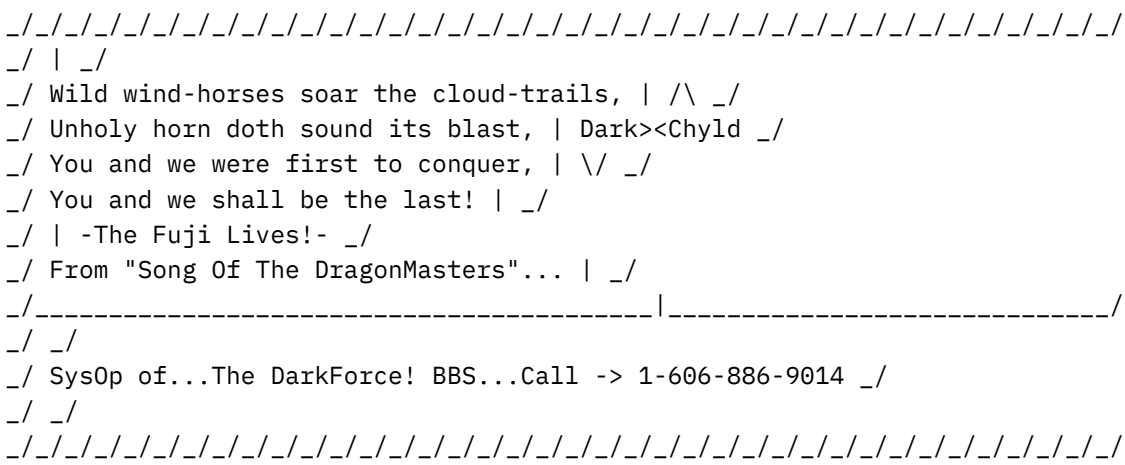
# 3310. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: thechyld@eastky.com
Message-ID: <856181482_OASIS_@eastky.com>
Source record: 127550

Sorry, I can't help you with your MagiC problems, but I read your sig and couldn't help but be curious about Expose. Is it available now? Last I heard , the versions here in the US had a problem and had to be recalled. Do you know if they have fixed that and can us stateside Falcon users get one!?

Thanks in advance! :)

--


_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The Fuji Lives!- _/
_/ From "Song Of The DragonMasters"... | _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/

# 3311. Re: Newsie (V.66) and Munpack.ttp (see

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5e9246$evn@ash.ridgecrest.ca.us>
Source record: 127572

```
>
>->*Hi Mike*, on 07 Feb 97 you wrote: ...respect, brethren
>->
>-> m>
>-> m> I remember the Newsie docs saying that it only supported UUE at the
>-> m> present. After looking in the Newsie folder and seeing that all it did
>-> m> was to call UUD.TTP, I renamed Munpack.TTP to UUD.TTP and stuck it in
>-> m> the Newsie folder.
>->
>->Now that I've started using Newsie I was just getting around to thinking the
>->same thing - you beat me to it.
>
>
>I tried that too. Newsie still uses the renamed UUD.TTX, and the
>UUD.TTP (really Munpack) is ignored.
>Dave
> _____
> / /
>|||||||||||||||====]: d@mail.sstar.com
> \____\
>
>
>.
```

That is weird. Newsie seems fussy if you start it from a hot key
or have it installed (app). I'm just running TOS with a directory called
Newsie. Both the renamed files are in this directory along with
Newsie.PRG. I finally got bold and loaded MagiC 5 and Ease. Things
went much smoother then with the window redraws.
Maybe try just moving the renamed UUD.TTX to another directory?
Sure you set the working path the same as the one the decoder is in
in the preferences menu options?

Mike

# 3312. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5e92ff$evn@ash.ridgecrest.ca.us>
Source record: 127573

```
> In article <856024522_OASIS_@bahai.demon.co.uk>
> Terry@bahai.demon.co.uk () wrote:-
>
>>Having updated my computer recently to NVDI 4 and MAGIC 5 I am having some
>>teething troubles which are not covered in the manual. I wonder if anyone out
>>there could help me please.
>
>>
>>2) Does anyone know which program I need to buy in order to edit the icons used
>> by magic.
>>
>
>IIRC the only program that you can use to edit colour icons is
>Interface
>
>>4) How do you get Extendos 1.2 to work under Magic, I just get 'invalid drive'
>> errors even when the same setup works under TOS 4.04
>>
>
>You will need to upgrade Extendos to version 2.4 for it to work with
>Magic 5.
>

All of the Extendos upgrades for the Pro version are free. However
you must start out with the next upgrade for the disk you purchased.
You must upgrade for each version that has been made available in order to
get a working version of 2.4. There may be a few you can skip, but
the instructions are in the readme files. Most FTP sites have these
upgrade files.

Mike
'


>
>--
>
> ---------------------------------------------------------------------------
> david@ritter.demon.co.uk
> ---------------------------------------------------------------------------
>
>
>.
```

# 3313. Re: GRIBNIF SOFTWARE!

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5e927o$evn@ash.ridgecrest.ca.us>
Source record: 127574

```
>
>-> In article <Pine.SV4.3.91.970212095207.2233E-100000@dmapub.dma.org>
>-> Richard Wegner <richardw@dmapub.dma.org> said:-
>
>
>->The latest version of Neodesk (v4 release 5) supports CD ROM drives
>->quite well now.
>
>
>But do you still need something like Extendos too? Or would HDDriver
>handle the CDRom instead of Extendos?
>Dave

You will need ExtenDos or CD-Tools by Hard&Soft.

Mike

> _____
> / /
>|||||||||||||||====]: d@mail.sstar.com
> \____\
>
>
>.
```

## 3314. Magic 5.0 and Screenblaster (?)

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Pascal Felber <felber@di.epfl.ch>
Message-ID: <o7nvi7rlv0g.fsf@di.epfl.ch>
Source record: 127575

It seems that Magic 5.0 (falcon) does not take into account the screen resolutions that I set with the Screenblaster software (I have an external Screenblaster with the Screenblaster II software). Is there a way with Magic to use higher resolutions than the standard ones?

-- Pascal (felber@di.epfl.ch)

# 3315. Re: Damaging Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-17029708431200001@47.85.0.99>
Source record: 127576

In article <3308f60c.3029817@news.airtime.co.uk>, comp.sys.atari.st wrote:

> Does anyone know how I can damage one sector of a disk,
>
> I don't mean throw it around the room either:), I just want to damage
> a disk, then when FCOPY or simmilar finds it, it fixes it,
>
> I want to damage prefrably track 78 or 79,
>
> Anyone know how?

Depends on the type of damage.

How about low level programming of the 1772 floppy controller chip,
program it to change some of the CRC's on track 78 or 79.

--
Gerry O'Rourke
Materials Engineering
Northern Telecom (Ireland) Ltd
E-mail gigxr01@nt.com

# 3316. Re: Speeding up CAB?

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv7mk76a2t.fsf@emw.ericsson.se>
Source record: 127577

mgrove@owens.ridgecrest.ca.us (Michael Grove) writes:

> 
> :) It is because he has an Afterburner. The Falcon will not
> work without NVDI if fast ram is installed such as in the
> Afterburner or Mighty Sonic. Many, many bad things happen:)
> An old German fellow told me this in 1992:). I have tested
> it and it is true:). Ah, the stories the Maus could have told
> us long ago if only we could speak German:). I went so far
> as to purchase dictionarys:)

Well this is not true any longer. With the latest 68040 driver
from Doug Little you can run the AB040 without NVDI as well.

You still shouldn't switch on your computer without it. :-)

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 3317. FS/T: Atari ST software [02/17/97]

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <5e9b5f$jlo@dfw-ixnews5.ix.netcom.com>
Source record: 127578

If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it). Also, please be sure to read the entire message carefully before you ask me any questions. This will save us both some time. Thanks! -- MJN

*****

All VGA FS/T lists are updated weekly and are available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 02/14/97
---
I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3 for the first game and $1.25 for each additional game, unless otherwise listed. If you order enough items I can weigh the order as a package, which might reduce the shipping costs.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. Please include your full postal mailing address in your reply, along with a list of the item(s) that you are interested in. This information is for internal VGA use ONLY, and will NOT be sold! Also, you will only be added to the VGA mailing list at your request!

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

SOFTWARE:

ATARI ST COMPUTER:
---
New diskette(s) [still shrinkwrapped!]:
$ 8.00 Arkanoid (Taito)
$ 8.00 Art & Film Director (Epyx) -- $4 shipping, counts as 1st item
$ 7.00 Battleship (Epyx)
$ 5.00 Bobo (Infogrames / Terrific Software)
$ 7.00 California Games (Epyx)
$ 7.00 Championship Wrestling (Epyx)
$ 5.00 Crash Garrett (Metal Hurlant)
$ 7.00 Death Sword (Epyx)
$ 6.00 Devon Aire (Epyx)
$ 6.00 Dive Bomber (U.S. Gold / Epyx)
$ 5.00 Dragon Scape (Free Spirit)
$ 6.00 Final Assault (Epyx)
$ 7.00 GFL Football (Gamestar)
$ 6.00 Golden Path (Firebird)
$ 6.00 Goldrunner II (MicroDeal)
$ 7.00 Impossible Mission 2 (Epyx)
$ 7.00 Karateka (Br0derbund)
$ 6.00 Knight Orc (Rainbird)
$ 7.00 L.E.D. Storm (Capcom)
$ 6.00 Lands of Havoc (Antic Software)
$ 7.00 Last Duel (Capcom)
$ 7.00 Man Hunter: New York (Sierra)
$ 5.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 7.00 Metro Cross (U.S. Gold / Epyx)
$ 7.00 Paint Pro (Abacus Software)
$ 6.00 Prime TIme (First Row)
$ 7.00 Quadralien (Spinnaker)
$ 7.00 Renegade (Taito)
$ 7.00 Space Quest: Chapter I (Sierra)
$ 6.00 Star Quake (Terrific Software)

$ 6.00 Star Ray (Logotron)
$ 8.00 Star Wars (Br0derbund)
$ 6.00 Stunt Track Racer (Microplay)
$ 6.00 SwiftaR (Accustar)
$ 7.00 Techno Cop (U.S. Gold / Epyx)
$ 7.00 The Advanced OCP Art Studio (Rainbird)
$ 7.00 The Games (Epyx)
$ 6.00 The Pawn (Rainbird)
$ 6.00 The Sentry (Firebird)
$ 8.00 Tower Toppler (U.S. Gold / Epyx)
$ 8.00 Warship (Strategic Simulations, Inc.)
$ 7.00 Winter Games (Epyx)
$ 7.00 World Games (Epyx)
$ 7.00 World Karate Championship (Epyx)
$ 6.00 Zero Gravity (MicroDeal)
$ 6.00 Zynaps (Hewson)

*****

To reserve any item(s) listed here, please contact me (please read
the SALES CONDITIONS section first). Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

# 3318. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.856172038@gen-off-3>
Source record: 127579

frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) writes:

>Opinions more than welcome ;)
Very nicely done. If I may make one suggestion: The navigation bar
that appears at the bottom of the index.html page should be at the
bottom of all pages, to save having to go back to index.html when
going from (say) news to subscriptions.

The 3D logo on the index page looks really good.
--
Home page http://www.ktl.cix.co.uk/hoagy.html
Alternate Email hoagy@cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

# 3319. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.856172199@gen-off-3>
Source record: 127580

kock@kockens.pp.se (J Kock) writes:
>And the official website for Atari Computing is still
Official _Swedish_ site, surely?

And I'd like to suggest dropping the scrolling message in the status
bar, it's a pain in the arse. When I put the mouse pointer over a link,
I can't see where it goes because your message overwrites it immediately.

--
Home page http://www.ktl.cix.co.uk/hoagy.html
Alternate Email hoagy@cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

# 3320. Re: Cubase

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-ya02408000R1702971151480001@newsserver.cilea.it>
Source record: 127581

In article <3303D84C.7232@worldnet.att.net>, Anne Adamsky
<annie.bob@worldnet.att.net> wrote:

> HELP!
> I am writing in for my brother (no e-mail) who's version of Cubase for
> Atari keeps crashing - he needs to get version 3.0 to try out on his
> system to check and make sure that it's the software not the
> hardware...does anyone know how to get a 'used' copy of this (cheap, in
> other words). Any info ASAP would be great, he is only here visiting
> for a couple of weeks.
> THANKS!
> Annie

You can get the 3.1 version in:
ftp.cs.tu-berlin.de /pub/atari/Applications/cubas310.zip

bye


---
| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |
---

# 3321. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv67zr66lk.fsf@emw.ericsson.se>
Source record: 127582

stinformer@chatlink.com (Rod McDonald) writes:

> ===...BLah BLah BLah.... If you don't want to buy it ...DON'T. For god's
> sake allow the developer to market his program any way he wants to...Quit
> moaning about how it will be offered. If you don't like it, don't buy
> it, just wait and get reports from others...NOT A BIG DEAL.

Heehehe... well spoken. :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3322. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv4tfb65lk.fsf@emw.ericsson.se>
Source record: 127583

!ynoT writes:

> >===...BLah BLah BLah.... If you don't want to buy it ...DON'T. For god's
>
> Hey up, a member of the Knitting class enters the room, I have no
> idea what you are rambling about, I have no intention of buying it
> because I dont need it?,

And this says someone who can't even write his own name in the right
direction?

> Purleeeese, who are you calling moaning, you even quoted my comments
> on the subject, meant to be helpfull to the programmer, how is that
> moaning, you total one hundred percent idiot!

Well, I would say that there are one or two idiots in here, not just
one. I usually doesn't complain, but it's not the first time you
assault someone.

> >it, just wait and get reports from others...NOT A BIG DEAL.
>
> What a cop out!...Get back to your knitting...

If someone should get back to his knitting, it should be you.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3323. Atari Items for SALE.. lots!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Johnny <dooley@infomatch.com>
Message-ID: <33084149.6BA7@infomatch.com>
Source record: 127584

Check out my Atari for sale page!
Tons of STuff!!!!
Don't miss out on a great package!!

http://www.infomatch.com/~dooley/atari.htm

# 3324. Re: Specifications for the .SPX graphics format?

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Artur Karwatka <karvatka@venus.amu.edu.pl>
Message-ID: <Pine.OSF.3.95.970217122337.14714A-100000@venus.amu.edu.pl>
Source record: 127585
Cross-posted to: comp.sys.atari.st,comp.graphics.misc

Benjamin J. Walbeehm <denyse@interaccess.net> wrote:

>> For several years now I've been looking for a description of the .SPX format.
>> Here is what I know: .SPX is "Extended Spectrum" and is used on the Atari ST.
>> There are also .SPU and .SPC (Spectrum Uncompressed and Spectrum Compressed,
>>
If you're interested in SPX viewer I can try to look after it (if I
remember right I had it somewhere), but I don't promise anything...
Of course version 1.8 for Atari ST...

>> convert these to some other format, I am purely interested in a
>> description of the format (or perhaps source code to read it).
>>
in best way I can make source code in 68000 assembler for you... but
then you have to play yourself with it... ripping off displaying
routine...

l8er!
artur karwatka

.-------------------------------------------------------------------------.
| Artur KARWATKA aka Vat from LuZak tEaM {m680X0/dSP56k/i386+ Coder} |
| karvatka@venus.amu.edu.pl karvatka@vm.amu.edu.pl vat@piwo.bl.pg.gda.pl |
`------>> "nemo saltat sobrius nisi forte insanit" H.Steinhaus <<------'

# 3325. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv3euv65dy.fsf@emw.ericsson.se>
Source record: 127586

atari@teleport.NO.SPAM.com (Rich Tietjens) writes:

> Simple enough - in the demo version, after running for, say, 5 minutes, make
> it add a great big "unregistered DEMO" banner across the entire screen
> display area and flash it on and off. Once the banner appears, disable the
> click-and-browse features, so that mouse clicks on anything other than
> "quit" don't do anything.

Well that's an idea. Maybe not 5 minutes as a slow connection can
take everything from 5 minutes to 30 minutes to display one page,
but maybe limit it to a set number of hits to 5 or someting,
and after that display a messag eall over the screen and make alot
of noice and finally wipe your HD. :-)))

;-)

Anyway, your idea was one of the best so far IMHO.

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 3326. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv20af651d.fsf@emw.ericsson.se>
Source record: 127587

greg_evans@delphi.com writes:

>
>
> What I heard from Steve Cohen at Wizztronics, for their Barracuda to
> work properly, it needed to copy the ROM into RAM and modify it. He
> said the copying into RAM violated Atari's copyright.

That's strange as people have been doing that for years with stuff like
WinX etc.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3327. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvzpx34qcs.fsf@emw.ericsson.se>
Source record: 127588

Chris Krowchuk <chris@compdirect.com> writes:

>
> No doubt! I would have packed it so well it could have survived a cab
> ride in New York City!

Hehehee.. maybe you would not have been so carefull if you know that
it didn't work properly and had made _alot_ of promessis.

> >> On a side note, I called Wizztronics the other day and Steve told me
> >> that they had bought Atari and are sitting down "as we speak" with
> >> an Engineer to design new TOS machines.
> >
> >Are you joking, or is this what he realy said?
>
> Almost! Sorry, in rereading this post I made one error. He said he had
> bought TOS from Atari.

Almost. ;-)

That little 'almost' can be a rather huge ALMOST as it has got to do with
Wizztronics.

//Magnus Kollbrerg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3328. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvvi7r4plu.fsf@emw.ericsson.se>
Source record: 127589

chas@stanley.wintermute.co.uk (Charles T Stanley) writes:

>
> >2) Does anyone know which program I need to buy in order to edit the icons
> > used by magic.
>
> ICONEDIT.PRG should have been installed in the path ..\GEMSYS\MAGIC\.. -
> if not, it's on your MagiC floppy, disk 2.

Ehhh.. what's this? Do you mean _editing_ the icons or just assign
the icons to a specific file/program?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3329. Re: Falcon 3D prg?

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvybcn4q3c.fsf@emw.ericsson.se>
Source record: 127590

mbecroft@tos.ak.planet.gen.nz (Mario Becroft) writes:

> If you want an excellent renderer, I would recommend POV-Ray 3 as the best
> renderer available on the TOS platform (or just about any other platform
> for that matter). You can render 3D2 format scenes in POV-Ray (as well as
> 3DS, DXF and anything that can be converted to raw triangle format). Best
> of all, POV-Ray is free.

There is also Neon which is supposed to be fairly good. It lacks some
basic functions, but as a 3D modeler I think its one of the best. I
think Neon is supposed to be better than InShape, atleast faster.

You might pick up a used copy of Neon.

Or you just have to write to the BSS (Doug Little) guys and tell them
what you want. ;-)

Doug Little has also ported POV 3 to TOS.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3330. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvwws74poy.fsf@emw.ericsson.se>
Source record: 127591

david@ritter.demon.co.uk (David Knight) writes:

> >2) Does anyone know which program I need to buy in order to edit the icons used
> > by magic.
> >
>
> IIRC the only program that you can use to edit colour icons is
> Interface

Well there is a small program supplied with Ease as well, but I don't
think you can get it seperatly. It's a shame that there isn't an
simple resource editor for icons only. Oh, there were one for
edting the TOS4 icons as well. Can't remember the name and it
didn't work that well. It could have been updated though.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 3331. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <34370541_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 127592

In article <VA.00000078.00d16ef8@kim->
Kim Andersen <dksoft@image.dk> wrote:-

>Perhaps you should tell them, that a coupple of hundreds people are waiting
>for them to do what it would take a regular Atari user 1/2 hour to do 8-)

Grin, they know all about NeST, seems it makes little difference.

>I bet they use alot of tax money, just to do that little reseach.

Yep, no doubt.

--

---
dbrewood@nest.demon.co.uk
---

## 3332. Broken Harddrive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: kthacker@krisalis.co.uk
Message-ID: <33085819.11472013@reader-beta.news.pipex.net>
Source record: 127593
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

Got a Atari ST1040STFM and Atari Megafile 20 (20MB Atari Harddrive).
It starts to boot and displays a boot-up message, but crashes with 3
bombs. Anyone got any ideas?

Can someone also tell me an ftp site for Atari PD/shareware software
etc please?

Please email me because I dont read this newsgroup

Thanks

Kev

# 3333. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <330852E4.167EB0E7@etlxdmx.ericsson.se>
Source record: 127594

Chris Roth wrote:
>
> quoting msg <330304D0.41C67EA6@etlxdmx.ericsson.se> from Martyn Tidd
> <etlmntd@etlxdmx.ericsson.se>:
> >>
> >It was in, AFAIR, the last issue of ST Format. I didn't actually use it
> >because I was already registered. I don't have it to hand right now,
> >what with being at work, but I'll try to remember to look it up for you
> >tonight.
>
> You're a friend, thanks!
>
And completely forgot :-(. I'll have another go at engaging my brain
tonight - unless anyone else has the final ST Format to hand and can
jump in here.

Regards
Martyn

# 3334. Re: Damaging Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: !ynoT
Message-ID: <33083aee.8715367@news.airtime.co.uk>
Source record: 127595

On Mon, 17 Feb 1997 08:42:33 +0100, sig@end.article (Gerry O'Rourke)
wrote:

>> I want to damage prefrably track 78 or 79,
>>
>> Anyone know how?
>
>Depends on the type of damage.

Well as I say, something simple that any half decent copier will
usualy automatically fix as it finds it,

>How about low level programming of the 1772 floppy controller chip,
>program it to change some of the CRC's on track 78 or 79.

Yeagh..great..I think?...but you forgot to tell me how ?

The problem is I have absoloutly no idea, dunno how ?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3335. Re: NEWSie/Nicknames/Sprintlink/

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5e9una$kei@nnrp1.news.primenet.com>
Source record: 127596

On 17 Feb 1997 05:43:08, Charles Silver wrote:
> 1) Does anyone know how to incorporate the nicknames into e-mail messages?
>I've stored a lot of names and e-mail addresses, but can't load them into
>a new e-mail message. Can you?
>
Charles,
Once you have defined a nickname, you just use it at the email
address in a send or reply.

For example: nickname: abc users: a@here, b@here, c@there

When you send a message, enter abc in the To: line, and the email
will be sent to the 3 users.

It just that easy.

More questions, let me know.
John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

## 3336. English versions of NoDesk and Gemini2

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: skr@dcs.ed.ac.uk
Message-ID: <E5r6w7.Hrx.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 127597

```
I'm looking for english versions of NoDesk and Gemini2.
ATM they're both in German.
Any ideas?

--

:=----+Steve.
```

# 3337. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: !ynoT
Message-ID: <330c8260.14235526@news.airtime.co.uk>
Source record: 127598

On 17 Feb 1997 12:21:11 +0100, in comp.sys.atari.st you wrote:

>!ynoT writes:

>And this says someone who can't even write his own name in the right
>direction?

Another one?...WHY are you "trying" to insult me? I do not understand when my original post to all this was feedback and advice, nothing malicious, nothing nasty, nothing horrible, just nice thoughts to try and help a fellow programmer, why do you feel the need to insult me like this, your attitude surprises me?

>Well, I would say that there are one or two idiots in here, not just
>one. I usually doesn't complain, but it's not the first time you
>assault someone.

Now you are calling me again? what the hell is wrong with you, I made my original innocent posting, along comes someone who insults me and calls me a moaner for NO reason? can you see why he would call me a moaner? show me where i was moaning or apologize! I defended myself against this mans lies, that's all, should I have sat back and let him call me names after my posting that had nothing wrong in it? is that what you suggest? now you are doing the same, you are insulting me for no reason, in PUBLIC, you must apologize,

>> >it, just wait and get reports from others...NOT A BIG DEAL.
>>
>> What a cop out!...Get back to your knitting...
>
>If someone should get back to his knitting, it should be you.

Why because I believe in offering help to the programmers and you believe we should ignore them and let others pay, you are entitled to your beliefs, but I am entitled to offer thoughts to a programmer without you attacking me!

I posted a good posting,
someone insults me
I respond,

Then along comes you for what ??????????????????????????????

Yet Another "Wannabe Moderator"

# 3338. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: !ynoT
Message-ID: <330b8232.14189783@news.airtime.co.uk>
Source record: 127599

On 17 Feb 1997 11:59:35 +0100, Magnus Kollberg
<emwoll@emw.ericsson.se> wrote:

>stinformer@chatlink.com (Rod McDonald) writes:
>
>
>> ===...BLah BLah BLah.... If you don't want to buy it ...DON'T. For god's
>> sake allow the developer to market his program any way he wants to...Quit
>> moaning about how it will be offered. If you don't like it, don't buy
>> it, just wait and get reports from others...NOT A BIG DEAL.
>
>Heehehe... well spoken. :-)
>
>//Magnus Kollberg

I do not understand why you two think it is better NOT to try and
offer assistance and feedback to the programmer, instead you think it
is better to ignore him and let OTHERS buy the product while you sit
back and wait and see,
That is a cop out, no matter which way you write it, it is not
encouregment to the programmers is it? telling everyone not to bother,
just wait and see what others say..

## 3339. For Sale Compatibility Plus II

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970217173901.MAA23708@ladder01.news.aol.com>
Source record: 127600

Upgrade you 520/1040 ST or Mega ST TOS to 2.06 with the Compatibility Board.

* Expands ROM space from 192K to 256K
* Custom MMU
* Handles dual TOS operation
* New 68000-8 MPU

Made by Wizztronics
Easy installation
Complete with original manual and accessory disk

$30.00 plus shipping and handling takes it

dwmoar@aol.com

# 3340. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Marc Billiet <fit3319@innet.be>
Message-ID: <01bc1cf8$539879e0$4a0a07c2@fit1194>
Source record: 127601

Hi,

When XaAes says it cannot find the resources, I think it is because you
didn't put the line 'cd c:\xaaes' (or whatever xaaes folder you use) in
mint.cnf.
So you should write (in mint.cnf) :

cd c:\xaaes
init=c:\xaaes\xaaes.tos

assuming that the resource file (system.rsc) can be found in c:\xaaes

Bye

Katherine L Ellis <kellis@primenet.com> wrote in article
<Pine.BSI.3.95.970216111820.27132D-100000@usr11.primenet.com>...
> Hi, Well here Xaaaes6 doesn't even load, it says can not find the
> resources, even if everything is setup correctly. (at least from what
> the doc says).
> So if you can use it, tell me. And it's on a regular falcon 14meg.
> Bye
>

# 3341. Re: Atari Ste 1040 and Internet+bbs

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Mr.Maddog@Microserve.com
Message-ID: <9702171745.AA09180@Microserve.com>
Source record: 127602

From: "Moretti Paolo" <paolino@uninetcom.it>

>I've got an Atari Ste 1040 and modem 28.800: i've an Account in internet
>and BBS in my city but I don't have a program to navigate in WEB and BBS
>(ASCI).
>
>Who can help me?
>In Italy there isn't an Atari shop!!!!

Being that this is a BBS you're using, you can use any terminal
program that uses ANSI graphics.

I use Stalker because I can use it with Steno and I get a good
representation of color text using VT100(which seems faster than ANSI
on this program).

If you would like to have 16 colors and fast scrolling, then your
best bet is ANSI Term which is now a free program somewhere.

With Internet BBS and shell acounts, you can just use Lynx to browse
though the web. If there's anything else you need to know, just
ask...

Eric Noss
a.k.a
Mr. Maddog

mailto:mrmaddog@microsevre.com for private chats

No solitciated mail automatic or manual, or else pay the fee of $500!!

# 3342. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5ea7jp$f9s@mn5.swip.net>
Source record: 127603

In article <19970217005940262308@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk says...

>J Kock <kock@kockens.pp.se> wrote:
>
>> And the official website for Atari Computing is still
>> at: http://home1.swipnet.se/~w-12411/ac.htm
>
>The official site for the magazine? Er, since when? I was commissioned
>to do the magazine's website - I'm listed in issue 3 as Online Editor...
>

Sorry, i forgot to insert the word SWEDISH ;-)

I ment offcourse the official SWEDISH Atari Computing
webpage ;-)

My mistake.

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

## 3343. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199702170012.a16330@do2.maus.de>
Source record: 127604

MT>> You are a bit out of date. The current version is v5

MT>Not in English it isn't :-(

And I must say that version 4.x is more stable than 5.x.

Tschuess
Frank

# 3344. ** Installing Linux Docs?? **

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: quantum@sunlink.net
Message-ID: <5ea8nl$q4s@mars.sunlink.net>
Source record: 127605

Hi! I'm trying to install LinuxM68K on my Falcon030.
However, all of the docs I've found are for either Intel or Amiga.
I already have a decent understanding of the way Unix works, having it at my college already; and I have a friend who runs Linux on his machine if I ever need help with setting that up. Basically, what I need to know how to do is set up a Minix/Ext2/Elf/Whatever it's called filesystem on a partition of my hard drive, and how to set up whatever program there is to switch between Linux and Tos on boot-up. I think I've found some interesting files, but nothing on how to set up the filesystem. Those were all for Amiga.

Any help someone can give would be greatly appreciated.
Unfortunately, I don't have nearly enough time to read this newsgroup as often as I'd like to, so please respond via email.

Thank you in advance for any help (docs, instructions, sites, etc.),
George Garner

# 3345. Re: Damaging Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <856204150_OASIS_@swampdog.demon.co.uk>
Source record: 127606

In article <3308f60c.3029817@news.airtime.co.uk>
!ynoT said:-

>
>
> Does anyone know how I can damage one sector of a disk,

Nearly impossible.

> I don't mean throw it around the room either:), I just want to damage
>a disk, then when FCOPY or simmilar finds it, it fixes it,

Ah repairable damage. You'll have to explain more!

> I want to damage prefrably track 78 or 79,

Well, your only choice is software really, and that is to use some
form of advanced formatter that can write exactly what you tell it.

> Anyone know how?

Some formatters might allow you to mess with the "sector headers"
which amongst other things store the sector number. You could possibly
change this to a stupid value effectively making the sector disappear.

Most of this information can only be written whilst formatting
however. Offhand I don't know if it is possible to change this whilst
leaving everything else intact of not.

What are you up to anyway? <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 3346. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5ea7h5$f9s@mn5.swip.net>
Source record: 127607

In article <5e7ol1$68@mn5.swip.net>, kock@kockens.pp.se says...

>>The official website for A|C|G's 'Atari Computing' magazine is now
>>online at http://www.tachyon.demon.co.uk/ac/index.html
>>
>
>And the official website for Atari Computing is still
>at: http://home1.swipnet.se/~w-12411/ac.htm

Argh! Correction!! I ment offcourse the official
SWEDISH Atari Computing Website!! Sorry!!

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 3347. Re: Speeding up CAB?

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199702170010.a16329@do2.maus.de>
Source record: 127608

MG>:) It is because he has an Afterburner. The Falcon will not
MG>work without NVDI if fast ram is installed such as in the
MG>Afterburner or Mighty Sonic. Many, many bad things happen:)
MG>An old German fellow told me this in 1992:). I have tested
MG>it and it is true:).

Perhaps in 1992 this might have been true but I can garantuee you that
NVDI 4.11 R3 (that is the version I own) works perfectly on an
afterburner. I have one with 32 megs of fast ram and although the
afterburner is fast I don't want to live without NVDI.

Tschuess
Frank

# 3348. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <30451899_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 127609

>From: and@sun1.imr.uni-hannover.de (Andreas Kromke)
>
>1. Be sure to install MagiC 5.04. Previous versions have some trouble
> with file sector memory.

Hi Andreas

Can you tell us where to get 5.04 from? I (and probably most UK users) have
5.03!

Is there a patch available to lift 5.03 up to 5.04? This would be the
easiest solution!

Regards, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

## 3349. Newsie

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: l-kramer@post4.tele.dk
Message-ID: <5eacj6$1oae$1@news-feed.inet.tele.dk>
Source record: 127610

I cannot seem to watch jpg pictures via Newsie, does anybody have a solution?

# 3350. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5ea7q5$f9s@mn5.swip.net>
Source record: 127611

In article <19970217005940262308@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk says...

>> And the official website for Atari Computing is still
>> at: http://home1.swipnet.se/~w-12411/ac.htm
>
>The official site for the magazine? Er, since when? I was commissioned
>to do the magazine's website - I'm listed in issue 3 as Online Editor...
>

Argh! I forgot to insert the word SWEDISH!
I offcourse ment the official SWEDISH Atari Computing webpage.
My mistake! Sorry!

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 3351. SALUDOS A TODOS LOS CASTELLANO HABLANTES

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Rodolfo Carlos Burlando Makthon <inbosa@net.cosapidata.com.pe>
Message-ID: <3308B9C4.638F@net.cosapidata.com.pe>
Source record: 127612

BIP BIP... SALUDOS AMIGOS ATARIOFILOS

MI NOMBRE ES RODOLFO CARLOS BURLANDO MAKTHON.
ME DA MUCHO GUSTO PODER LEER DE USTEDES.

CALLAO-PERU

# 3352. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970217201103227 83@tachyon.demon.co.uk>
Source record: 127613

Martyn Tidd <etlmntd@etlxdmx.ericsson.se> wrote:

> And completely forgot :-(. I'll have another go at engaging my brain
> tonight - unless anyone else has the final ST Format to hand and can
> jump in here.

Here we go. This is the original news item that I wrote for the last issue of STF, #86. Full instructions on what the code is and how to use it are here:

"SToop, the Falcon-only bootup manager, has been given a PD release following its previous shareware status. Author Phil Hodgkins explained that he couldn't continue development or support following a serious motherboard fault on his Falcon. Since he can't get at the source to release a specific freeware version, Phil has kindly provided a registration code everyone can use. Enter the name as Phil Hodgkins, and use the code ndoazQnf to unlock the program."

Have fun ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3353. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970217201105228 92@tachyon.demon.co.uk>
Source record: 127614

David Stevenson <djs@jet.uk> wrote:

> Very nicely done. If I may make one suggestion: The navigation bar
> that appears at the bottom of the index.html page should be at the
> bottom of all pages, to save having to go back to index.html when
> going from (say) news to subscriptions.

Not a bad idea, that. Consider it done. :)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3354. Re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.021797.205849.47@wxs2-16.worldaccess.nl>
Source record: 127615

> >Katherine L Ellis <kellis@primenet.com> wrote:
> >
> >> BTW, I saw that Toad computers FTP site has Carpe Diem. WHY????
> >> They want to sell us SVK?
> >
> >Toad has Carpe Diem - the virus - on their site?
> >
> >ATB, Frank.
>
>
> Hi Kathy and Frank,
>
>
> Short answer is yes. It's located at their ftp site pub/newstuff.
>
>
> The virus was mentioned on their message board back on Nov.1996 and
> after a lot of post on this subject I e-mailed them back in Jan 1997
> to let them know of the problem and they said they would check it out.
>
>
> I guess they leave it there for educational purposes ONLY :)
>
>
> As a 10 year Atarian I have never had a Virus on my machines, lucky?
>
>
> Am I "Knock, knock, knock'in on Heaven's Door"?

Let me get this straight. Toad *still* have this thing on the FTP site, months after it was discovered that in fact this is a really nasty kind of virus thing (strictly taken, CARPDIEM.PRG is a Trojan Horse that gives birth to the virus)? The thing I find strangest is that it never actually worked. CARPDIEM.PRG is not a Falcon enhanced game, it just goed right back to the GEM desktop. I can't see why *anyone* in their right might would not delete it right away.
Well, hey, perhaps it's just me ;-)

--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands

```
/-------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\-------------------------------------------------------------/
```

# 3355. Wanted: S/H NVDI...?

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Mark Gardiner <100550.3170@CompuServe.COM>
Message-ID: <970217194335_100550.3170_EHK71-1@CompuServe.COM>
Source record: 127616

Hi,

Anyone selling off their ST/Falcon and including their S/W? If so, are you selling NVDI SpeedoGDOS ??

Please mail me if so.

Mark.

# 3356. Re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970217201100226O9@tachyon.demon.co.uk>
Source record: 127617

Chris Krowchuk <chris@compdirect.com> wrote:

> Hey, they also have it on their "Bird of Prey" CD!

Gah :/ I didn't know that, thanks. I wonder if System Solutions know,
they sell BOP in the UK.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3357. Re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970217201101226 92@tachyon.demon.co.uk>
Source record: 127618

Katherine L Ellis <kellis@primenet.com> wrote:

> well I didn't say carpe diem the virus. :)
> they just have the file carpe diem. In which I believe is the virus.
> Unless, it's a text file stating "be careful with the game "carpe
> diem", who knows.

Ah, it'll probably be either the warning text or the posting by Richard Karsmakers recently on how to get rid of it. Don't scare me like that :)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3358. NECESITO PRECIOS

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Rodolfo Carlos Burlando Makthon <inbosa@net.cosapidata.com.pe>
Message-ID: <3308BABD.5235@net.cosapidata.com.pe>
Source record: 127619

NECESITO PRECIOS DE :

ATARI 1040 ST A SUPERIOR. USADOS EN BUENAS CONDICIONES.

REMITAN A inbosa@net.cosapidata.com.pe
INBO S.A. RODOLFO BURLANDO MAKTHON.

# 3359. Re: ppp on atari st (1mb)

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5eagp4$rga@lyra.csx.cam.ac.uk>
Source record: 127620

In article <Pine.BSI.3.95.970213083801.7142C-100000@usr06.primenet.com>,
Katherine L Ellis <kellis@primenet.com> writes:
>hmm I personnaly think that you can not install Mintnet on a 1meg
>machine.

I think you could, so long as you only install mint and the basic networking
stuff, and no daemons or anything

>The only interesting way to use your st linked with your linux, is to
>use the ST just as a terminal.

No, you could do web browsing and stuff if you set up the PC to do IP
masquerading. That seems a little unlikely since the PC probably has a
better screen than the ST.

>If it is the case and since you don't have enough memory for the st,
>just connect them with a software like connect on the st.
>HOWEVER, PPPKIT MIGHT work. not sure at all though, but for sure it
>requires less memory than mintnet.

Why not STiK? It's not ppp, but if it's your own PC, that shouldn't be a
problem. In fact, it is easier to set up a machine as a slip server than as
a ppp server.

>>I want to hook up my ST (1mb) to my linux pc. using ppp over a
>>nullmodem, possible?

# 3360. Re: Minix and Win'95 long filenames

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5eahh4$rga@lyra.csx.cam.ac.uk>
Source record: 127621

In article <5dupp3$6p$2@newsserver.rrzn.uni-hannover.de>,
and@sun1.imr.uni-hannover.de (Andreas Kromke) writes:
>Hrafnkell Hlodversson (freyr@diku.dk) wrote:
>: the iso9660 with some extensions. (I think they're called RockRidge)
>
>No. I's called Joliet and is (of course) M$-specific.

You mean Microsoft ignored the RockRidge standard that has been around for
five years or so and invented their own "standard" for no apparent reason?

Why does this fail to surprise me?

# 3361. Re: Wav Player

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5e89j5$120dm_002@news.ti.com>
Source record: 127654

In article <5e67ci$umo@irk.zetnet.co.uk>, dave.murphy@zetnet.co.uk (Dave Murphy) wrote:
>
>>>Have you tried my DMA player? Should work with a TT.
>>>Try
>
>
>>It does run on a TT - I have a couple of 'em. <G> However, like all other
>>DMA players I have tried, it doesn't convert SounBlaster's standard sample
>>rates to the STe/TT/Falcon DMA standard sample rates on the fly, so I
>>usually use SoundLab to convert them first.
>
>

Well.... look up my web page later when my new PH PLAYER will be up. It will
do 8KHz samples correctly. No VOC support yet, but it will play it as standard
8KHz, mono & signed sample.

http://www.geocities.com/SiliconValley/6880/phsw.html

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 3362. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Kim Andersen <dksoft@image.dk>
Message-ID: <VA.00000078.00d16ef8@kim->
Source record: 127655

This is what Daron Brewood mumbled about...>

> Exactly the point I made to my solicitor in a fax during the week. Got a
> letter back from him saying best to just leave it to them to get around to
> it all.

Perhaps you should tell them, that a coupple of hundreds people are waiting
for them to do what it would take a regular Atari user 1/2 hour to do 8-)

I bet they use alot of tax money, just to do that little reseach.

Greets
Kim

# 3363. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970217010039265834@tachyon.demon.co.uk>
Source record: 127656

Zork <oxo@imaginet.fr> wrote:

> Well, we think now to limit the on-line access to the oxo web server
> and a dozen of other url queries.
>
> What do you think of that?

That sounds good to me - and it's good that you listen to your customers
;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3364. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970217005941262369@tachyon.demon.co.uk>
Source record: 127657

Vandeweghe Jo <dipching@ping.be> wrote:

> I just went to your new page ... What a nice one, I really want to
> know how you did it, the logo is really juicy !!! Did you use some
> atari graphic software ?

If you mean the main Atari Computing logo, I didn't do it ;) It was done by Graeme Rutt, one of the contributors to the magazine, and done in Photoshop on the PC.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3365. Re: New freeware available for falcon.

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970217005937262138@tachyon.demon.co.uk>
Source record: 127658

Katherine L Ellis <kellis@primenet.com> wrote:

> The thing was that I couldn't run his game with backward. (weird).

Which game was it? I'm curious, as I've had a few which were supposedly useable with Backward but didn't work for me. Er, not that I have time to waste playing games, you understand. ;)

> now I can run all the games I have on the falcon. (of course I don't
> have 2000 games to try on ;) )

That can be arranged, you want cnam mirroring on your ftpsite? :-))))

ATB, Frank.
--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3366. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970217005940262308@tachyon.demon.co.uk>
Source record: 127659

J Kock <kock@kockens.pp.se> wrote:

> And the official website for Atari Computing is still
> at: http://home1.swipnet.se/~w-12411/ac.htm

The official site for the magazine? Er, since when? I was commissioned
to do the magazine's website - I'm listed in issue 3 as Online Editor...

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3367. Re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970217005936262078@tachyon.demon.co.uk>
Source record: 127660

Katherine L Ellis <kellis@primenet.com> wrote:

> BTW, I saw that Toad computers FTP site has Carpe Diem. WHY????
> They want to sell us SVK?

Toad has Carpe Diem - the virus - on their site?

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3368. Re: Specifications for the .SPX graphics format?

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970217005939262219@tachyon.demon.co.uk>
Source record: 127661
Cross-posted to: comp.sys.atari.st,comp.graphics.misc

Benjamin J. Walbeehm <denyse@interaccess.net> wrote:

> For several years now I've been looking for a description of the .SPX format.
> Here is what I know: .SPX is "Extended Spectrum" and is used on the Atari ST.
> There are also .SPU and .SPC (Spectrum Uncompressed and Spectrum Compressed,

The .SPX format wasn't part of the original Spectrum 512 package. The multi-height format was invented by Gizmo and Phantom from demo coders Electronic Images, if I remember rightly. I don't think they ever released details of the format - in fact I seem to remember one of them saying they wouldn't as they didn't want anyone to much about with their images.

> convert these to some other format, I am purely interested in a
> description of the format (or perhaps source code to read it).

I know a UK programmer recently created a viewer called Klikview which can display .SPX images on the Falcon030, you might want to try a search for that. I *think* the guy was Darren Hook, but I couldn't be sure. Presumably he must have some details about the format to decode it ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3369. Re: PPP on Atari ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: dsb@news.cs.duke.edu
Message-ID: <5e8a23$t4b$1@hal.cs.duke.edu>
Source record: 127662

From the Holy Book of <E5poz6.IKK@cix.compulink.co.uk>
as spake by smithic@cix.compulink.co.uk ("Ian Smith") :

>In message
><Pine.BSI.3.95.970213081704.7142A-100000@usr06.primenet.com>kellis@primenet.com,
>kellis@primenet.com said:

>>>With gluestik you don't need the cab-for-mintnet.ovl, the STiK overlay
>>>will do (and in fact it does better).

If this is true, it surprises me. It probably means that the
cab-mintnet.ovl is out of date.

>In my experience the last cab.ovl compatible with GlueSTiK is 1.18. I am still
>using it.

Does any later version work with STiK 1.07? That's the version that
GlueSTiK emulates, and that's how it identifies itself to a STiK
application. In principle, CAB.OVL should check the STiK version
before using any of the new functions added in STiK 1.11; if it isn't,
that could be causing the problems you're seeing.

>If Scott is listening:
>
>Are you aware of this, or do you disagree?

Well, I've never noticed the problem myself; although I may well be
using an old CAB.OVL, since CAB 1.5 didn't come with one.

>If you agree, do you have any plans to develop GlueSTiK to accommodate?

I've added the handful of new functions from STiK 1.11 to the most
recent version of GlueSTiK, which is now available at
<URL:http://www.cs.duke.edu/~dsb/files/gluestik-0.02b3.zoo>. If newer
CAB.OVL's work with it, then we'll know what the problem was.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1997 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

# 3370. Re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5e8fn0$oo9@scanner.worldgate.com>
Source record: 127663

frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>Katherine L Ellis <kellis@primenet.com> wrote:
>
>> BTW, I saw that Toad computers FTP site has Carpe Diem. WHY????
>> They want to sell us SVK?
>
>Toad has Carpe Diem - the virus - on their site?
>
>ATB, Frank.
>
>--
> Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
> frank@tachyon.co.uk http://www.netkonect.net/tachyon/
> PGP key available - mail pgpkey@tachyon.co.uk

Hey, they also have it on their "Bird of Prey" CD!

All the best,
Chris @ Computer Direct

# 3371. PH Player - support samples at popular frequencies

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5e8h9s$u04u_002@news.ti.com>
Source record: 127664

PH Player is a DMA hardware sample player.

Latest release of PH PLAYER ( 16 feb 97 ) now supports :

1/ AU, AVR, WAV, SND, AIF & raw.
2/ Mono/Stereo, 8/16 bits.
3/ a-law, u-law compression.
4/ Most of the popular sample speed supported:
5500, 6258, 7333, 8000, 11025, 12516, 16000, 18900,
22150, 25033, 32000, 37800, 44056, 44100, 48000 & 50066 Hz.
5/ Easy to use, no parameters to worry about.
6/ Drag & drop.
7/ MiNT aware.
8/ STE, MSTE, TT & Falcon.

Download at
http://www.geocities.com/SiliconValley/6880/phsw.html

Coming soon... VOC & Amiga IFF sound sample auto recognition. Check at web
page for latest details!

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 3372. Re: Q: Time stretching an audio file ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: nam101@york.ac.uk
Message-ID: <5e8gke$q47@netty.york.ac.uk>
Source record: 127665

```
: Doesn't help much since Zero-X doesn't do the job. The question was
: about a program that executes a timestretch on a *stereo* file (without
: loosing sync) which Zero-X can *not* do according to one of its authors.

The Composers Desktop Project will do this. It doesn't operate directly on
stereo but it will split to two mono files and then neatly rejoin them
(there is a script to make this process invisible to the user).
Unfortunately it costs a fair bit (but does a lot more - phase vocoder etc
- as well). Further details available if you want them.

NB runs on st (maybe even 1Mb, but slowly) and uses/processes aiff (only,
afaik).

Best wishes

--
Neil

Neil Martin

Postgraduate student, Music Technology, University of York.
<nam101@york.ac.uk>
```

# 3373. Re: Protext v6.7 release

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: nam101@york.ac.uk
Message-ID: <5e8h1n$q47@netty.york.ac.uk>
Source record: 127666

: I have been advised that Protext v6.7 is now available for the Atari. The
: letter I received from the developer mentioned Atari ST and TT but was
: silent on the question of compatablity with the Falcon. Before I part with

I have had v6.6 since just before Arnor went bust. It was solid on my ste,
it's great on my tt (21" monitor, ECL output - big screen!) and I also use
it from floppy on the Falcon at University without any problems at all.

Best wishes

--
Neil

Neil Martin

Postgraduate student, Music Technology, University of York.
<nam101@york.ac.uk>

## 3374. starcall

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: jagger@connexus.apana.org.au
Message-ID: <5e8j64$hip@preeda.internex.net.au>
Source record: 127667

I've downloaded a demo of starcall from ftp.teleport.com/users/atari, I can download ok from a friends falcon and upload ok to my server, but I don't seem to be able to download from my server, it comes up with "data subpacket too long". I've tried all settings I can think of. I use a Falcon, tos4.04 and am using hsmodem7, any one have any ideas?
Thanx.
--

__
|__| jagger@connexus.apana.org.au
| __ \ / ___\ / ____/ __ _ __ \
| |/ __ _/ /_/ > /_/ > ___/| | \/
/__| (____ /___ /___ / ___ >__|
______| \//_____//_____/ \/
<=======================================>

# 3375. Re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: csilver@kendaco.telebyte.com
Message-ID: <5e8p4k$o6r@news.telebyte.com>
Source record: 127668

>Katherine L Ellis <kellis@primenet.com> wrote:
>
>> BTW, I saw that Toad computers FTP site has Carpe Diem. WHY????
>> They want to sell us SVK?
>
>Toad has Carpe Diem - the virus - on their site?
>
>ATB, Frank.

Hi Kathy and Frank,

Short answer is yes. It's located at their ftp site pub/newstuff.

The virus was mentioned on their message board back on Nov.1996 and
after a lot of post on this subject I e-mailed them back in Jan 1997
to let them know of the problem and they said they would check it out.

I guess they leave it there for educational purposes ONLY :)

As a 10 year Atarian I have never had a Virus on my machines, lucky?

Am I "Knock, knock, knock'in on Heaven's Door"?

Charles
|~~_____/~~__ |
------------------------------------ |___ ------ )-+
csilver@kendaco.telebyte.com 0'--- ~~~| /~~ |
------------------------------------ O
"Space and Time are a continuum, not a certainty"
Bob Dylan or Werner Heisenberg 1927
---

## 3376. NEWSie/Nicknames/Sprintlink/

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: csilver@kendaco.telebyte.com.Spam.Th.is
Message-ID: <5e8r5c$ohm@news.telebyte.com>
Source record: 127669

Hi All,

I tried this once, but I don't think the post was made ;)

1) Does anyone know how to incorporate the nicknames into e-mail messages?
I've stored a lot of names and e-mail addresses, but can't load them into
a new e-mail message. Can you?

2) My ISP uses Sprintlink as a Usenet provider. Bluntly, it sucks :(
Lately, I only get 4 or 5 posts per day then it resets! In the Seattle
area there is at least 68 ISP's that support PPP and many also support
SLIP. Does anyone else experience this problem here in the USA? My ISP
has for months promised better News Group support, but not so far...
I now depend on DejaNews for a connection to c.s.a.st ;^)

Thanks for any replies as this has become very perplexing.

Charles
|~~_____/~~__ |
------------------------------------ |___ ------ )-+
csilver@kendaco.telebyte.com.Spam.No 0'--- ~~~| /~~ |
------------------------------------ O
"Space and Time are a continuum, not a certainty"
Dennis Rodman or Werner Heisenberg 1927
---

# 3377. Last call: WTB Mega-2

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: Eric Lambeth <Eric_Lambeth@baylor.edu>
Message-ID: <Eric_Lambeth-1702970026520001@hsb-dialin-03.baylor.edu>
Source record: 127670

Ok, I have found a 1040ST I am probably going to buy.... but I'd still prefer to find a Mega-2 for a good price (under $60, not including hard drives or peripherals.) This is your last call... any takers?

Eric

# 3378. WTB: TT VME Video Adapter

Newsgroup: comp.sys.atari.st
Date: 1997-02-17 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970217065301.BAA03617@ladder01.news.aol.com>
Source record: 127671

Hi,

I'm buying a TT030 and would like to know which video adapters are best as far as resolution vs. color. I'm looking for a video adapter that would give me a standard 600 X 800 resolution at 65,000 color or a color pallete close to that at that resolution. The TT's have go resolutions but they have next to nothing as far as simultaneous colors on the screen and after you get spoiled using PCI adapters at those resolutions on PC's, you kinda want that on your Atari as well. I'd go the Falcon route, but I really like the TT030.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

## 3379. WTB: TT VME Video Adapter

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Rob.Schafrick@taf.to.org
Message-ID: <5b6_9702190100@to.org>
Source record: 127422

I hear the Nova cards are good. Check out the Homa Systems site
on the net. The last I heard they had them on sale.
Homa is in Ottawa.
--
| Via: 1:250/98 - The Net 250 Gateway in Toronto, CANADA
|
| Standard disclaimer: The views of this user are strictly his own.

# 3380. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Kim Andersen <dksoft@image.dk>
Message-ID: <VA.00000087.00010432@kim->
Source record: 127423

This is what Daron Brewood mumbled about...>

> Grin, they know all about NeST, seems it makes little difference.

Why doni¿½t they hyre someone to do the job then, so you can get on
with your life.

> >I bet they use alot of tax money, just to do that little reseach.
>
> Yep, no doubt.

Just so damn typical.

Greets
Kim Andersen - Email dksoft@image.dk

------ Visit the greatest Atari BBS in Denmark ------
Join DKsoft BBS at +45 43552390
Speeds: 1200 - 28800 baud - Incl. ISDN X.75, V110 & V.120

# 3381. Re: PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5ed4ek$9cb@due.unit.no>
Source record: 127424

Martin Byttebier (Martin.Byttebier@ping.be) wrote:
:
: For some reasons I can't make KEMD or pppkit working but I had the TAF
: packet working within 30 min.
: To install KEMD I've followed your advice (I guess) but when it comes
: to the point to start up N.AES I get a nasty warning (which I
: unfortunately can't remember right now) and that's it.

Do you use ScreenBlaster? It crashes as soon as the AES initializes if the
AES (AES, N.AES, Geneva, MultiTOS...) is started from init. Use BlowUp
instead.

Jo Even Skarstein

# 3382. Re: BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: !ynoT
Message-ID: <330a2972.23927021@news.airtime.co.uk>
Source record: 127425

On 18 Feb 1997 21:59:41 GMT, kock@kockens.pp.se (J Kock) wrote:

>In article <331cdbde.37149036@news.airtime.co.uk>, !ynoT says...
>
>> At last we have a working title for our new game "Billy Boy", You
>
>Is it about Bill Gates ?? :-DDDD

heheh whoops, theres a thought?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3383. == Atari System - $175 incl shipping ==

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: "John Hutchinson"
Message-ID: <5ed9an$ign@lana.zippo.com>
Source record: 127426

I'd like to dispose of my remaining Atari goodies quickly so I will
offer ALL of the following for a total of $175 -including- shipping.

Please reply via email at hutchinj@orlando.veda.com.

Hardware:
========
Atari 520STFM w/1Mb RAM, internal and external DSDD floppy drives, mouse,
cables, etc. Will include a grab bag of about 100 floppies (assorted
software) in plastic disk storage boxes, too.

ST Software:
===========
- GFA BASIC 3.5e, interpretor and compiler, with full docs.
- UIS III Universal Item Selector w/docs.
- Populous II, w/docs.
- Falcon by Spectrum Holobyte, w/docs & box.
- Monkey Island by Lucasfilm, w/docs & box.
- Dungeon Master by FTL, w/docs & box.

Atari Books:
===========
- GFA BASIC Training Reboot Camp, 209 pgs, the classic by DA Brumleve.
- GFA BASIC Book, 308 pgs w/disk by Michtron.
- GFA BASIC 2.0 manual, 297 pgs by Michtron.
- GFA BASIC and Assembler, 364 pgs w/disk.
- Inside Atari BASIC (for 8-bits), 183 pgs by Atari.
- ST Assembly Language Workshop, 261 pgs w/disk, by Clayton Walnum.
- C-Manship Complete, 398 pgs w/disk, by Clayton Walnum.
- Atari ST Application Programming, 530 pgs, by Pollack & Weber.
- Atari ST GEM Programmer's Reference, 414 pgs, by Abacus.

# 3384. FS: Atari ST Items at Reduced Prices!

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Jeffrey Young <j-young@msys.net>
Message-ID: <01bc1de2$9710b440$6fd082cd@eagle-2>
Source record: 127427

```
The following ST items are for sale at reduced prices.
Shipping is extra.

Email if interested. Thanks!

************
* HARDWARE *
************
$39 Marpet Xtra-RAM - Includes *4 MEGS OF RAM*, disk and manual.
$30 Adspeed ST - 16 Mhz accelerator. Includes disk and manul
$25 SM124 monitor - Monochrome.
$25 SC1224 monitor - Color.
$5 Clock Cartridge - Includes disk

*********
* Games *
*********
w/box and manual
$7 Chaos Engine - By Bitmap Brothers
$7 Magic Pockets - By Bitmap Brothers
$4 Torvak - By CORE
$4 Doodlebug - By CORE

disk(s) only
$7 GODS - By Bitmap Brothers
$4 Wolfchild - By CORE
```

## 3385. Quartet -> .MOD ???

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: cciren@iway.fr
Message-ID: <5edbil$n66$76@s3.iway.fr>
Source record: 127428

is there exist a prog to convert quartet tune (.4v) to .MOD format
file ?

help me, i have more than 100 tune to convert ...

thanks,fred.
reply to : besseiche@rennes.cci.fr

# 3386. NVDI 4 and VDI drivers

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: senyshyn@helix.nih.gov
Message-ID: <AF2F981996689669@128.231.207.7>
Source record: 127429

I am sorry if this comes over as a multiple post but Deja-news
has problems tonight.

I have some questions about NVDI 4 :

1) Is it possible to disable the VDI driver in NVDI 4 to use only the
print drivers and GDOS fonts in NVDI?

2) I know that a computer with an ET-4000 based graphics card works
best with NVDI-ET4000 BUT will it work at all with a normal version of
~~~~ ~~~
NVDI 4 (and NOVA VDI version 2.61) ?
In other words, will NVDI 4 fail in a Mega STE with a NOVA 16M card?

Regards
Jan

Washington DC
~~~~

# 3387. wtb (UK) portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: nam101@york.ac.uk
Message-ID: <5edb2o$739@netty.york.ac.uk>
Source record: 127430

Can anyone tell me what I should expect to pay for a secondhand portfolio,
please.

Best wishes

--
Neil

Neil Martin

Postgraduate student, Music Technology, University of York.
<nam101@york.ac.uk>

# 3388. Re: Minix and Win'95 long filenames

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: 51: 205/311.1!Rich.Tietjens@atarinet.portland.or.NO.SPAM.us;
Message-ID: <5ed4fi$277@ornews.intel.com>
Source record: 127431

In article <3309883F.167EB0E7@etlxdmx.ericsson.se>,
Martyn Tidd <etlmntd@etlxdmx.ericsson.se> wrote:
>
>Mark Baker wrote:
>
>> You mean Microsoft ignored the RockRidge standard ...
>> and invented their own "standard" for no apparent reason?
>
>Of course there was a reason. If M$ control the standard, they can give
>there own programmers an advantage. M$ have never been keen on industry
>standards unless, of course, they originate from M$.

MickeySlop isn't alone in that regard. See: MCA and IDE, both invented by
IBM for the sole purpose of creating a new "standard" when there were
existing standards that worked a bit better - but were not controlled by
IBM.

M$'s clueless capacity, however, exceeds everyone else's be a long shot.
For example, they want all new network drivers to be written in C instead of
hand-optimized assembly. Dollars to doughnuts they want to specify that the
non-M$ engineers writing those drivers use Visual C++ (aka "Viscous Sea
Slime"), too.

The simple fact is that any industry that is dominated by a single vendor
will be stagnant and suppress innovation. Can you say "anti-trust act?"

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--------------------ftp://ftp.teleport.com/users/atari--------------------

# 3389. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: 51: 205/311.1!Rich.Tietjens@atarinet.portland.or.NO.SPAM.us;
Message-ID: <5edf15$7rd@ornews.intel.com>
Source record: 127432

In article <3309FC48.31F@cfcsc.dnd.ca>,
Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:
>
>> oxo@imaginet.fr previously gibbered to All ...
>> o> Well, we think now to limit the on-line access to the oxo web server
>> o> and a dozen of other url queries.
>> o> The WebSpace team.
>
>this sounds like a good test of webspace!

I agree. Rod, have you started negotiations for the US distributorship yet?
<G>

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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

## 3390. Re: looking for two antiques.

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: 51: 205/311.1!Rich.Tietjens@atarinet.portland.or.NO.SPAM.us;
Message-ID: <5edete$7rd@ornews.intel.com>
Source record: 127433

In article <3309AD0A.4146@csc.cs.technion.ac.il>,
Bengad Zohar <s3180413@csc.cs.technion.ac.il> wrote:
>>
>> In article <3301FFE3.41C6@csc.cs.technion.ac.il>,
>> Bengad Zohar <s3180413@csc.cs.technion.ac.il> wrote:
>> >
>> >I'm looking for a very old game on the ST - Dungeon Master.
>> >I'm sure that at leat some of you have heard of it.
>> >Well I can't find a working version of it no matter how hard I tried.
>> >If any of you can make me a copy (I'll pay for the diskette and mail of
>> >course) I'll be most grateful.
>
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>Can you offer me a commercial package?
>I can't get atari stuff here in ISRAEL.
>If you can offer me one that will work on an 1040ST
>I'll appreciate it. and probably buy it.
>Of-course it will have to be reasonable.
>Still its a 10 years old game.
>I'm not pro piracy.
>But when it gets to ATARI stuff, I have no other
>resources here. ATARI's market was never much developed in israel.
>so I guess that's the way it goes here.

I suggest you first try info@toad.net and info@compdirect.com; if neither of them has it available, try Bravo Sierra computers. There may be a couple of other retailers (any I didn't give email addresses of, look at my Web site in the Vendors links) who are possible sellers. If all else fails, I would sell my spare package (I planned ahead and bought an extra when I realized that, like everything else, software dies).

Posted and mailed.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

# 3391. Re: Damaging Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <856298331@p24.f101.n323.z205.mbh.org>
Source record: 127434

Gerry O'Rourke wrote:

>> The problem is I have absoloutly no idea, dunno how ?
>
> OK, If you have a copy of KnifeST (given away on an ST Format cover
> disk long ago) you can mess with almost anything on a floppy.
>
> Just go in and alter something important :)
>
> Maybe even cook up a custom format for track 79.
>
> OK, the real way to do it is to get hold of the WD1772 specifications,
> a list of the WD1772 addresses in the Atari, a decent assembler, & a
> few hours later you will be the proud owner of a disk trasher
> program.
> Actually, there may be a bios call that might achieve the same thing
> (only less painfullly). Check out the docs for any decent C compiler,
> or maybe you already have a book on the ST bios.

That a bit too simple I am afraid, you can't program the WD1772 directly in th
ST, you have to program the DMA Controller (adress $ff8604 - $ff860d) and toggle
some soundchip bits. The standard OS routines aren't able to screw up
disksectors. I posted a message in ...ATARI.PROGRAMMER with an easy way to
damage a disk.

Bye, Hans Wessels

# 3392. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5ebu63$cdc@m1.cs.man.ac.uk>
Source record: 127472

In article <Pine.BSI.3.95.970216111820.27132D-100000@usr11.primenet.com>, Katherine L Ellis <kellis@primenet.com> writes:
>Hi, Well here Xaaaes6 doesn't even load, it says can not find the
>resources, even if everything is setup correctly. (at least from what
>the doc says).

Yes, I agree that the doc's could do with a few checks...

>So if you can use it, tell me. And it's on a regular falcon 14meg.

Yes, I can get it working.

In my mint.cnf file I have something like:
cd u:\c\xaaes.b6
GEM=u:\c\xaaes.b6\xaaes.tos -video 6

The 'cd' into the XaAES directory makes it able to find its config files. If this doesn't work, copy the XaAES.cnf file to everywhere. :)
(\, \mint \xaaes \auto should do. :-)

Oh, and bar.cnf needs to be the root - not in c:\bar as is implied by the docs.

>On 16 Feb 1997, Marc Billiet wrote:
>>I just tried to install XaAES 0.6 on my Falcon and after booting, XaAES
>>gives me the error message 'Foreign Client ? ERROR: Access denied' and
>>continues loading the desktop (I use Gemini 2).

Very wierd. Sounds as if there is some problem with your moose driver. Are you sure you haven't got the b5 and b6 drivers mixed up? [they are different in the two versions]. Also, do you have any other device drivers installed? or maybe a mouse accelerator? 'Foreign Client?' is a standard name for 'any' app, so it isn't necessarily XaAES generating this message (probably is though)

HTH

Anthony
--

---
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
---

* * * NEWSFLASH: KP SACK due for imminent release. * * *
---

# 3393. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: !ynoT
Message-ID: <3309739f.1024358@news.airtime.co.uk>
Source record: 127473

On 18 Feb 1997 09:38:36 +0100, Magnus Kollberg
<emwoll@emw.ericsson.se> wrote:

>!ynoT writes:

>> That is a cop out, no matter which way you write it, it is not
>> encouregment to the programmers is it? telling everyone not to bother,
>> just wait and see what others say..
>
>I have treid to come up with some more or less bad ideas and I think
>it's a good idea to try to find a way for them to release it. The
>thing is that I find the atitude very negative from some people

That is a matter of personal opinions made by whoever is reading the
postings?, I personally think the most important thing is that
opinions are put forward, at least then the programmer can see his
efforts are being noticed and his software is going to be wanted,So
long as no one is attacking anyone and the comments are aimed as help
or feedback, then they should be allowed, isn't that what this
newsgroup is for??, to say nothing and ignore him will surely put him
off programming for the ATARI ?

>and it's easy to understand that some has no interrest in buying it

I personally have no interest in buying his product, I put forward my
views as a fellow programmer, as where many others, all of us offering
advice on how to release a product, it was just a pity that I was
attacked for moaning ?????????????

>anyway. I might say one or two stupied things from time to time
>but as I said, I'm not the only one.
>
>//Magnus Kollberg

I totally agree with you Magnus and include myself as a person who
says stupid things from time to time, <smile>

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3394. Re: Destruction Imminent, Where?

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E5snpo.KpB@cee.hw.ac.uk>
Source record: 127474

In article <855942934_OASIS_@imco.demon.co.uk>,
gary@imco.demon.co.uk (Gary Noack) wrote:
>Does anyone know where I can get hold of this game? Is it shareware?
>Is it any good? Is it on an FTP site?
>
>Gaz.
>
>__
>
>Gary Noack @ IMMORTAL COILS, Huntingdon, England.
>WWW: http://www.imco.demon.co.uk/
>e-mail to: gary@imco.demon.co.uk
>phone : +44 (0)1480 497730 or +44 (0)1480 856745
>fax : +44 (0)1480 856838
>
>

Hi there!

Check out
"http://www.walusoft.co.uk/fff/philes/di.htm"

Not sure if a downloadable demo is available though.

There is also another doom clone for STFMs STFs STs out there. Its
called "Kill Things". Dont know if it is going to be finished though....The
web page hasnt been updated recently. Rumour that the source code is going to
be released as PD soon... Check out
"

http://www.geocities.com/SiliconValley/6273/killtngs.html"

Hope this helps

Brian.

# 3395. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <33098933.446B9B3D@etlxdmx.ericsson.se>
Source record: 127475

> I suggest that if anyone in the UK is interested in having this new version
> then they should email HiSoft (support@hisoft.co.uk)

Oh, have HiSoft starting taking notice of their e-mails now?

Regards
Martyn

# 3396. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: !ynoT
Message-ID: <330f85c2.5667435@news.airtime.co.uk>
Source record: 127476

On 18 Feb 1997 10:52:09 +0100, Magnus Kollberg
<emwoll@emw.ericsson.se> wrote:

>> and help a fellow programmer, why do you feel the need to insult me
>> like this, your attitude surprises me?
>
>Maybe, but I guess we see on things differently. I just got fed up, that's
>it.

PLEASE show me what all the fuss is about PLEASE show me why you and
the other person think my ONE posting to that thread is moaning ?

**********
Person 1
>>spots where it could run into a problem . I believe a time limited demo

Person 2
>But lots of people have their system clock set to 1980 or whatever the
>system time is, dont they? This would give them an unlimited demo...

My bit

Hmmm theres more than one way to do a Time demo?....Look at Connect,
you could simply count the time online,
But a Time Demo isnt such a viable option as people will simply do
what they do with programs like CoNnect, reinstall reinstall
reinstall?
**********

AND YOU SAY THAT IS MOANING, YOU ATTACK ME FOR THIS
??????????????????????????????????????????????

>Lets drop this as this all is just noncense, or mail me directly if
>you feel like it.

haaa you attack me in public, but you expect me to defend myself in
private ???? NO I will not, You want to moderate this newsgroup then
expect a response! show me what was wrong with my original posting,
show me why I have to be attacked for offering help, show me! or join
the knitting class where all wannabe moderators belong!

**** Shhh whats that Clicking sound ****

# 3397. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <5ec5al$rlr$1@roch.zetnet.co.uk>
Source record: 127477

>Having updated my computer recently to NVDI 4 and MAGIC 5 I am having some
>teething troubles which are not covered in the manual. I wonder if anyone out
>there could help me please.
>
>1) Does anyone know how to stop Pagestream 2.2 from nicking all the remaining
> memory so that even magic's fileselector does not work. I have allready tried
> to limit the memory under magic's set up but this seems to be ignored. the
> only solution I have found is to start a small program such as imagecopy
> first, then start pagestream, then exit imagecopy to free the memory so the
> fileselector works.

Nope, thats exactly what I have to do, I think it's a "feature" of
Pagestream :-( It does not seem to be very multitasking friendly and
seems to change all the desktop colours also rendering my windows black
after I quit Pagestream. I have to reboot to see into my windows :)

Regards,
James ��������

|\ _____ * *
|/ock |roll  An tari user
|\ | <------->
In Scotland!!

james.pirie@zetnet.co.uk

Telephone, (voice) 01571-855327
,, (Mobile) 0378 779120

# 3398. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970218075832.431A-100000@usr06.primenet.com>
Source record: 127478

hey Anthonyj :)
Well the thing is that I do not run the Gem from mint.cnf :p
In my mint.cnf run INIT.prg :)
Then from the login prompt I run the aes I want.
That is why I can not use your trick.
Any other good idea?
Bye

On 18 Feb 1997, Anthony Jacques wrote:

> In article <Pine.BSI.3.95.970216111820.27132D-100000@usr11.primenet.com>, Katherine L Ellis <kellis@primenet.com> writes:
>>Hi, Well here Xaaaes6 doesn't even load, it says can not find the
>>resources, even if everything is setup correctly. (at least from what
>>the doc says).
>
>Yes, I agree that the doc's could do with a few checks...
>
>>So if you can use it, tell me. And it's on a regular falcon 14meg.
>
>Yes, I can get it working.
>
>In my mint.cnf file I have something like:
> cd u:\c\xaaes.b6
> GEM=u:\c\xaaes.b6\xaaes.tos -video 6
>
>The 'cd' into the XaAES directory makes it able to find its config
>files. If this doesn't work, copy the XaAES.cnf file to everywhere. :)
>(\, \mint \xaaes \auto should do. :-)
>
>Oh, and bar.cnf needs to be the root - not in c:\bar as is implied
>by the docs.
>
>>On 16 Feb 1997, Marc Billiet wrote:
>>>I just tried to install XaAES 0.6 on my Falcon and after booting, XaAES
>>>gives me the error message 'Foreign Client ? ERROR: Access denied' and
>>>continues loading the desktop (I use Gemini 2).
>
>Very wierd. Sounds as if there is some problem with your moose driver. Are
>you sure you haven't got the b5 and b6 drivers mixed up? [they are different
>in the two versions]. Also, do you have any other device drivers installed?
>or maybe a mouse accelerator? 'Foreign Client?' is a standard name for 'any'
>app, so it isn't necessarily XaAES generating this message (probably is though)
>
>HTH

>
>Anthony
>--
>-------------------------------------+-----------------------------
>Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
> | Generic STOS Fixer v1.4
>mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
>http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
>-------------------------------------+-----------------------------
> * * * NEWSFLASH: KP SACK due for imminent release. * * *
>-----------------------------------------------------------------------
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 3399. Re: looking for two antiques.

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Bengad Zohar <s3180413@csc.cs.technion.ac.il>
Message-ID: <3309AD0A.4146@csc.cs.technion.ac.il>
Source record: 127479

In article <5dtaa2$i7f@ornews.intel.com>,
atari@teleport.NO.SPAM.com (Rich Tietjens) wrote:
>
> In article <3301FFE3.41C6@csc.cs.technion.ac.il>,
> Bengad Zohar <s3180413@csc.cs.technion.ac.il> wrote:
> >
> >I'm looking for a very old game on the ST - Dungeon Master.
> >I'm sure that at leat some of you have heard of it.
> >Well I can't find a working version of it no matter how hard I tried.
> >If any of you can make me a copy (I'll pay for the diskette and mail of
> >course) I'll be most grateful.
>
> How much will you offer for the full package - commercially produced? I
> think you'll find that MOST of the people here are resistant to piracy
> requests.
>
>
>I'm looking for a very old game on the ST - Dungeon Master.
>I'm sure that at leat some of you have heard of it.
>Well I can't find a working version of it no matter how hard I tried.
>If any of you can make me a copy (I'll pay for the diskette and mail of
>course) I'll be most grateful.

How much will you offer for the full package - commercially produced? I
think you'll find that MOST of the people here are resistant to piracy
requests.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Can you offer me a commercial package?
I can't get atari stuff here in ISRAEL.
If you can offer me one that will work on an 1040ST
I'll appreciate it. and probably buy it.
Of-course it will have to be reasonable.
Still its a 10 years old game.
I'm not pro piracy.
But when it gets to ATARI stuff, I have no other
resources here. ATARI's market was never much developed in israel.
so I guess that's the way it goes here.

Thanks for answering.
ZOHAR
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3400. Re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970218083456.5780A-100000@moose.erie.net>
Source record: 127480

On Mon, 17 Feb 1997, Frank Charlton wrote:

> Katherine L Ellis <kellis@primenet.com> wrote:
>
> > BTW, I saw that Toad computers FTP site has Carpe Diem. WHY????
> > They want to sell us SVK?
>
> Toad has Carpe Diem - the virus - on their site?

Yes. They've been told about it, but they don't seem to care much
about Atari users any more!

# 3401. Re: Falcon 3D prg?

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3309DDA4.583@cfcsc.dnd.ca>
Source record: 127481

Magnus Kollberg wrote:
> There is also Neon which is supposed to be fairly good. It lacks some
> basic functions, but as a 3D modeler I think its one of the best. I
> think Neon is supposed to be better than InShape, atleast faster.
> You might pick up a used copy of Neon.

why not a new copy!? :^)

> Or you just have to write to the BSS (Doug Little) guys and tell them
> what you want. ;-)
> Doug Little has also ported POV 3 to TOS.

Yes. The guy is bluidy amazing - Apex, POV-ray, Afterburner,...

> //Magnus Kollberg
> +----------------------------------------+
> | Falcon040, Bad Mood support team |
> | email: Magnus.Kollberg@emw.ericsson.se |
> +----------------------------------------+

# 3402. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3309DF3F.2EBC@cfcsc.dnd.ca>
Source record: 127482

Andreas Kromke wrote:
<snip>
> : 4) How do you get Extendos 1.2 to work under Magic, I just get 'invalid drive'
> : errors even when the same setup works under TOS 4.04
> Don't know this program.

What do you use to access CD-ROM's? Atari's metados? ICD's? another one?
of course extendos is now up to 2.4A, so an upgrade should work here!

> ------------------------
> ANDREAS KROMKE

## 3403. Unfindable Shareware?

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: TL Westgate <tl@westg8.com>
Message-ID: <3309AC13.4204@westg8.com>
Source record: 127483

Now that I'm getting back into my old 520ST, I'm on the hunt for some software that hasn't survived the years-long stay in the closet.

Two shareware titles I was addicted to came out of old ST mags (like STart). They were: Karma and Canfield.

Does anyone have these they could be so kind as to e-mail me? Or know of a web site with them? And, yes, I have checked out the popular repositories (like umich.edu).

Any help would be appreciated.

TIA
TL
--
International Internet Incorporated of America
http://www.westg8.com/i3/

# 3404. Re: Broken Harddrive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3309E7C7.1CC4@cfcsc.dnd.ca>
Source record: 127484
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Kev Thacker wrote:
> Hi
> Got a Atari ST1040STFM and Atari Megafile 20 (20MB Atari Harddrive).
> It starts to boot and displays a boot-up message, but crashes with 3
> bombs. Anyone got any ideas?

at least two
1)When you see the boot up screen, hold down the Alt key until the desktop appears,
best to have a floppy disk in the disk drive, speed things up a bit), then install
the hard drive C partition via the menu bar above the desktop. - install device/hard drive
double click on the hard drive and check out the "auto" folder.
2)put a floppy in the disk drive with ahdi.prg, hdx.prg (or other hard drive
boot/configuration
programs. turn on the Atari, wait till the desktop appears. turn on the hard drive.
try to boot the hard drive with ahdi.prg. If successful, install C drive from menu
selection
(If you get a Cartridge, you weren't successfull in booting the hard drive)
check out the auto folder by moving everything from it and then copying/moving prg's back
to
it one at a time and in the order you would like them to boot in. Better yet, buy XBoot!

> Can someone also tell me an ftp site for Atari PD/shareware software
> etc please?
> Please email me because I dont read this newsgroup
> Thanks
> Kev

try ftp.umich.edu, ftp.funet.fi, ftp.cnam.fr or ftp.sunsite.cnam.fr
look for \pub directory followed by an \Atari directory
good luck.bonne chance

# 3405. where will I find mouse tricks 2

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: David Rutherford <d_rutherford@geocities.com>
Message-ID: <330A2951.522@geocities.com>
Source record: 127485

Could someone point me in the direction of mouse tricks 2, the serial mouse driver. I have magic 5.03 and it seems to be crashing it out.. Any help will be most gratefull.

Thanks,
D.Rutherford

# 3406. Where do i get magic 5.04 upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: David Rutherford <d_rutherford@geocities.com>
Message-ID: <330A2A3F.779@geocities.com>
Source record: 127486

Can somone please direct me to a page where i can download the upgrade
from magic 5.03 to 5.04.

I will be most gratefull.

D.Rutherford

# 3407. Where do i get magic 5.04 upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: David Rutherford <d_rutherford@geocities.com>
Message-ID: <330A2A3A.65D0@geocities.com>
Source record: 127487

Can somone please direct me to a page where i can download the upgrade
from magic 5.03 to 5.04.

I will be most gratefull.

D.Rutherford

# 3408. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: andy@urban.prima.ruhr.de
Message-ID: <6R4dJ2C0sAB@urban.prima.ruhr.de>
Source record: 127488

Im Artikel <3308B4D2.4D9D@teleport.ee> schrieb
(mdb@teleport.ee) zum Thema ATARI<-->PC MIDI files via 3.5" floppy:
> Hi, everybody:
>
> I have a IBM PC-based MIDI recording
> studio. Recently I came across the problem
> of exchanging MIDI files with an ATARI
> ST1040 owner via 3.5" floppy disks.
>
> Could you please advise if there's
> any software for that?

You don't need any special software for this. Just put the Atari-3,5" DD-Disks into your Floppy of the PC. That's all. The Atari can read IBM-formatted Disks and the other way around, too. And midi stays midi - doesn't matter which platform.

az
--
andy@urban.prima.ruhr.de http://www.prima.ruhr.de/home/urban/

# 3409. Re: NEWSie/Nicknames/Sprintlink/

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: allmidd@xs4all.nl
Message-ID: <5echol$q2d$3@news1.xs4all.nl>
Source record: 127489

```
>
>On 17 Feb 1997 05:43:08, Charles Silver wrote:
>> 1) Does anyone know how to incorporate the nicknames into e-mail messages?
>>I've stored a lot of names and e-mail addresses, but can't load them into
>>a new e-mail message. Can you?
>>
>Charles,
> Once you have defined a nickname, you just use it at the email
> address in a send or reply.
>
> For example: nickname: abc users: a@here, b@here, c@there
>
> When you send a message, enter abc in the To: line, and the email
> will be sent to the 3 users.
>
> It just that easy.
>
Well, nice to know NEWSIE can do more than I as a heavy NEWSIE knew of. Perhaps
time to update the DCO's John?

Johan
**************************************************************************
* allmidd@xs4all.nl: the address of Johan Middendorp & Marianne Braun *
* johmid@dds.nl *
* j.middendorp@nia-tno.nl *
*========================================================================*
* PGP public key on request *
**************************************************************************
* "Logic takes you from A to B but imagination takes *
* you anywhere" Albert Einstein *
**************************************************************************
```

# 3410. Re: Speeding up CAB?

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv914m3zwn.fsf@emw.ericsson.se>
Source record: 127490

Frank_Szymanski@do2.maus.ruhr.de (Frank Szymanski) writes:

> 
> MG>:) It is because he has an Afterburner. The Falcon will not
> MG>work without NVDI if fast ram is installed such as in the
> MG>Afterburner or Mighty Sonic. Many, many bad things happen:)
> MG>An old German fellow told me this in 1992:). I have tested
> MG>it and it is true:).
> 
> Perhaps in 1992 this might have been true but I can garantuee you that
> NVDI 4.11 R3 (that is the version I own) works perfectly on an
> afterburner. I have one with 32 megs of fast ram and although the
> afterburner is fast I don't want to live without NVDI.

I think you missed one word Frank. :-)
He said "will not work without NVDI". But as I have said before, with
the latest release of the 68040 driver for the AB040 you don't need
NVDI any longer with Fast-RAM, but who would like to be without it?

:-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 3411. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv7mk63zsg.fsf@emw.ericsson.se>
Source record: 127491

gary@the-gap.demon.co.uk (Gary Priest) writes:

> It seems to me that, it's just laziness that MagiC doesn't come with memory
> protection (at least as an option). Look, if a third party can provide it
> (Uwe) then it should be provided as standard!!

If just someone could make it work on a 040 (Uwe's little trick that is) I
would be more than happy. :-(

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3412. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3309FC48.31F@cfcsc.dnd.ca>
Source record: 127492

```
> oxo@imaginet.fr previously gibbered to All ...
> o> Well, we think now to limit the on-line access to the oxo web server
> o> and a dozen of other url queries.
> o> The WebSpace team.

this sounds like a good test of webspace!
```

# 3413. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Marc Billiet <fit3319@innet.be>
Message-ID: <01bc1dba$4842ef40$LocalHost@fit1194>
Source record: 127493

I found it !

Thanks to all who replied. I can finally start XaAES 6 (not that I can do much with it, but maybe with a future version ?).

My mint.cnf is now very small (but the lines I removed didn't gave problems):

```
cd u:\c\xaaes
INIT=u:\c\xaaes.tos -fvideo 26
```

My xaaes.cnf is somewhat larger :

```
# set the default clipboard path
clipboard u:\c\clipbrd
# set the accessory search path
accpath u:\c\
# launch toswin to handle TOS programs
run u:\c\multitos\toswin.app
# launch the desktop
run u:\e\thing\thing\thing.app
```

The 'Foreign Client' problem was caused by miniwin.app, that I used instead of toswin.app.
The mouse was frozen because I didn't specify the parameter '-fvideo 26' when starting xaaes.tos.

That's all. And it looks so easy...

# 3414. Re: ISDN on a TT?

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3309DBD0.446B9B3D@fir.fbc.com>
Source record: 127494

You could use a 3COM IMPACT ISDN modem, it works and acts like a standard modem accept you hook it up to an ISDN line. When you want to dial as a standard Analog modem you do an ATDT 555-1212, if you want to dial an ISDN connection, leave off the last T and do a ATD 555-1212 and you get connected via ISDN, these modems support A, B & D channels for up to 128K transfer.

Curt

# 3415. Re: WTB: Atari Lynx (in new or good condition)

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3309DCBA.794BDF32@fir.fbc.com>
Source record: 127495

David,

Have you tried B&C Computervisions? They sell everything you could
want for the LYNX: Systems, games, accessories.

408-986-9960

Curt

# 3416. Re: IDE CD-ROM on Falcon - Anyone tried that?

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: kucik@mrakoplas.phil.muni.cz
Message-ID: <5ecgng$2kp@rhino.cis.vutbr.cz>
Source record: 127496

tomo (tomo@fly.cc.fer.hr) wrote:

: If you got it working, please let me know how it works. What software
: is needed? Any problems, etc ...?

I use double-speed Wearnes IDE-CD-ROM as a slave IDE-drive in my Falcon with
no problems. As the driver I use MetaDOS driver from CD-Tools 2.08.

But I was told some high-speed IDE-CD-ROMs (e.g. 8x) doesn't work ...

Fufin

# 3417. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <856265204_OASIS_@bassment.demon.nl>
Source record: 127497

```
>> I have a IBM PC-based MIDI recording
>> studio. Recently I came across the problem
>> of exchanging MIDI files with an ATARI
>> ST1040 owner via 3.5" floppy disks.
>
>You don't need any special software for this. Just put the Atari-3,5" DD-
>Disks into your Floppy of the PC. That's all. The Atari can read IBM-
>formatted Disks and the other way around, too.

NOT ALWAYS! If the Atari has TOS<1.6, it can read PC disks, but the PC CAN'T
read the disks formatted from the Atari's desktop. So to make sure, use DD
disks formatted on the PC.

--

=-----------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=-----------------------------------------------------------------------=
```

## 3418. emulator atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Widmer Rudy <rudy.widmer@wanadoo.fr>
Message-ID: <01bc1dce$86658580$468afcc1@wanadoo.wanadoo.fr>
Source record: 127498

I search a emulator for make atari on my PC.
Exuse me for my english but i'm french.

Je cherche un emulateur pour faire marcher mes jeux atari sur mon PC
rudy.widmer@wanadoo.fr

# 3419. FS: LDW Power Spreadsheet $10

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1802970945010001@i547.oro.net>
Source record: 127499

$10 plus freight. Like new. The best Spreadsheet program for the ST/TT line. Complete with manuals and disks. Toad sells this for $109.

Tom

Also have Pagestream 2.2b for $10, WordPerfect for $10, and other items also.

## 3420. MegaPaint Pro

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29581_please@no.spam.mail.here>
Source record: 127500

Hi All!

I'm looking for the large-screen driver add-on for MegaPaint Pro (Tommy Software) as I'd like to run it in other than standard hi-res. Does anyone know if it is still available please?

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3421. Re: Spreadsheet required

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3309DB18.3AA0@cfcsc.dnd.ca>
Source record: 127501
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phil Yeadon wrote:
> Does anyone know of a spreadsheet that works on the TT that can read
> and write LOTUS 123 release 5 files.
> I need to do some work at home on 123 from the PC I am forced to use by
> my employer. They are trying to sort out a laptop for me to use, but I would
> prefer to use my TT!
> Any help greatly appreciated.
> TTFN

Phil:
This may or may not be useful, but you could do your work on just about _any_
spreadsheet (Atari Works?) and export/save it in ascii delimited(comma or
space or...) format for importation into Lotus. Notice I said _import_, not Open!
I think other *old* spreadshets like Masterplan could save in Lotus *.wk1
(or 2?) format, but I don't know how useful that would be!
There may be other possibilities also, such as Texel, Twist, etc which I really
couldn't comment on.

# 3422. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970218191354952l5@tachyon.demon.co.uk>
Source record: 127502

Katherine L Ellis <kellis@primenet.com> wrote:

> Well the thing is that I do not run the Gem from mint.cnf :p
> In my mint.cnf run INIT.prg :)
> Then from the login prompt I run the aes I want.
> That is why I can not use your trick.
> Any other good idea?

Why not use a boot manager like XBoot to install a different MINT.CNF
file, which runs the AES rather than your usual setup?

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3423. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3309DE3B.5C2@cfcsc.dnd.ca>
Source record: 127503

Magnus Kollberg wrote:
> Well there is a small program supplied with Ease as well, but I don't
> think you can get it seperatly. It's a shame that there isn't an
> simple resource editor for icons only. Oh, there were one for
> edting the TOS4 icons as well. Can't remember the name and it
> didn't work that well. It could have been updated though.

Actually there were a couple, (and I too can't remember the names! :^)
but they only worked in 16 colour mode, and I think 640x480.

> //Magnus Kollberg

# 3424. Re: MagiC problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: "R. Mellish" <rm03@ic.ac.uk>
Message-ID: <5ecvo0$fti@oban.cc.ic.ac.uk>
Source record: 127504

Dwmoar <dwmoar@aol.com> wrote:
>Am running a Mega ST with 4 megs memory - a 16 Mhz accelrator board - Link
>II with a 1.06 gig hard disk - SCSI CD Rom - SCSI Zip Drive. as for
[... stack errors ...]

The problem may be your hard-disk driver software. Magic 4 or over really doesn't like the ICD drivers (which is strange, since MagiC 2 worked fine). I had exactly the same problems (stack errors, etc.) when I upgraded.

Try changing to CBHD (available on atari.archive.umich.edu and elsewhere), which works fine with MagiC. I believe CBHD also supports CDs and Zip drives.

The only problem is that the documentation is all in German. However, it's relatively easy to set up. IIRC, copy CBHD.PRG to the root directory of your HD, and rename it CBHD.SYS. Then run the CBHDCONF program to set up the options.

You might also consider buying HDDRIVER, a commercial driver.

-- Robert Mellish (YSFC #20) rm03@ic.ac.uk All the bees are dead.

# 3425. Re: PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <856288082_OASIS_@ping.be>
Source record: 127505

In article <Pine.BSI.3.95.970217233323.28342A-100000@usr03.primenet.com>
Katherine L Ellis <kellis@primenet.com> said:-

>hmm apparently you didn't see that KEMD was available.
>It will take around 25 to 30 min to set it up and ready to connect.
>PPPkit didn't work for me either very well and I found that it was
>pretty hard to setup correctly.

For some reasons I can't make KEMD or pppkit working but I had the TAF
packet working within 30 min.
To install KEMD I've followed your advice (I guess) but when it comes
to the point to start up N.AES I get a nasty warning (which I
unfortunately can't remember right now) and that's it.
With pppkit I can't make a connection.

CU
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
****************************

# 3426. Re: Falcon 3D prg?

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5ed67r$2o5@ash.ridgecrest.ca.us>
Source record: 127506

Ken Macdonald wrote:
>
> Magnus Kollberg wrote:
> > There is also Neon which is supposed to be fairly good. It lacks some
> > basic functions, but as a 3D modeler I think its one of the best. I
> > think Neon is supposed to be better than InShape, atleast faster.
> > You might pick up a used copy of Neon.
>
> why not a new copy!? :^)
>

Where would you purchase it :)

# 3427. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5ed8lc$svj@mn5.swip.net>
Source record: 127507

In article <19970217222657513170@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk says...

>> I ment offcourse the official SWEDISH Atari Computing
>> webpage ;-)
>
>And very good it is, too - thanks for the fast link you added, I'll do
>the same at this end later ;)

Ok. Thanx :-)

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

## 3428. Stoop key

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5eckl4$6fc@ratatosk.uio.no>
Source record: 127508

Someone asked for the key to register Stoop, and here it is:

Phil Hogkins
ndoazQnf

Found it in Aphile02.

- Petter -

# 3429. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3309FFFD.3AEF@cfcsc.dnd.ca>
Source record: 127509

mdb@teleport.ee wrote:
> Hi, everybody:
> I have a IBM PC-based MIDI recording
> studio. Recently I came across the problem
> of exchanging MIDI files with an ATARI
> ST1040 owner via 3.5" floppy disks.
> Could you please advise if there's
> any software for that?
> Thanks in advance.
> Sergei

The _only_ problem I can see may be that the Atari disk
was formatted to more than 80 tracks or more than 9
sector/track to be able to put more on the disk. Also
it may need to write an IBM boot sector onto the Atari
floppy.
If you format some DS/DD 3.5" floppy disks on your IBM,
then ask him to copy his MIDI files to the disks,
should be OK.
good luck.bonne chance

# 3430. Re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970218191340943335@tachyon.demon.co.uk>
Source record: 127510

Dennis McGuire <mcguired@moose.erie.net> wrote:

> Yes. They've been told about it, but they don't seem to care much
> about Atari users any more!

This begs an interestinng question, then: If they knowingly propagate a mailicious virus which has no other purpose on their website, surely they're in contravention of one law or another?

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3431. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970218191345946 64@tachyon.demon.co.uk>
Source record: 127511

Martyn Tidd <etlmntd@etlxdmx.ericsson.se> wrote:

> You're a gent Frank, cos I completely forgot (again) :-|

Yeah, but the miracle here is that I *didn't* - and as anyone who knows
me will testify... ;-)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3432. Re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970218191343945O9@tachyon.demon.co.uk>
Source record: 127512

Richard Karsmakers <cronos@worldaccess.nl> wrote:

> Let me get this straight. Toad *still* have this thing on the FTP site,
> months after it was discovered that in fact this is a really nasty kind of
> virus thing

I'd be interested in your opinions on my previous posting, Richard -
surely it's true that knowingly distributing virii (viruses, whatever
:)) is against the law?

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3433. Re: looking for two antiques.

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970218191344945 93@tachyon.demon.co.uk>
Source record: 127513

Bengad Zohar <s3180413@csc.cs.technion.ac.il> wrote:

> Still its a 10 years old game.

So what? It's always the same story, isn't it?

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3434. Re: WTB/T: Spectre GCR or other MAC Emulator for ST (Software only)

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970218191352950 94@tachyon.demon.co.uk>
Source record: 127514

Elvis Smurf <esmurf@trust-me.com> wrote:

> am open to other. here's the hook: i need for it to be able to read
> the ROMS from disk. i don't care wether or not you supply the ROMS, and
> am not too particular about original software. e-mail me with offer.

Not too particular about original software? No surprise you post under
an alias, then.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3435. Re: where will I find mouse tricks 2

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970218191349949l4@tachyon.demon.co.uk>
Source record: 127515

David Rutherford <d_rutherford@geocities.com> wrote:

> Could someone point me in the direction of mouse tricks 2, the serial
> mouse driver. I have magic 5.03 and it seems to be crashing it out..
> Any help will be most gratefull.

Mouse Tricks 2 is commercial software, available from FaST Club, priced
at 6.95UKP in their ad in Atari Computing 3. Mail
stclub@cix.compulink.co.uk for details.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3436. NYAH-NYAH! (Was: Re: WebSpace HTML browser: PPP layer sn)

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970218191348948O4@tachyon.demon.co.uk>
Source record: 127516

Would you two like to take this to email, please? Just before it
degenerates even further into 'My Dad's bigger than your Dad' stuff.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3437. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970218185247.29610B-100000@usr01.primenet.com>
Source record: 127517

Because I think an aes shoudl load from INIT, and from there at the
prompt I type the aes I want.

On Tue, 18 Feb 1997, Frank Charlton wrote:

>Katherine L Ellis <kellis@primenet.com> wrote:
>
>> Well the thing is that I do not run the Gem from mint.cnf :p
>> In my mint.cnf run INIT.prg :)
>> Then from the login prompt I run the aes I want.
>> That is why I can not use your trick.
>> Any other good idea?
>
>Why not use a boot manager like XBoot to install a different MINT.CNF
>file, which runs the AES rather than your usual setup?
>
>ATB, Frank.
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 3438. Re: PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970218185701.29610C-100000@usr01.primenet.com>
Source record: 127518

AHA! NAEs is not part of KEMD. If you can not load NAES then you have
to see with the manual of the people that do this aes.
KEMD is supposed to work without even any AES.
And if that didn't even work, then you are the first person that
didn't succeed, I am then interested to know, what system you have.
Bye

On Tue, 18 Feb 1997, Martin Byttebier wrote:

> In article <Pine.BSI.3.95.970217233323.28342A-100000@usr03.primenet.com>
> Katherine L Ellis <kellis@primenet.com> said:-
>
>>hmm apparently you didn't see that KEMD was available.
>>It will take around 25 to 30 min to set it up and ready to connect.
>>PPPkit didn't work for me either very well and I found that it was
>>pretty hard to setup correctly.
>
>For some reasons I can't make KEMD or pppkit working but I had the TAF
>packet working within 30 min.
>To install KEMD I've followed your advice (I guess) but when it comes
>to the point to start up N.AES I get a nasty warning (which I
>unfortunately can't remember right now) and that's it.
>With pppkit I can't make a connection.
>
>CU
>Martin
>
>__
>
> ************************************
> * On the seventh day He created Atari *
> ***** Martin.Byttebier@ping.be ********
> ***************************
>
>
>
>

---

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

---

# 3439. IDE Hard disk problem (time to be humble:)

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5ed77k$2og@ash.ridgecrest.ca.us>
Source record: 127519

I have a Maxtor IDE 1.6gb installed in my Falcon.
I use HUSHI 6.53 as the disk driver.
No problems for over a year.
Last night I was cleaning up the old files from the disk
and went to defrag the drive with Edge. Of course
I backed up partition C and D, but partition E was
just some video files, and the location where I
keep all of my mail, which wasn't on back up.
C and D optimized fine. When it came to E's turn,
about 30 seconds into the defrag the machine puked.
There were a couple of 30mb video files there and
fragmentation was pretty bad from what I could see
on the display.
After reboot the partition is still there.
You can see the files and folder but cannot
copy or access them.

Correct cannot check the drive and HUSHI reports
time out!

Kobold can see the free and used space but cannot
read the drive and gives a time out!

Edge's medic reports DOS Error #-11
reading Dir sectors Location 6723

Medic is able to read both fats. It looks like
it hangs when it tries to validate dir structure.
time out!

I think I see the problem with the above information.
Can the directory structure be replaced/repaired?
It's not a major data loss, but I was trying to keep
some of the videos and mail files.
I am glad that I did learn to back up:) This is the
second time in two years that this has happened under
Edge. I learned (most) of my lesson the last time.

Humbley yours,

Mike

# 3440. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5ed8j6$gmi@irk.zetnet.co.uk>
Source record: 127520

On 17 Feb 1997 13:26:54, Steven Rodgers wrote:
>In article <33005765.167EB0E7@etlxdmx.ericsson.se>, Martyn Tidd
<etlmntd@etlxdmx.ericsson.se> write>s:
>> David Rutherford wrote:
>> >
>> > Does any one know where i can get a version of stoop which is over 1.05.
>> > I've looked everywhere. Someone said that there was a version 2 out, but
>> > i am still unable to find it anywhere on the net, could someone please
>> > help.
>>
>> The author of Stoop (whose name escapes me) had his Falcon die on him so
>> AFAIK, development stopped at v1.05. He even publicly announced a key
>> for the program to make it free so it looks like that was the end.
>>

Stoop v1.05 has a PD key now :-)

Phil Hodgkins
ndoazQnf

Also Stoop 2 is around, 'cos I'm using it, but I don't know where you can
get it from :-(

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

# 3441. Re: BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5ed8od$svj@mn5.swip.net>
Source record: 127521

In article <331cdbde.37149036@news.airtime.co.uk>, !ynoT says...

> At last we have a working title for our new game "Billy Boy", You

Is it about Bill Gates ?? :-DDDD

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 3442. Re: Internal clock retrofit boards for ST/STE

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970218003900.TAA16862@ladder01.news.aol.com>
Source record: 127551

Get ahold of Ben Smith (BS Computers) here on the net. I know that he has
a couple of internal clocks for sale. Hope that this helps

# 3443. Gemulator speed!

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Theodore Georgopoulos <stud0772@di.uoa.gr>
Message-ID: <3308FC2C.15B9@di.uoa.gr>
Source record: 127552

O.K. here's a good one...

I did the search and replace task 'a->b' on the umich index on my Mega
4ST and on my P133 running word7 and Tempus under Gemulator.
The time needed was
MSword7-P/133 10sec
Tempus-mk68/8 20(or 22?)sec!
Tempus-P133 5 sec!!!!
(BTW not too flattering for word)

Sounds great to me!Gonna buy it.But I'd really like to know from people
who own the program,how's the modem and printer support.I mean they have
been able to use their printers and modems,haven't they?

Theodore
stud0772@di.uoa.gr

## 3444. MagiC4

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970218005101.TAA17616@ladder01.news.aol.com>
Source record: 127553

Am having problems with MagiC4. I am running a MegaST - 4 megs memory - Link II - 1.06 Gig hard disk. When I try to load MagiC4 it tries and will come to the desktop and either it will freeze up. or it will display the message system halted - stack overflow and will display antwhere fron 2 to 4 bombs on the screen. I have removed everything from the auto folder except the magic boot program, also have removed all ACC's from the root directory, still with the same results of crashing. Is there a problem with the MagiC4 software? Thanks for any help or suggestions

David
dwmoar@aol.com

# 3445. ST games (+ other stuff) for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: conan@enterprise.net
Message-ID: <3308ffd4.4075050@news.enterprise.net>
Source record: 127554

```
Excellent games: (5 quid)

Chaos Strikes Back
Lords of Chaos
Bloodwych
Bloodwych (data disks)
Drakkhen

Really good games: (4 quid)

Battle Master
Sim City
Sleeping Gods Lie

OK games: (3 quid)

Castle Master
SDI

Cheap games: (2 quid)

Vindicators
Phobia
Deja Vu

Other stuff: (Make me an offer)

Atari ST: TOS Technical Reference Guid Book
STOS game creator
2 x Quality Midi cables (8 foot long)
ST 2 TV Scart lead
ST hard drive extension cable
Quality Printer cable (4 meters long)
Syncro Express (disk duplicator works with with external drive)
4MEG zram upgrad kit for 520STFM/1024ST (damaged, but chips might be
of some use to someone?)

Postage to be aranged.

Thanks! :)
<> E-Mail: conan@enterprise.net
<> Undernet IRC: Ant on #POW_Productions
<> Home Page: http://homepages.enterprise.net/conan/
```

# 3446. Re: PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: marcelv@stack.nl
Message-ID: <5eb4ac$29r@toad.stack.nl>
Source record: 127555

: Any answers yet?
Well I tried and I tried. Nights at a row. My friends were asking how I
could spend so much useless time at such a lost cause.
To get my ppp connection going.

I did everything my the book but not a decent connection.
Checked all the files in the /etc folder.
Configurated the deamon drivers as described.
All I got was a connection with my server where it said that the ppp packets
were no good. So I looked at the FAQ of my provider but got lost in the
terminologies. Do I have to know all of this? Guess so.

What's:
arp,metric,vector,mtu/mru (and how can I find out what works for me)
rcvwnd,mss,PAP.
Or how can I force certain protocols with the ppp deamon program? Or see
if it is negotiating with the provider etc. etc.
It might be hidden somewhere but I dont have any clue.

IF you happen to know more about this please help me out. Otherwise I've got
to use the old PC to get coNected.
Thanks for your attention.

# 3447. Re: How to make all files "readable/writable"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: dest@freenet.edmonton.ab.ca
Message-ID: <5eb61b$au2$1@news.sas.ab.ca>
Source record: 127556

```
: >In <32ffa2da86a753@sn.no> Hallvard Tangeraas wrote :

: >>I've already tried "chmod -r +w images\*" and other variations of the same
: >>command sequence, but it doesn't work. Any ideas?
: >
: >I don't think chmod has a "recursive" mode, but I guess you could use find
: >to find * and run chmod on it.

I'm surprised noboby has mentioned Maxifile III (Codehead Software). You
can change R/W attributes, fastload on/off, show/hide, TT-ram,...
--
--
<dest@freenet.edmonton.ab.ca> F030/STE/Mega/XE/Lynx/Jag-CD-Catbox
```

# 3448. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29580_please@no.spam.mail.here>
Source record: 127557

This message from Frank to All came in on a wing and a prayer...

Hi Frank!

FC> Organization: Tachyon Media

FC> Alfred Radauer <h9250467@idefix.wu-wien.ac.at> wrote:

>> You are a bit out of date. The current version is v5; shortly, ther
FC> To be fair, he isn't - HiSoft are. We only got Papyrus 4 in the UK
FC> last September, so God only knows when we'll see v5, if ever.
HiSoft told me that they were working on a Mac/PC Raytracer, once that had
been completed they _might_ translate Pap 5...

I suggest that if anyone in the UK is interested in having this new version
then they should email HiSoft (support@hisoft.co.uk)

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 3449. Old ST system needs a new home

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Art Xanders <axanders@netexp.net>
Message-ID: <01bc1df9$b5482e40$6a45b6cd@default>
Source record: 127558

I have an old 520 ST (that was upgraded to 1 meg by a local dealer) with 2
single sided disk drives and a color monitor (that seems to have developed
some vertical hold problems) and a bunch of old software and games.
It hasn't been used in years and is taking up space I need. If someone that
can use it will arrange to come get it, I will give it to you.
It is located in Grove City (a suburb of Columbus OH)
e-mail me at axanders@computrek.org or norton@netexp.net if you are
interested in giving this old unit a new home!

Art Xanders

# 3450. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5ebhsj$pi5@ash.ridgecrest.ca.us>
Source record: 127559

>This is what Bertil Jagard mumbled about...>
>
>> In a message <15 Feb 97 15:35:22>, *-Unknown- * Writes:
>>
>> > 4) How do you get Extendos 1.2 to work under Magic, I just get 'invalid
>> > drive' errors even when the same setup works under TOS 4.04
>>
>> You have to update your Extendos! The latest version is Extendos Pro 2.4A.
>> There is some update files out on the BBS's! So take a look after EPRO_210.ZIP,
>> EPRO_23A.ZIP, EPRO_240.ZIP, EPRO_24A.ZIP this files is patch files to update
>> your current version! Otherwise contact Anodyne Software for help or upgrades.
>
>Hmm! I though 24a was for betatesters only ? Isn't there a timelimit on that
>version ?
>And Btw. Anodyne Software/Roger doesn't respond to messages any longer.
>When did you last talk to them/him ??
>
>Greets
>Kim
>
>

It has been a few months since I talked to Roger. He had
to take time out from another project he is working on
to "help" MagiC work with Extendos Pro a while ago. With all
the free upgrades, he probably has to do something that
will put food on the table:).

Mike

# 3451. Re: MagiC4

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <330961EF.545A@ooc.de>
Source record: 127560

Dwmoar wrote:

> I have removed everything from the auto folder
> except the magic boot program, also have removed all ACC's from the root
> directory, still with the same results of crashing. Is there a problem
> with the MagiC4 software? Thanks for any help or suggestions

Probably your hard disk driver doesn't run with MagiC. For a test you
can try the demo version of HDDRIVER available from
acp5.chemie.uni-kl.de/pub/atari.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 3452. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-ya02408000R1802970919440001@newsserver.cilea.it>
Source record: 127561

```
>
> Iconedit was used with MagiC 2 and lower. Since MagiC 3 there are
> colour icons that can't be edited with iconedit. The colour icons
> are loaded from a usual resource file.
>

Are supported 256 colors icons ?

--------------------------------------------------------------------------------
| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |
--------------------------------------------------------------------------------
```

# 3453. MagiC 5 and memory protection

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvg1yu4hzd.fsf@emw.ericsson.se>
Source record: 127562
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi,

I have heard and read different stories about MagiC and its
so called memory protection.

How is the true story? I have heard several people saying
that MagiC doesn't have any memory protection at all (which
looks to be the truth as it's easy to get "memory block
destroyed" and a reboot as only solution, while MiNT handles
this just fine) but they claim in the docs that they have.

So how is the story? Will MagiC ever get proper memory
protection, or does it already have it, but it just doesn't
work very well or not as it's supposed to?

Anyone?

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 3454. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvhgja4i8h.fsf@emw.ericsson.se>
Source record: 127563

and@sun1.imr.uni-hannover.de (Andreas Kromke) writes:

> : Well there is a small program supplied with Ease as well, but I don't
>
> The Ease icon editor only edits Ease icons.

I know, but it does also load and save regular rescource files, atleast
the old version I have seen, It's not perfect though.

> Magxdesk uses a standard (!) resource file that can be edited with
> any resource editor capable of colour icons.

Yup I know. Interface works just fine, or Zoom which is just a icon
editor if I remember correctly. It's a cut down version of Interface.

There were one other as well... I think it was freeware or shareware.

> Usually there is no need to draw new icons. Most programs come with a
> small rsc file that can be copied to /gemsys/gemdesk/rsc.

How many files can you have in this folder? Is there any disadvantage
to use several files from using just one with all icons pasted into
this one?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3455. Re: MagiC 5 and memory protection

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <330973F2.41C67EA6@etlxdmx.ericsson.se>
Source record: 127564
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi Magnus

Magnus Kollberg wrote:

> I have heard and read different stories about MagiC and its
> so called memory protection.
>
> How is the true story? I have heard several people saying
> that MagiC doesn't have any memory protection at all (which
> looks to be the truth as it's easy to get "memory block
> destroyed" and a reboot as only solution, while MiNT handles
> this just fine) but they claim in the docs that they have.
>
As far as I can tell, MagiC does not have proper memory protection. It's supposed to be improved in v5.04 but is certainly pretty bad in v5.03 (which I have). Proper memory protection can only be implemented on processors 68030 and above or 68020 with a co-processor. Since MagiC also runs on STs with 68000 CPUs, the only way to implement it properly is use the MinT method of having two versions of the executable, one that uses memory protection and one that doesn't. Currently, it doesn't do this, though there is no reason why it shouldn't be implemented in the future. One of the Black Scorpian programmers recently wrote a small program to test MagiC's memory protection. All it did was write to memory that didn't belong to it. Magic crashed.

Regards
Martyn

# 3456. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvviv3q4igj.fsf@emw.ericsson.se>
Source record: 127565

```
!ynoT writes:

>
> That is a cop out, no matter which way you write it, it is not
> encouregment to the programmers is it? telling everyone not to bother,
> just wait and see what others say..

I have treid to come up with some more or less bad ideas and I think
it's a good idea to try to find a way for them to release it. The
thing is that I find the atitude very negative from some people
and it's easy to understand that some has no interrest in buying it
anyway. I might say one or two stupied things from time to time
but as I said, I'm not the only one.

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+
```

# 3457. Re: Calamus SL, Dynacadd 3D for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5ebqcu$b6v@m1.cs.man.ac.uk>
Source record: 127566

In article <33066BF9.72E6@cadvision.com>, Keith Brooks <newhoriz@cadvision.com> writes:
>I have both SL and DynaCadd on my TT, running MagiC 5/NVDI 4 and they're
>both terrific! DynaCadd must be run in single-tasking mode with Magic
>but nonetheless, it works well!

I see you work for "CADvision Development Corp." - does this involve the use of the
TT with DynaCADD or do you use that at home?


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 3458. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvd8ty4f1y.fsf@emw.ericsson.se>
Source record: 127567

!ynoT writes:

> >And this says someone who can't even write his own name in the right
> >direction?
>
> Another one?...WHY are you "trying" to insult me? I do not understand
> when my original post to all this was feedback and advice, nothing
> malicious, nothing nasty, nothing horrible, just nice thoughts to try
> and help a fellow programmer, why do you feel the need to insult me
> like this, your attitude surprises me?

Maybe, but I guess we see on things differently. I just got fed up, that's
it.

> against this mans lies, that's all, should I have sat back and let him
> call me names after my posting that had nothing wrong in it? is that
> what you suggest? now you are doing the same, you are insulting me for
> no reason, in PUBLIC, you must apologize,

Call you names? As I see it, it's you who are calling people names and
maybe there are more people than me who see alot of moaning in this
newsgroup. I can apologize if you feel hurt, but I think there are one
or two others who could do the same.

> >> What a cop out!...Get back to your knitting...
> >
> >If someone should get back to his knitting, it should be you.
>
> Why because I believe in offering help to the programmers and you
> believe we should ignore them and let others pay, you are entitled to
> your beliefs, but I am entitled to offer thoughts to a programmer
> without you attacking me!

It's a difference between constructive ideas and moaning.

> I posted a good posting,
> someone insults me
> I respond,

Well if that is how you look at things, fine.

> Then along comes you for what ??????????????????????????????

I just got tiered of this knitting noncence and arogance shit
talk.

> Yet Another "Wannabe Moderator"

And what is this? Ah, just another good posting from !ynoT.
You just prove how narrow minded you are in every posting you
do.

Lets drop this as this all is just noncense, or mail me directly if
you feel like it.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3459. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Geir Oeyvind Vaelidalo <goev@hinux.hin.no>
Message-ID: <Pine.LNX.3.95.970218101905.15738A-100000@hinux.hin.no>
Source record: 127568

Hi Chris!

On 17 Feb 1997, Chris Krowchuk wrote:
> He called last Friday and told me that they will have TOS compatibles
> ready to sell at 1500.00 US (Falcon compatible). And this time he
> clearly stated that he had "Bought" Atari.
This sounds interresting! Does this mean that Wizztronics now have the
legal rights to TOS and the Atari Machines? Including the name Atari?

> I don't know what to make of this guy. Either he is genuinely serious
> or he is genuinely insane...
Lets hope for the first one;)

> All the best,
> Chris @ Computer Direct

Regards
Geir...

```
''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''
'" Geir Oeyvind Vaelidalo "'" Data Teknikk Student ved "'
'" Alpinveien 2B-2 "'" Hoeyskolen i Narvik "'
'" N-8500 NARVIK "''''''''''''''''''''''''''''''''''''
''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''
```

# 3460. Re: MagiC4

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <330987B1.41C67EA6@etlxdmx.ericsson.se>
Source record: 127569

Dwmoar wrote:
>
> Am having problems with MagiC4. I am running a MegaST - 4 megs memory -
> Link II - 1.06 Gig hard disk. When I try to load MagiC4 it tries and will
> come to the desktop and either it will freeze up. or it will display the
> message system halted - stack overflow and will display antwhere fron 2 to
> 4 bombs on the screen. I have removed everything from the auto folder
> except the magic boot program, also have removed all ACC's from the root
> directory, still with the same results of crashing. Is there a problem
> with the MagiC4 software? Thanks for any help or suggestions
>
> David
> dwmoar@aol.com

Do you have anything set to start from your MAGX.INF file?
Alternatively, is there anything in your Start folder that could be
crashing the system?

Regards
Martyn

# 3461. Re: Minix and Win'95 long filenames

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <3309883F.167EB0E7@etlxdmx.ericsson.se>
Source record: 127570

Mark Baker wrote:

> You mean Microsoft ignored the RockRidge standard that has been around for
> five years or so and invented their own "standard" for no apparent reason?

Of course there was a reason. If M$ control the standard, they can give
there own programmers an advantage. M$ have never been keen on industry
standards unless, of course, they originate from M$.

Regards
Martyn

# 3462. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-18 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <330988AC.2781E494@etlxdmx.ericsson.se>
Source record: 127571

Hi Frank

Frank Charlton wrote:
>
> Martyn Tidd <etlmntd@etlxdmx.ericsson.se> wrote:
>
> > And completely forgot :-(. I'll have another go at engaging my brain
> > tonight - unless anyone else has the final ST Format to hand and can
> > jump in here.
>
> Here we go. This is the original news item that I wrote for the last
> issue of STF, #86. Full instructions on what the code is and how to use
> it are here:

You're a gent Frank, cos I completely forgot (again) :-|

Regards
Martyn

# 3463. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5efp53$iq3@ash.ridgecrest.ca.us>
Source record: 127372

Ronald J. Hall wrote:
>
> Sorry, I can't help you with your MagiC problems, but I read your sig and
> couldn't help but be curious about Expose. Is it available now? Last I heard
> , the versions here in the US had a problem and had to be recalled. Do you
> know if they have fixed that and can us stateside Falcon users get one!?
>
> Thanks in advance! :)

Last I talked to David they were looking at an alternative method
to capture NTSC video. I also think he said that the PAL units
are or will be soon available again.
The units that were returned to Toad, according to Ray before he left,
were sold to Floating Fish Studios, the people who helped Toad with the
Bird of Prey CD. I wonder what they are up to with them?

Mike

>
> __
>
> _/_/_/_

# 3464. Re: BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5eff1d$p1u@mn5.swip.net>
Source record: 127373

In article <330a2972.23927021@news.airtime.co.uk>, !ynoT says...

>>> At last we have a working title for our new game "Billy Boy", You
>>
>>Is it about Bill Gates ?? :-DDDD
>
> heheh whoops, theres a thought?
>
And a good one to :-)))

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 3465. Re: FS: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970219152653.9744A-100000@freenet>
Source record: 127374

On Wed, 19 Feb 1997, Patharkins wrote:

> where are you located? If possible, I am looking for a better monitor, I
> was given a 1040st to use as a sequencer with the program notator, I can
> hardly see the damn screen it's so dim, do you have any old monitors that
> might help me out? also If you happen to know this It would be great, but
> I am looking for something called a unitor by c-lab to use for sync'ing
> midi and smpte and stuff... do you know of any f/s? thanks for any help..=
.
> patrick
> snikrahtap@juno.com

I'm in Minnesota. I'm selling only the 1040st + mouse, no monitor.=20

- ---------------------------------------------------------------------- -
=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -

# 3466. Reading .PDF/Adobe Acrobat Files

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Doug Kendall <dkendall@facstaff.wisc.edu>
Message-ID: <330B9E3C.7EF5@facstaff.wisc.edu>
Source record: 127375

Friends,

I know this question came up a few months ago (when I was, of course,
unconcerned with the answer), but now I need to remember...

What ST program, if any, can read files created with Adobe Acrobat?
There seem to be a lot of such files out there on the Web.

Thanks for any and all advice!
--
Doug Kendall, Madison WI
e-mail: dkendall@facstaff.wisc.edu

## 3467. Was there a sequel?

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970219230000.SAA09969@ladder02.news.aol.com>
Source record: 127376

I just got my ST up and running again, monitor problems, and I started playing my favorite game, Championship Manager. It is a soccer simulation game where you are the general manager. It was made from Domark and is one of the best games I ever played. My question is was there any sequels or any other games that were similar. Also was there an IBM version? Thanks.

-Tom Zjaba
tomheroes@aol.com

## 3468. Was there a sequel?

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970219230700.SAA13908@ladder02.news.aol.com>
Source record: 127377

I just got my ST up and running again, monitor problems, and I started playing my favorite game, Championship Manager. It is a soccer simulation game where you are the general manager. It was made from Domark and is one of the best games I ever played. My question is was there any sequels or any other games that were similar. Also was there an IBM version? Thanks.

-Tom Zjaba
tomheroes@aol.com

# 3469. Re: starcall

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5eg0fv$ehs@hades.rz.uni-sb.de>
Source record: 127378

Brian Lang <jagger@connexus.apana.org.au> wrote:
> I've downloaded a demo of starcall from ftp.teleport.com/users/atari, I
> can download ok from a friends falcon and upload ok to my server, but I
> don't seem to be able to download from my server, it comes up with "data
> subpacket too long". I've tried all settings I can think of. I use a
> Falcon, tos4.04 and am using hsmodem7, any one have any ideas?

Are you talking of sz? You can also change some options on you server's sz
(provided that you log into a shell like thing). Other possibility: Try
to get the gszrz-program. You should find it on most FTP servers with
Atari stuff. It's another implementation of the Z-modem protocol.

Z-modem is quite fast but not very reliable. You have to experiment a
little bit.

Guido

## 3470. Was there a sequel?

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970219173900.MAA01090@ladder01.news.aol.com>
Source record: 127379

I just got my ST up and running again, monitor problems, and I started playing my favorite game, Championship Manager. It is a soccer simulation game where you are the general manager. It was made from Domark and is one of the best games I ever played. My question is was there any sequels or any other games that were similar. Also was there an IBM version? Thanks.

-Tom Zjaba
tomheroes@aol.com

## 3471. Was there a sequel?

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970219233100.SAA28200@ladder02.news.aol.com>
Source record: 127380

I just got my ST up and running again, monitor problems, and I started playing my favorite game, Championship Manager. It is a soccer simulation game where you are the general manager. It was made from Domark and is one of the best games I ever played. My question is was there any sequels or any other games that were similar. Also was there an IBM version? Thanks.

-Tom Zjaba
tomheroes@aol.com

# 3472. Re: PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5eg0vg$ehs@hades.rz.uni-sb.de>
Source record: 127381

Marcel Veltmaat <marcelv@stack.nl> wrote:
> arp,metric,vector,mtu/mru (and how can I find out what works for me)
> rcvwnd,mss,PAP.

Some of the terminology:

PAP is an authentification protocol. MTU is the maximum transmission unit.
Actually your provider should give you the information of what to specify
as MTU (usually the default will do).

> Or how can I force certain protocols with the ppp deamon program? Or see
> if it is negotiating with the provider etc. etc.

Try to get the manpage of pppd. There you will find information what
options the pppd understands, how to turn on debugging, how to deactivate
certain protocols.

Ciao

Guido

# 3473. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29710_please@no.spam.mail.here>
Source record: 127382

FROM: SSweet@mettav.demon.co.uk
SUBJ: magic problems

>> g> Although why MagiC couldn't come with memory protection, god only
>> knows!

>> FWIH, Magic is supposed to have been written to support the 'Outside'
>> Virtual Memory Manger and consequentialy cant run with memory protection.
>> Another reason for not having a seperate non-Outside compatible version
>> apparently is due to the heavy time/processor overheads the memory
>> protection would give anyway.

g> Yeah, MagiC does support Outside (supposedly, I haven't tried it now I
g> have 16meg).

It does, i used it until i got this 16 meg, its still fun booting with 50Meg
of RAM just to show off now and again.

g> I think you're a bit confused :) MagiC *can* run with memory protection,
g> I use MagToRom from Uwe Seimet (author of Outside)!
g> As for the time/processor overheads, I don't think that's true!!

I got this info from a /big/ Magic support dealer, 2nd hand from the
programmer himself.

g> The PMMU should not impact on processor time AFAIK! Could be wrong though
g> :)

If thats all of the answer then yes, but apparently it isnt that simple to
provide true memory protection.

g> It seems to me that, it's just laziness that MagiC doesn't come with
g> memory protection (at least as an option).

You'l not get me to argue the toss with you there.

g> Look, if a third party can provide it (Uwe) then it should be provided as
g> standard!!

Hm!, thats a reasonable statement, but if it was that simple then why isnt
magic life laid out that way.

I dont see why a a seperate 030, /non/ outside compatible version /with/
memory protection, albeit with whatever overheads come with the turf, cant be
made available for owners of fast machine or sadists. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Well then, can't i just carry on doing it until i do need glasses?.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3474. Re: Now, take my Atari 800's.... PLEASE ! !

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970219233300.SAA29800@ladder02.news.aol.com>
Source record: 127383

I would have an interest in your Atari 800's. If you could give me an idea how much you would want including shipping and I will give you an answer. I live in Ohio. I been wanting one since I got an Atari 5200. Since they are the same system and the games are similar, I wanted to get one because then I won't have to deal with the buggy joysticks of my 5200. I love playing and collecting classic games systems and computers and would love to add this to my group. Thank you.

-Tom Zjaba
tomheroes@aol.com

# 3475. FS: Atari ttm195 Monitor $150

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1802971007520001@i501.oro.net>
Source record: 127384

Great condition. $150 plus freight. Comes with user guide and cable.
Original box.

Thomas

# 3476. Re: PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <856374858_OASIS_@ping.be>
Source record: 127385

In article <5ed4ek$9cb@due.unit.no>
josk@ifi.unit.no (Jo Even Skarstein) said:-

>Do you use ScreenBlaster? It crashes as soon as the AES initializes if the
>AES (AES, N.AES, Geneva, MultiTOS...) is started from init. Use BlowUp
>instead.

No, I've tried to install the package on a TT030 4/16mb with a TTM195
screen and 17" colorscreen (Crazy Dots II, 1024x768x256). I can't
remember exactly what I've done but this weekend I will give it a try
once more. (after reading the manual on your homepage).

Martin

--

**********
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**********

# 3477. Re: Falcon 3D prg?

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HBTQDCBSUP@data.rhein-main.de>
Source record: 127386

In <yvv4tf942wg.fsf@emw.ericsson.se> Magnus Kollberg wrote:

>Good question. Apart from that problem, it's rather expensive...

Ask: Kaytennemann@compuserve.com

I think he will sell NeoN for 250 bucks (DM german)

regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 3478. FS: SC1224 color monitor

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Keith Emert <kemert@ewu.edu>
Message-ID: <Pine.PMDF.3.91.970219111323.542016543B-100000@ewu.edu>
Source record: 127387

For sale: One SC1224 monitor... This is one of the "Good Ones" with
JVC components (not the lame Samsung et al...)

Best offer takes it!

Email or call 509-922-3730

## 3479. Three questions...

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: caesar@cyberspace.com
Message-ID: <856394367.4881@dejanews.com>
Source record: 127388

Hello again.

Thanks to all of your help and a little good fortune, I've been able to get my MegaSt up and running with a PPP connection. I, as you may remember, have downloaded and set up PPPKIT14.ZIP. After a couple of weeks of use, some questions beg for answers.

First, is there any solution to the 19200bps limit, short of a hardware modification? Does anyone do the mod for a fee?

Second, I have not figured out how to save my desktop configuration in THING (v.59) while runing MiNT. I always get a "could not save settings" message.

And, finally, when I attempt to check my mail with Newsie, I have password validation problems. Is this likely a problem with my server or, instead, Newsie?

I hope you can help.

thank you for your consideration.

Joel!

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 3480. Re: Now, take my Atari 800's.... PLEASE ! !

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970219231200.SAA16610@ladder02.news.aol.com>
Source record: 127389

I would have an interest in your Atari 800's. If you could give me an idea how much you would want including shipping and I will give you an answer. I live in Ohio. I been wanting one since I got an Atari 5200. Since they are the same system and the games are similar, I wanted to get one because then I won't have to deal with the buggy joysticks of my 5200. I love playing and collecting classic games systems and computers and would love to add this to my group. Thank you.

-Tom Zjaba
tomheroes@aol.com

# 3481. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Hrafnkell Freyr Hlodversson <freyr@centrum.dk>
Message-ID: <Pine.LNX.3.93.970219194552.13542D-100000@xanadu.centrum.dk>
Source record: 127390

On Thu, 13 Feb 1997, please@no.spam.mail.here wrote:

Weren't you the lucky one! The first time I looked for an archiver online
(many years ago) the ARC file was ZIP'd, the ZIP file was LZH'd, the LZH file
was ZOO'd and the ZOO file was ARJ'd. I never found the ARJ executable! B^{)

Well I saw an ARJ som while ago, but I think it was ARC'ed :-)

Dear BYTE,
I really enjoy reading your magazine, although I think you
use a bit too many longwords...

# 3482. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Hrafnkell Freyr Hlodversson <freyr@centrum.dk>
Message-ID: <Pine.LNX.3.93.970219201808.13542E-100000@xanadu.centrum.dk>
Source record: 127391

On 19 Feb 1997, Mike Weber wrote:

Atari is dead... They got bought out by another company...
Well that's just too bad... The ROMs are still copyrighted, though.

Anyone have those tos images ??
Just about every ATARI owner, but that doesn't give them right to give you
a copy.

I can't find them anywhere!
... tsk tsk... :-)

Dear BYTE,
I really enjoy reading your magazine, although I think you
use a bit too many longwords...

# 3483. Re: Newsie

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5egfht$j9t@nnrp1.news.primenet.com>
Source record: 127392

On 17 Feb 1997 19:46:46, Lars Kramer Kristensen wrote:
>
>I cannot seem to watch jpg pictures via Newsie, does anybody have a
>solution?

I installed the BrainStorm JPEG decoder that was part of the CAB_OVL.
It only works on a Falcon though. And I seem to have some problems
with the JPEG.ACC getting stuck asking for another picture. Sometimes
I have to reboot to get out.

But when it works, it works nicely.
John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

# 3484. Re: Minix and Win'95 long filenames

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Hrafnkell Freyr Hlodversson <freyr@centrum.dk>
Message-ID: <Pine.LNX.3.93.970219193955.13542C-100000@xanadu.centrum.dk>
Source record: 127393

On 13 Feb 1997, Andreas Kromke wrote:

Hrafnkell Hlodversson (freyr@diku.dk) wrote:
: the iso9660 with some extensions. (I think they're called RockRidge)

No. I's called Joliet and is (of course) M$-specific.

M$-specific? Funny. I have a cd-rom, which has unix-like user ID's and
file permissions....

Dear BYTE,
I really enjoy reading your magazine, although I think you
use a bit too many longwords...

# 3485. Re: Now, take my Atari 800's.... PLEASE ! !

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970219230400.SAA12263@ladder02.news.aol.com>
Source record: 127394

I would have an interest in your Atari 800's. If you could give me an idea how much you would want including shipping and I will give you an answer. I live in Ohio. I been wanting one since I got an Atari 5200. Since they are the same system and the games are similar, I wanted to get one because then I won't have to deal with the buggy joysticks of my 5200. I love playing and collecting classic games systems and computers and would love to add this to my group. Thank you.

-Tom Zjaba
tomheroes@aol.com

## 3486. C-Lab COMBINER

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: patharkins@aol.com
Message-ID: <19970219220100.RAA19999@ladder02.news.aol.com>
Source record: 127395

hi. I am looking for a c-lab combiner to buy. I am also looking for a
unitor c or n.
patrick
snikrahtap@juno.com

# 3487. Needed: Atari 520 power supply

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Kevin Palmer <kpalmer@neosoft.com>
Message-ID: <330B7F64.77D6@neosoft.com>
Source record: 127396

I need an Atari 520 power supply. Does anyone have one for sale or know
where I could order one in the U.S.? Thanks
Kev

# 3488. Re: NVDI 4 and VDI drivers

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <330BD96B.29EB@cadvision.com>
Source record: 127397

Jan... no NVDI 4 should work fine in a Mega STe with a Nova card and VDI 2.61 running. NVDI recognizes the graphics driver for the Nova card and disables the NVDI portion for screen drivers, leaving you with a superb GDOS alternative that works terrific!

You can check this out under the NVDI Compatibility CPX - the screen options will be greyed out, only GDOS options will be selectable.

Keith

# 3489. Re: Calamus SL, Dynacadd 3D for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <330BDB0C.525A@cadvision.com>
Source record: 127398

S94 wrote:

> I see you work for "CADvision Development Corp." - does this involve the use of the
> TT with DynaCADD or do you use that at home?

No, no.... Cadvision is my ISP and they've never head of an Atari. Hell
they're not even happy with my Mac! PC tunnel vision as usual!

Keith

## 3490. Atari superjunky!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: "Antonio Augusto P. Danin Jr." <popular@nutecnet.com.br>
Message-ID: <01baff13$388c24c0$6be0f1c8@online2>
Source record: 127399

Hey, dudes!!!

Atari, for me, is the old and old Atari!!!!! I love Megamania & Pacman.
Seaquest is the most spetacular game of world!!!

Mutilator

# 3491. Re: Newsie

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5egv0s$sp@ash.ridgecrest.ca.us>
Source record: 127400

John M Rojewski wrote:
>
> On 17 Feb 1997 19:46:46, Lars Kramer Kristensen wrote:
> >
> >I cannot seem to watch jpg pictures via Newsie, does anybody have a
> >solution?
>
> I installed the BrainStorm JPEG decoder that was part of the CAB_OVL.
> It only works on a Falcon though. And I seem to have some problems
> with the JPEG.ACC getting stuck asking for another picture. Sometimes
> I have to reboot to get out.
>
> But when it works, it works nicely.
> John

I've been using JPEGV222.PRG and it works very well. You also
get a "full size" picture. It seemed to work under MagiC as well
until that fatal hard disk problem.....:)

Mike

>
> *
> * John Rojewski email: rojewski@primenet.com
> * http: www.primenet.com/~rojewski
> * Atari Falcon'030/14/84
> * Use NEWSie - the UseNet NewsReader for the Atari

# 3492. MiNT & Minix & HD Driver - partitioning problem

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk.spam-me-not>
Message-ID: <01bc1e68$2f358540$80dfe49d@m_clemmetsen_pc.sunderland.ac.uk>
Source record: 127401

Hi,

I've want to change a minix partition back to a TOS partition. However I get an error whenever I use minit with the r(emove) option (minit -r e:) and no change occurs. Does anyone else have any experience of this and a work around?

The minit docs say it is preferable to use your harddisk software to re-create the partition if you can do this without harming other partitions. I have HD Driver 6 which has a "zero partition" option. Will this do what I want it to, i.e. re-create a TOS partition whatever it finds or does it expect an existing TOS filesystem and just zeros the TOS FATS?

Thanks for any info
--
Michael Clemmetsen
Caution:anti-spam in header email address
michael.clemmetsen@sunderland.ac.uk

# 3493. PH PLayer - broken ZIP archive

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5edkmq$1k0eu_002@news.ti.com>
Source record: 127435

I apologise for the broken ZIP archive of PH PLAYER on my web page. I will correct the ZIP archive tomorrow when I get a fresh copy of it.

Thanks to all those who notified me.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 3494. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: All@Sea
Message-ID: <40_All@Sea>
Source record: 127436

please@no.spam.mail.here previously gibbered to All ...

Hiya Derryck...

p> HiSoft told me that they were working on a Mac/PC Raytracer, once that
p> had been completed they _might_ translate Pap 5...

<sigh> Once again ......

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 3495. Misc ST Items For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <5edlnv$m9p@alexander.INS.CWRU.Edu>
Source record: 127437

Hi,

Here's some Atari STstuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. E-Mail me or call me at
216-729-0761 evenings EST.
I am also open to trade offers. E-mail me your list.

HARDWARE
---
Atari SF354 SS External Floppy Drive. Comes with power supply and
cable to connect to ST. Unit is in perfect working condidtion
but a little loud. Packed in original box. $15.00
---
Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,
box, and an extra disk of misc ST utils. $65.00
---
Translator ONE by Data Pacific, Inc. This is a hardware box that
connects to the ST to allow the ST to read MAC and IBM floppies directly.
This is a hardware only device, just plug it in and forget about it.
This came out before Specre CGR for the software only MAC emulator for
the ST. $20.00
---
TT030 CPU. Unit has a dead motherboard. TOS 3.01, 720k floppy.
No keyboard. Has 2 Meg ST RAM that is unsoldered. Nothing has been
scavenged except the keyboard, mouse, and power cord. *Make Offer*
---
Supra 2400 baud external modem. No power supply. $5.00
---
Zoltrix Pocket 2400 send fax and modem. This is a portable 9volt
modem. Comes with DC power supply $10.00
---
Atari SX-212 external modem. Atari's own 8-bit or 16-bit 75, 300, or 1200
baud modem. It has standard serial connection and the 8-bit connection.
comes with all original paperwork, instructions, power supply and box.
In mint condition! $15.00
---

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here yu go. $1.00
---

Conquest of Camelot by Sierra. Complete with box, docs, and disks $10.00
---
GEM'X by KAIKO. Complete with box, docs, and disks. $10.00
---
Gold Rush by Sierra. Complete with box, docs, and disks $10.00
---
S.D.I. by Mindscape. Complete with box, docs, and disks. $10.00
---

BOOKS $5.00 each unless noted
---
Compute's Technica ference Guide to Atari ST TOS Vol 3.
Includes fully commented C and machine language examples. $5.00
Thunder! The Writers Assistant manual. $4.00

MAGAZINES
---
I have a large selection of mostly 80's and early 90's Video Game and
Computer Magazines, Books, and Newsletters for various systems.
Please E-mail me for a current listing.
--
Novell DOS 7.0 and IBM OS/2 user Fred Horvat
Atari TT030 / MagiC 5.0 + Ease 4.0 Free-Net Atari Portfolio Sigop
Atari Classic/LYNX/Jaguar gamer

# 3496. SLM804 Laser Printer FS

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <5edm1o$ono@alexander.INS.CWRU.Edu>
Source record: 127438

Hi,

I have an Atari SLM804 laser printer for sale.

300x300 DPI / 8 Pages per Minute
Plugs into DMA port of the ST or TT030
Drum installed is in fair condition
Extras included with printer are a drum (not great),a new sealed toner,
and SLMC804 ASCI controller.
Comes with manual, SLMC804 controller and I can supply a disk of SLM utilities

Asking $100
--
Novell DOS 7.0 and IBM OS/2 user Fred Horvat
Atari TT030 / MagiC 5.0 + Ease 4.0 Free-Net Atari Portfolio Sigop
Atari Classic/LYNX/Jaguar gamer

# 3497. Infocom Games Needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: tech244@lightspeed.net
Message-ID: <2127cd$14251a.119@LSNT1>
Source record: 127439

Hi,
I need 4 games to complete my Infocom collection. I need complete versions please. If you have some extra to part with please send me email!

Stationfall
Nord & Bert Couldn't Make Head or Tail of It
Border Zone
Sherlock Holmes

Thanks

# 3498. Re: Falcon 3D prg?

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv4tf942wg.fsf@emw.ericsson.se>
Source record: 127440

Michael Grove <mgrove@owens.ridgecrest.ca.us> writes:

> > > There is also Neon which is supposed to be fairly good. It lacks some
> > > basic functions, but as a 3D modeler I think its one of the best. I
> > > think Neon is supposed to be better than InShape, atleast faster.
> > > You might pick up a used copy of Neon.
> >
> > why not a new copy!? :^)
> >
>
> Where would you purchase it :)

Good question. Apart from that problem, it's rather expensive...

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3499. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv3eut41y2.fsf@emw.ericsson.se>
Source record: 127441

Chris Krowchuk <chris@compdirect.com> writes:

> >Hehehee.. maybe you would not have been so carefull if you know that
> >it didn't work properly and had made _alot_ of promessis.
>
> Ah yes, you mean fullfill a self defeating prophecy?

Exactly. :-))

> >That little 'almost' can be a rather huge ALMOST as it has got to do with
> >Wizztronics.
>
> He called last Friday and told me that they will have TOS compatibles
> ready to sell at 1500.00 US (Falcon compatible). And this time he
> clearly stated that he had "Bought" Atari.

He did? You said 'compatibles', will there be several different models?
1500 USD? What kind of computer will that be? I don't think he just called
you to say that there will be such computers. He must have said what would
be inside them as well? PowerPC?

Does he also realy mean Atari and not TOS and the Falcon? If he have
bought the lot wouldn't he get the Jaguar as well then? I also took a
peak at Atari's webpage. It was actaully updated as late as 17 februari
1997. What is going on here?

> I don't know what to make of this guy. Either he is genuinely serious
> or he is genuinely insane...

I can't imagine that someone can be _that_ insane, or could he?

:-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3500. Atari 1040STe Package for sale!! BIG!

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: dooley@infomatch.com
Message-ID: <5eef89$9n1$1@berlin.infomatch.com>
Source record: 127442
Cross-posted to: comp.sys.atari.st,van.forsale

```
FOR SALE!!! 1040 STe - 4 megs ram
- Built-in DS/DD disk drive
- Mint Condition
- Manuals
- 2 JoySTicks
- 2 Mice
- JoySTicks Extention Cable (You need these) :-)
SC1224 ColorMonitor
SM125 Monochrome Monitor (w/ Tilt/Swivel stand) (Bigger thenSM124)
MegaFile Hard Drive - 2 drives in case 67megs(Modified to run 2 drives)
- External PC Power Supply
- Spare 20 meg drive

USRobotics SportSTer Vi 14.4 Modem - Voice/Fax/Data
- V.32bis w/ Group III Fax
- Personal Voice Mail
- 4 1/2 year warranty left
- External Black Model
- Mic and speaker ports

Boxed GAMES w/ manuals: Wayne Gretzkys Hockey, Team Yankee, Jet,
ThunderHawk, Flight Simulator 2, WindWalker,
Police Quest, Civilization, RailRoad Tycoon,
Breach, Corporation, The Colonels Bequest,
Falcon + 2 mission disks (CounterStrike +
FireFight), Master Tracks 1.00 & 1.50, Xor,
Hoyles book of games 1 & 2, Total Eclipse,
Space Ace, Missle Command, F-19 STealth Fighter,
F-15 STrike Eagle, Death Sword, and MORE...!!!

Books & Mags:

ST Format mags 40-70 (missing 64 (+ a few before 40)
ST Format DiSKS 1-70 (missing 2,3,5,64)
Various STart mags+disks
Various ST User mags+disks
Various ST Action mags+disks
The Atari ST user guide book
Other mags and docs..

AND ABOUT 800-900 DISKS (YES 800-900 DISKS) Tons of s/w, p/d and STuff..!

Extra's that come with the Package!
```

Six 256k simms
External Disk Drive Case+Power Supply
3 Single plastic disk boxes
PC Power Supply
Old PC Desktop Case
2 8088 Boards (1 good 1 bum)
Various PC cards (Don't ask what they are! About 5 of 'em)
Ton's and tons of Atari iNFo (Mostly Printed on paper) Dox/helpfiles.etc.
And 1 Work Desk - 3 Drawers
- 3 legs + 1 wooden one!! hehe

Will deliver and setup in Vancouver and surronding areas.
(Except for the desk, If you want it come get it)

All of this for one LOW Price of $600.00
This is a Boner of a DEAL! Don't miss out! :-)
If intrested send Internet Mail to:

dooley@infomatch.com

Or check out my Atari for sale page at:

http://www.infomatch.com/~dooley/atari.htm

SeeYa
johnny

# 3501. Re: PPPkit config questions

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5eeiro$ppi@due.unit.no>
Source record: 127443

Katherine L Ellis (kellis@primenet.com) wrote:
: AHA! NAEs is not part of KEMD. If you can not load NAES then you have
: to see with the manual of the people that do this aes.

There is a guide to use N.AES with KGMD on my homepage.

http://www.stud.ntnu.no/~josk/atari/

Jo Even Skarstein

# 3502. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <330AD018.15FB7483@etlxdmx.ericsson.se>
Source record: 127444

Hi Roy

Roy Goring wrote:
>
> Also Stoop 2 is around, 'cos I'm using it, but I don't know where you can
> get it from :-(

That's interesting. It kinda flys in the face of the dead Falcon so end
of Stoop development story. Where did you get it from?

Regards
Martyn

# 3503. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <330AD1FC.59E2B600@etlxdmx.ericsson.se>
Source record: 127445

Mike Weber wrote:
>
>
> Atari is dead... They got bought out by another company... Anyone have
> those tos images ?? I can't find them anywhere!

That's because they're copyright. You can't have them if you don't own
them.

Over to you Frank :-)

Regards
Martyn

# 3504. Re: HELP BO[BFOJ - VIRUS CARPE DIEM (HOW TO GET RID, TOO!)

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.021997.115916.22@wxs3-10.worldaccess.nl>
Source record: 127446

> Katherine L Ellis <kellis@primenet.com> wrote:
>
> > well I didn't say carpe diem the virus. :)
> > they just have the file carpe diem. In which I believe is the virus.
> > Unless, it's a text file stating "be careful with the game "carpe
> > diem", who knows.
>
> Ah, it'll probably be either the warning text or the posting by Richard
> Karsmakers recently on how to get rid of it. Don't scare me like that :)
>
That would be easy to spot. It's either CARPDIEM.ZIP (containing CARPDIEM.PRG
and a small text file) - THIS IS BAD NEWS - or it's just a text file (this
would be good news).

By the way...did I read that someone thought that Toad were distributing this
to sell SVK (Mike Mee's Super Virus Killer)? Certainly they don't intend to
sell that virus killer? It's literally three years or something since it's been
updated :-( Anyway, I suppose that particular someone meant this as a joke,
right? Certainly Toad can't be *that* devious.

Just to be on the safe side, I have included below the instructions on how to
get rid of the Carpe Diem virus... (layout is a bit screwed up, but hey...)

You have to remember that, on an infected system, there are a potential number
of three copies of the virus: One on your floppy disk, one in the hard drive
C:\AUTO\ folder and one in memory. These are the steps to get rid of the virus:
1) First you have to reboot without a disk, or with a disk that is guaranteed
to be virus-free. Turn your system off for half a minute. These two measures
will get rid of two of the possible three copies of the virus in your system
(in your computer's memory and on floppy). Make sure the floppy
disk is write-protected.
2) Turn your computer back on. Press [CONTROL] during the booting process. This
way - at least with the Atari hard disk driver - the hard disk will be
installed and accessible, but the programs in the \AUTO\ folder will *not* be
executed. If you have another hard disk driver installed, simply try
to bypass hard disk installation altogether (pressing [CONTROL], [LEFT SHIFT]
and [ALTERNATE] simultaneously usually ought to do the job) and install the
hard disk driver from floppy. This, too, will not install any of the \AUTO\
folder programs. If you have a Claus Brod hard disk driver installed,
all you need to do is simply boot off another partition, like D:, by pressing
the [D] key while booting.
This way, the virus will *not* install itself in memory. The virus will still
be on the hard disk, but it won't be activated and you are quite safe.
3) Now you have to get rid of a file called "~.PRG" in the \AUTO\ folder of
hard disk partition C:. It can't be located anywhere else. Unfortunately, the

file is hidden. That means you usually can't delete it until you can see it, and you can't normally see it. These are a few ways to delete it:

i) With "GfA Basic".
Go into "direct mode", "chdrive" to drive C and "chdir" to the \AUTO\ folder. Now, with "files", you can display the full directory, including "~.PRG". Now use the "kill" command to delete it.
ii) With the alternative file selector "Selectric".
Turn the "display hidden" option on, and simply delete the file from "Selectric" itself. "Selectric" can be started from the desktop, without needing to start it from the AUTO folder. You might have to switch to a higher resolution first, though.
iii) In the absence of the two options mentioned above, you can use any command line interpreter (such as "COMMAND.PRG").
These may not allow you to actually delete the file, but don't panic. They *will* allow the "ren" command, with which you can rename the file, for example to "~.XXX". This will not remove the file from the \AUTO\ folder, but will render it *completely harmless* - after all, only programs with the ".PRG" extension are run when the \AUTO\ folder is invoked.
4) Now, with a clean and uninfected system (memory and hard disk), you can get rid of all occurrences of the virus on all your floppy disks with the "Ultimate Virus Killer".

--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\------------------------------------------------------------/

# 3505. MagiCMac and HSMODEM (Communications Toolbox? GSM?)

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.856351373@gen-off-3>
Source record: 127447

I currently use MagiCMac with a conventional external modem on my
PowerBook. I would like to use a PCMCIA modem (and possibly a GSM
data adaptor too). The docs with the PCMCIA card say that the drivers
will work with "any application that uses the Communications Toolbox".

Does the MagiCMac/HSMODEM combination use the Comms Toolbox? I have the
default MACM v1.06 driver installed. If not, is there a driver that
will support internal modems?

--
Yeovil Town FC: http://www.ktl.cix.co.uk/ytfc/
Alternate Email hoagy@cix.co.uk or phone 0973 795327

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

# 3506. WTF: Scott Sanders

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5eemn0$e5s@m1.cs.man.ac.uk>
Source record: 127448

Hi all, I am looking for a current email address for Scott Sanders
of SDS software - the author of SAM, and also the Atari Compendium.

So, if anyone has had contact with Scott, please get in touch...

Cheers

Anthony
--
---------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
---------------------------------------+------------------------------
Arse. KP Sack is complete, but we cannot distribute it yet...
---------------------------------------------------------------------

# 3507. Game Wanted: Stunt Car Racer!

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E5uL63.Dst@cee.hw.ac.uk>
Source record: 127449

Hi All,

I am after the game "Stunt Car Racer" for the ST. Does
anyone have a "copy" of it they nolonger play?

Thanks in advance,

Brian T.Innes (ceebti@cee.hw.ac.uk)

## 3508. Who Sells Atari Products?

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn5glcih.33j.mlake@melake.erols.com>
Source record: 127450

Who sells new Atari products besides Toad Computers? Does Best
Electronics? Are they reachable via email? Anyone else?

--
Marshall Lake - TEAM Software - mlake@melake.erols.com
http://melake.erols.com http://melake.erols.com/~team
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

## 3509. Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Mike Weber <mweber@li.net>
Message-ID: <01bc1e17$04c17680$844badc7@mweber>
Source record: 127451

Atari is dead... They got bought out by another company... Anyone have those tos images ?? I can't find them anywhere!

# 3510. Re: GAMES TESTERS WANTED

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: doucet@ripolin.laas.fr
Message-ID: <5eever$3oq@news.cict.fr>
Source record: 127452

In article 1302971120110001@144.173.2.235, D.E.Jones@ex.ac.uk (D.E.Jones) writes:
| Hi all,
| I am looking for some games testers so that my new games will be as
| compatible as possible. To start with I need some ST owners. If anyone
| is interested then please send me an e-mail. Also could you let me know
| the details of your computer type, memory size, tos version etc...
| Thanks.
|
| Dan Jones.
|
| http://newton.ex.ac.uk/general/ug/jones

Although you ask for ST owners, I'm OK to be one of your games tester.
The configuration I have:

1 520STe, 1MB RAM, no HD, TOS 1.60
1 520STe, 2.5MB RAM, no HD, TOS 1.62.

I'm the author of 5 ST/STe games that can be found on some FTP sites;
they are: Spider, Mariant and XVN (cards patiences), along with Hexmines
(hexagonal minesweeper) and Molecule (v3), an induction game.

Have a nice day.

--------------------------------------------------------------------------------
Jean-Etienne Doucet / LAAS-CNRS / Toulouse, France E-mail: doucet@laas.fr

# 3511. Re: Spreadsheet required

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: nam101@electech.york.ac.uk
Message-ID: <5ef0i6$k0e@netty.york.ac.uk>
Source record: 127453
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello Phil

: Does anyone know of a spreadsheet that works on the TT that can read
: and write LOTUS 123 release 5 files.

LDW power falls over on the tt (in all resolutions). Backward doesn't fix
the problem either.

I've been looking for LDW power 2 to see if it will solve the problem, but
so far to no avail.

Best wishes

--
Neil

Neil Martin

Postgraduate student, Music Technology, University of York.
<nam101@york.ac.uk>

# 3512. wtb (uk) portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: nam101@electech.york.ac.uk
Message-ID: <5ef0nq$k0e@netty.york.ac.uk>
Source record: 127454

Sorry if this is a repeat post - the email/news system here at York university is unbelievably inefficient.

What is a second hand atari portfolio worth, please? I want one!

Best wishes

--
Neil

Neil Martin

Postgraduate student, Music Technology, University of York.
<nam101@york.ac.uk>

# 3513. Re: Help with Cuebase 3.11/Magic 5.03 !

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: cj763@FreeNet.Carleton.CA
Message-ID: <5ef4n7$ibh@freenet-news.carleton.ca>
Source record: 127455

Brian Roland (bjr@edison.ebicom.net) writes:
> So far, the only multi-tasking system I can get CuBase to work well
> under is Geneva in single tasking mode. When you're using CuBase,
> everything else goes to sleep...but you can at least easily switch
> back and forth between programs. Also, I belive Steinberg makes a

Hi Brian,I have tried Cubase3.1 with Geneva 005 , but I can't access the menu bar of Cubase with the pointer.I can use the mouse for all the functions within the windows,I can use the transport bar,but when I move the cursor to the menu bar,nothing happens.Any suggestions would be appreciated.
Francois Groulx

--

# 3514. Re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv20ac4yej.fsf@emw.ericsson.se>
Source record: 127456

cronos@worldaccess.nl (Richard Karsmakers) writes:

> It seems illegal, logically, but I never really researched the legal side of
> things. I've always concentrated on analysing what the viruses do, and trying
> to get rid of them. I guess I know a fair bit about the technical side, but
> legally, like I said, I am blissfully unaware.

I'm just qurious, have you ever done a virus your self? :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3515. Atari 1024 ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Verhulst Automatiserig <verhulst@verhulst.nl>
Message-ID: <01bc1e7a$1030ac80$640000c0@aadje>
Source record: 127457

I am searching for a way to use my data from my atari 1024 ST on my PC
Anyone who can help me send E-mail to verhulst@verhulst.nl

# 3516. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Kim Andersen <dksoft@image.dk>
Message-ID: <VA.00000088.0028b3d8@kim->
Source record: 127458

This is what Michael Grove mumbled about...>

> It has been a few months since I talked to Roger. He had
> to take time out from another project he is working on
> to "help" MagiC work with Extendos Pro a while ago. With all
> the free upgrades, he probably has to do something that
> will put food on the table:).

Thats about the same time i spoke with him. We used to have a
regular communication, but Roger suddenly stopped responding to
my messages.

Greets
Kim Andersen - Email dksoft@image.dk

------ Visit the greatest Atari BBS in Denmark ------
Join DKsoft BBS at +45 43552390
Speeds: 1200 - 28800 baud - Incl. ISDN X.75, V110 & V.120

# 3517. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvzpx03j62.fsf@emw.ericsson.se>
Source record: 127459

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

```
> -----------------------------------+-----------------------------
> * * * NEWSFLASH: KP SACK due for imminent release. * * *
> ------------------------------------------------------------------
```

What's this? :-)

BTW. Has anyone heard from Craig at all?

```
//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+
```

# 3518. Dull 520STe upgrade question.

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: "A.G.Stafford" <pk-comp@dircon.co.uk>
Message-ID: <01bc1e7b$c654fb00$962370c2@ags>
Source record: 127460

Can someone tell me what chips (parity etc.) I need to upgrade a 520STe to 4 Meg.

I have just bought the ST to run cubase and it is dead slow with only 1 meg.

Cheers.
Andy Stafford.

## 3519. WTF Brainstorm

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <330B1D8E.41C67EA6@etlxdmx.ericsson.se>
Source record: 127461

Hi all

Does anyone have an e-mail address or know of a web site for Brainstorm,
purveyors of Movie100 and the JPEG decoder?

Regards
Martyn

# 3520. Re: Minix and Win'95 long filenames

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <330B2A26.41C67EA6@etlxdmx.ericsson.se>
Source record: 127462

Rich Tietjens wrote:
>
> The simple fact is that any industry that is dominated by a single vendor
> will be stagnant and suppress innovation. Can you say "anti-trust act?"

Yup. The question is, can the US euivalent of the UK's Monopolies
Commission?

Regards
Martyn

# 3521. Re: HELP BO[BFOJ - VIRUS CARPE DIEM

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.021997.152836.09@wxs5-4.worldaccess.nl>
Source record: 127463

> Richard Karsmakers <cronos@worldaccess.nl> wrote:
>
> > Let me get this straight. Toad *still* have this thing on the FTP site,
> > months after it was discovered that in fact this is a really nasty kind of
> > virus thing
>
> I'd be interested in your opinions on my previous posting, Richard -
> surely it's true that knowingly distributing virii (viruses, whatever
> :)) is against the law?
>
It seems illegal, logically, but I never really researched the legal side of
things. I've always concentrated on analysing what the viruses do, and trying
to get rid of them. I guess I know a fair bit about the technical side, but
legally, like I said, I am blissfully unaware.

--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\------------------------------------------------------------/

# 3522. Re: Now, take my Atari 800's.... PLEASE ! !

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970219174200.MAA01326@ladder01.news.aol.com>
Source record: 127464

I would have an interest in your Atari 800's. If you could give me an idea how much you would want including shipping and I will give you an answer. I live in Ohio. I been wanting one since I got an Atari 5200. Since they are the same system and the games are similar, I wanted to get one because then I won't have to deal with the buggy joysticks of my 5200. I love playing and collecting classic games systems and computers and would love to add this to my group. Thank you.

-Tom Zjaba
tomheroes@aol.com

# 3523. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Jeff Armstrong <jba4@po.cwru.edu>
Message-ID: <330B40B8.72A5@po.cwru.edu>
Source record: 127465

Mike Weber wrote:
>
>
> Atari is dead... They got bought out by another company... Anyone have
> those tos images ?? I can't find them anywhere!

They weren't bought out by another company. They actually bought the
other company, kept their name and their hard disk business and
abandoned all that is Atari.

--
Jeff Armstrong (jba4@po.cwru.edu) |
Case Western Reserve University |
| Illegitimi Non Carborundum!
One of the last Rainbow 100 users |
http://b61984.student.cwru.edu/ |

## 3524. Was there a sequel?

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970219162500.LAA22102@ladder01.news.aol.com>
Source record: 127466

I just got my ST up and running again, monitor problems, and I started playing my favorite game, Championship Manager. It is a soccer simulation game where you are the general manager. It was made from Domark and is one of the best games I ever played. My question is was there any sequels or any other games that were similar. Also was there an IBM version? Thanks.

-Tom Zjaba
tomheroes@aol.com

# 3525. Re: Now, take my Atari 800's.... PLEASE ! !

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970219162900.LAA22633@ladder01.news.aol.com>
Source record: 127467

I would have an interest in your Atari 800's. If you could give me an idea how much you would want including shipping and I will give you an answer. I live in Ohio. I been wanting one since I got an Atari 5200. Since they are the same system and the games are similar, I wanted to get one because then I won't have to deal with the buggy joysticks of my 5200. I love playing and collecting classic games systems and computers and would love to add this to my group. Thank you.

-Tom Zjaba
tomheroes@aol.com

# 3526. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5efk7v$e0l@scanner.worldgate.com>
Source record: 127468

Magnus Kollberg <emwoll@emw.ericsson.se> wrote:

>He did? You said 'compatibles', will there be several different models?
>1500 USD? What kind of computer will that be? I don't think he just called
>you to say that there will be such computers. He must have said what would
>be inside them as well? PowerPC?
>
>Does he also realy mean Atari and not TOS and the Falcon? If he have
>bought the lot wouldn't he get the Jaguar as well then? I also took a
>peak at Atari's webpage. It was actaully updated as late as 17 februari
>1997. What is going on here?

I didn't ask for details since he was calling on my Toll Free Order line...

All the best,
Chris @ Computer Direct

# 3527. FS: Discovery Cart

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: Keith Emert <kemert@ewu.edu>
Message-ID: <Pine.PMDF.3.91.970219111714.542016543C-100000@ewu.edu>
Source record: 127469

For sale: 1 discovery cart... Awesome disk copying hardware device...

Best offer takes it!

Email or call 509-922-3730

# 3528. Re: Dull 520STe upgrade question.

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-1902972021100001@47.85.0.99>
Source record: 127470

In article <01bc1e7b$c654fb00$962370c2@ags>, "A.G.Stafford"
<pk-comp@dircon.co.uk> wrote:

> Can someone tell me what chips (parity etc.) I need to upgrade a 520STe to
> 4 Meg.
>
> I have just bought the ST to run cubase and it is dead slow with only 1
> meg.

You need 30 pin 1 MByte SIMMs, parity or non parity will work, as long as
they are 150nS or faster.

Try to ensure they are all the same speed grade, preferably all from the same
manufacturer.

BTW, I don't think this will give you any great increase in speed, you
will just have more memory available. For Cubase, maybe this is what you
need anyway.

--
Gerry O'Rourke
Materials Engineering
Nortel (Ireland) Ltd
E-mail gigxr01@nt.com

# 3529. FS: Falcon 030 [UK]

Newsgroup: comp.sys.atari.st
Date: 1997-02-19 00:00:00 UTC
From: indaba@deathsdoor.com
Message-ID: <856390095.14021.0@tjordan.demon.co.uk>
Source record: 127471

Alright the time has come the end is near, It's time to face the
final curtain etc. etc. I am selling my Falcon.

Atari Falcon 030
4 MB Ram
130MB 2.5" Toshiba IDE Hard Disk
FPU (Yes Atari were silly enough to leave these out of
the base machines. One word 'DOH')
TOS 4.04 ( Also very important 4.04 was the last one
officially released)
RGB Monitor ( Yes I know it RGB but heh I already had
the monitor when I bought the falcon)
Logic 3 Speedmouse
Joystick
Evolution Dino Dudes
and that as they say is that.
All is in good working order.

So here is the important bit, the price.

Between 450-500 UKP

If you don't like the price then well i'm afraid it is tough I
would prefer whoever buys this to be in the UK.

All mail should be directed at one of the following email
addresses:
indaba@usa.net
indaba@bigfoot.com
indaba@deathsdoor.com
tjordan@tjordan.demon.co.uk

Just one final thing No Lamers please

Tim Jordan

# 3530. Re: CAB Help me keep hope

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5eigec$4ji@mn5.swip.net>
Source record: 127272

In article <5ei023$r48@news.inconnect.com>, lenkel@inconnect.inconnect.com says...

> I challenge any Atari Falcon 030 user to show me that they can Web
>Browse predictably with CAB using SLIP in TOS. It CANNOT be done PROVE ME

Hello.

I have succesfully installed STiK/CAB on 4 Falcon 030 machines
using SLIP in TOS. It works perfectly without any problems
what so ever. I have helped atleast 20 other Atari owners
to install STiK/CAB.

Please send me your DIAL.SCR and DEFAULT.CFG
in your STIK directory. It is usually there the problem is.

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 3531. Swedish AC page updated

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5eigmn$4ji@mn5.swip.net>
Source record: 127273

The Swedish Atari Computing page on http://home1.swipnet.se/~w-12411/ac.htm
is updated with info about issue 3.

The page also includes subscription info.

Subscribe NOW!

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 3532. atari 3" FD, atari 800 FS

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: David Berry <dberry@spork.callamer.com>
Message-ID: <Pine.GSO.3.95.970220122456.9357B-100000@spork.callamer.com>
Source record: 127274

```
COMPUTERS FOR SALE

Atari 800 Computer, RGB monitor, floppy drives,
printer and sofware $275/offers

Atari 3" dual floppy drive (amdek)
old style atari, 15 , and 25 pin connectors
and disks $75/ offers

Apple //c CPU $100

Apple //c monitors, all sizes email for info

Apple ][e 80 col.card 10 meg Apple Profile extHD
5.25 floppies monitor /// and printer $400/offer

][e, 2 disk// 5.25 FD's, green mono Monitor /// $150

][+, 2 disk //'s, monitor /// $100

/// system, 2 disk //'s, $150

//GS 512K, Apple RGB Color Monitor, 3 FD 3.5, 5.25
keyboard/mouse as new $350

Apple Monitor /// green mono $35 each

Disk // ext 5.25 drive $25 each

Corvus 10 meg (?) external hard drive for ][ family
computers $100 obo

Mac Plus w/ keyboard and mouse $195

Mac 512K w/ skyboard and mouse $100

Mac SE 4 meg key/mouse/ $395 offers

Mac Plus 4 meg ext 30 meg HD $295/offers

Mac IIsi 5 meg, 1 internal, 1 external HD, SCSI CD,
apple extended keyboard, mouse, printer, apple
color monitor $695 offers

Apple SC CD external scsi sc drive $255 / offers

Apple Imagewriter l's $100, Imagewriter ll's $150

H.P. Touch Screen 150's complete systems;
monitor/printer, keyboard, software HD 3.5/5.25 FD's
```

manuals $250 to $350 offers email for details
extensive 100 series software available email for list

HP Portable Plus $250
external 3.5 FD's $100
HP ink jet printers $100

HP Vectra ES12 286
VGA monitor, keyboard, mouse $250

TECHTRONICS 21" Color Monitor
2 meg video card 16 million colors
$1296/offers

Hyuandai 286 color VGA, keyboard $200

Commodore SX 64 near mint
complete soft case, keyboard monitor manuals software
REDUCED TO $250/OFFERS

Commodore C64, 64C's CPU's @ $25 each

Commodore 64 software
75 titles for $50
175 titles for $100

Smith Corona PWP 5000 word processor $150

Anderson Model A 242 acoustic modem
complete with doc and cables $50 obo

NEC Model N 9630 network Modem 3 line inputs/outputs
circa '90 $50 obo

NEC PC/820JA portable computer
$100/offers

Misc XT's and AT, 286, 386 systems
numerous monitors mono's RGB's, VGA's etc obscure system keyboards, FD's,
HD's
email for needs and interests

Packard Bell Legend 2052 486
VGA monitor, keyboard, mouse $400

Emerson XT mono monitor, keyboard, mouse $100

Casio FA10 portable computer
printer, cassette storage recorder,power supply
$100/offers

CompuStar XT mono monitor, keyboard, HD, printer $125

NCR 286 color monitor, keybaord, mouse $199

Tandy TRS 80 Model 100 portable
hard case, cassette storage recorder, power supply
$125/offers

Tandy 600 portable computer
soft case, power supply, cables
$125/offers

Tandy TRS80 8" internal FD's, monitor, keyboard, software
printer $100

Tandy TRS 80 CPU's make offer

Tandy 1000 SX computer,
color monitor, keyboard $75

IBM PS/2 286 VGA monitor, keyboard, mouse $295

INEX portable computer
factory refurbished, new battery, 200 meg HD, 3.5 FD,
printer, serial port, VGA port, carrying case,power supply
$600/offers

Motorola 8000 cellular phones, one with 2 extra batteries,
phone and battery charger $50

Motorola 8000 cellular phone $40

Vic Halling (805) 528-1117
Associated Enterprises
Computer Sales and Service
2781 Houston Drive
Los Osos, CA 93402

email:
Dave Berry
dberry@callamer.com
dberry@job.punk.net

Matt Jurasich
JurassicA1@aol.com

```
___
___...----~~~~` `~~~~----...___
========================================
>-----._____________.-----<
(___) >_|_< (___)
| .-'_.-._`-. |
`----<_ '-___-` _>----'
```

David Berry
dberry@callamer.com
dberry@job.punk.net

# 3533. Re: anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: !ynoT
Message-ID: <330ccd27.5230693@news.airtime.co.uk>
Source record: 127275

On Thu, 20 Feb 1997 13:29:25 -0800, Jeff Cantin <tincan@pacbell.net>
wrote:

>Hey out there, has anyone seen pompey pirates software out on the
>internet, or if someone has some disks, could you email them to me? if

There was a game called Monkey Island, that had Pirates in it?....
but you won't find it on the net, it's commercial you see ?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3534. WTB: Mega ST Keyboard

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Mark Burmeister <burmeister@juno.com>
Message-ID: <330CF0A0.7FD7@juno.com>
Source record: 127276

I am willing to pay a reasonable amount for a keyboard for a Mega ST2.
I would even be willing to refurbish one that has not aged well.
Thanks much.

# 3535. Re: ST Software Emulator Needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Jeff Cantin <tincan@pacbell.net>
Message-ID: <330CD78F.2E47@pacbell.net>
Source record: 127277

Jeff Akin wrote:
>
> I am trying to find an ST software emulator for my pentium PC. I've
> already checked out Gemulator, but I don't want a hardware emulator.
>
> Truth is, all I want to do is play Sundog!! All I need is the software
> emulator!!
> So, if you could e-mail me with some help here...I would REALLY appreciate
> it!!
>
> Thanks,
>
> Jeff
>
> JTAkin@msn.com
hey, me too! sundog was a great game, i had to get an apple ][ emulator
just so i could play it. if you give me a zip of the disk i will check
it out on the emulator i am building.
if you still have an st,select the disk drive and go to the gem "file"
menu and select "show info..." and look at the "disk lable:" and tell me
what you see. or read the disk with an ibm look at the disk lable (when
you go "dir" in dos) and zip the contents of the disk and send it to

Tincan@pacbell.net
&
axelterbo@geocities.com

Thanx

Graham t. Cantin

# 3536. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: rcollins@freenet.columbus.oh.us
Message-ID: <5eipgp$78h@login.freenet.columbus.oh.us>
Source record: 127278

Mr.Maddog@Microserve.com wrote:
: [And I thought this issue has been already settled...]

: From: "Mike Weber" <mweber@li.net>

: >Atari is dead... They got bought out by another company... Anyone have
: >those tos images ?? I can't find them anywhere!

: Yes, Atari has been bought out by another company.

In all honesty how can you say this. Atari merged with JTS and gave JTS
25 million dollars which is half of the money Atari received from Sega.
Sega bought about 70 million dollar worth of Atari to gain use of the
older Atari classic games. Atari netted 50 million cash then merged with JTS.

Atari still owns and controls TOS and it must still be licensed from them.

: Yes, JTS has all Atari's patents including the current copyright on
: TOS.

: No, you may not get a free TOS image because...well read the above!

| Raymond Collins | Atari TT030 4/16 Mb ST/TT RAM 245 HD |
| a.k.a Master Z --|Z|-- |Travel via ZyXEL 28,800 (115,200)baud |
| Collins.197@osu.edu |2MB CyREL, Sunrise M16-1280 video card|
| rcollins@freenet.columbus.oh.us | Die Hard Atarian since 1983 |

--
| Raymond Collins | Ohio State University |
| Collins.197@osu.edu | Neuropathology |
| rcollins@freenet.columbus.oh.us | Research Assistant |

# 3537. Need help with Freedom 2

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: cp298@torfree.net
Message-ID: <E5xCtH.L10.0.queen@torfree.net>
Source record: 127279

Hmmm... These days, I'm deathly afraid of posting anything for fear I'll get hundreds of letters telling me about how I can stave off my hair loss.

Anyways, I've been checking out the demo of Freedom 2, and a couple of questions have come to mind...

1: Is there an English version yet? My German just happens to be REALLY bad...

2: I can't get it to save my CPX settings. Everytime I reboot, I have to change the settings in all my CPXs again. Am I overlooking something? Or is the demo restricted into not saving the CPX settings?

Thanks.

--
aaron. <necrotik@goth.org> IRC #gothic: Necrotik

"Ram-fed and Loaded..."

# 3538. NVDI 4 and VDI drivers

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Henry_Selchow@b.maus.de
Message-ID: <199702200148.a61498@b.maus.de>
Source record: 127280

Hello Jan

At first. Excuse my bad english. I'm german and normally I need no english.

JS>1) Is it possible to disable the VDI driver in NVDI 4 to use only the
JS>print drivers and GDOS fonts in NVDI?

AFAIK no. You can use NVDI (the VDI part) without GDOS. But not vice versa.

JS>2) I know that a computer with an ET-4000 based graphics card works
JS>best with NVDI-ET4000 BUT will it work at all with a normal version
JS>of NVDI 4.

NVDI-ET4000 only uses some additional features. So, the normal NVDI works
at all with an ET-4000 graphic card.

Regards from Berlin, Germany

Henry

# 3539. Test

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5eib3n$peq@mn5.swip.net>
Source record: 127281

```
Test with Newsie 0.70

Please ignore
```

# 3540. Re: ST Informer: where is it?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5eihtr$48n@ash.ridgecrest.ca.us>
Source record: 127282

>
>
>
>Hi,
>
>
>from the last summer I am a subscriber of the magazine
>ST Informer (I've paid $ 98 for 12 issues + disks + Air Mail
>shipping to Europe).
>But, until now I have only received St Informer issue 97 (May
>15, 1996) with disk.
>So, where are the other issues?
>I understand today is enough hard to realize a monthly
>Atari-only magazine, but there are good bi-monthly magazines too.
>I would like to know if there are other ST Informer subscribers
>waiting for new issues.
>Are you happy for delay or so..... :-(
> ### _____
> ### R.Pignatelli@agora.stm.it Atari Falcon 030
> # # # Tel/Fax/Modem: +39 (81)7771083 Atari Jaguar 64
> # # # Fidonet Org: 2:335/226.20 Atari VCS 7800
>.

At the risk of being flamed, no I am not happy about the wait:(.
If it had only been a partial years subscription I was out on
it wouldn't bother me as Rod has been a great supporter.
I know Lexicor stiffed him for quite a bit of advertising
space and with the limited dealers advertising, it's got to be
tough. If they worked out a deal like Current Notes did, that
would be nice. They did honer the rest of my subscription after
the new ownership took over. However leaving me with a years
sub+disk left, I wouldn't mind a copy of Tax Wizzard in lue of
a reimbursement:). Especially as I owe a bunch this year:).

Mike

## 3541. PacificST emulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <330CD706.2375@nh.ultranet.com>
Source record: 127283

Has anyone gotten this emulator to work??? I can't get past the mouse
detection routine. :[

# 3542. Re: ST Informer: where is it?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: dbsmith@microserve.net
Message-ID: <dbsmith-2002972315020001@ppp1-55.wbgate1.microserve.com>
Source record: 127284

In article <5eihtr$48n@ash.ridgecrest.ca.us>,
mgrove@owens.ridgecrest.ca.us (Michael Grove) wrote:

> >waiting for new issues.
> >Are you happy for delay or so..... :-(
> > ### _____
> > ### R.Pignatelli@agora.stm.it Atari Falcon 030
> > # # # Tel/Fax/Modem: +39 (81)7771083 Atari Jaguar 64
> > # # # Fidonet Org: 2:335/226.20 Atari VCS 7800

>
> At the risk of being flamed, no I am not happy about the wait:(.
> If it had only been a partial years subscription I was out on

> Mike

There is no reason for anyone to flame you. I also am out a full years
subscription. There is not any reason to think there will every be
another issue of STI. I wonder if I could deduct what I paid for the
subscription, from my taxes, as a donation?

## 3543. Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Mike Weber <mweber@li.net>
Message-ID: <330D1EC3.6498@li.net>
Source record: 127285

Ok now that I got Gemulator to work... Where can I find all those great cracked games out there I once had for my Atari? Also does anyone have the game called Pandora's Box? I think it was for the ST or 8bit. I'm not sure.... Anyway thanks for the reply's. Long live Atari...

P.S. - Any good user groups still out there? Also any atari st bbs'es out there? Boy this sure brings back memories....

# 3544. Re: Where can I order Mega STe parts?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: dbsmith@microserve.net
Message-ID: <dbsmith-2002972317570001@ppp1-55.wbgate1.microserve.com>
Source record: 127286

In article <5eg38o$i3h@news1.panix.com>, jlendino@panix.com (James R. Lendino) wrote:

> Specifically, a detachable keyboard (which is probably the same as the
> Mega ST), and a new internal floppy drive.

Try Toad Computers. www.toad.net

# 3545. Re: atari 3" FD, atari 800 FS

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970221000322.22028C-100000@usr10.primenet.com>
Source record: 127287

heheh I hope the prices were in Tibetan dollars.
heheh, still laughing.

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 3546. Re: TOS images

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970220185400118641@tachyon.demon.co.uk>
Source record: 127288

Adam Billyard <ads@csl.com> wrote:

> Where can I get a TOS image to use with an emulator?

Simple. Buy an old ST and dump the ROMs to an image file. Any other
method involves copyright infringement.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3547. FS: Atari SC1224 color monitor....best offer by midnight 2/21/97

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: koutsos@students.uiuc.edu
Message-ID: <5eicuh$3hu@vixen.cso.uiuc.edu>
Source record: 127289

You got it ..!!!

best offer by midnight 2/21/97

minimum offer is to pay $5 + shipping charges

koutsos@students.uiuc.edu

# 3548. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <856468046_OASIS_@swampdog.demon.co.uk>
Source record: 127290

>: 3) How do you get Oasis 1.34 to work under Magic?

If it's anything like Oasis 1.33 then there's two problems to overcome. Firstly, the MagiC options in the installer dont seem to work. Secondly Oasis refuses to execute Nos.

You get round the first by temporarily disabling MagiC and installing Oasis without using any of the MagiC options. It should then work and automatically call Nos.

Your second problem arises when you re-enable MagiC. Oasis stops executing Nos when you click on "internet". You circumvent this by doing all you want to do in Oasis then quitting it and running Nos directly from the desktop. The exact details of this depend on your desktop. Basically, you need to install Nos singletasking (it can run in a vt52 window but as Nos itself multitasks this can make things rather unstable) and pass it a command line of ...

-d F:\OASIS\ -s 40 startup.nos

changing the "d:\oasis\" bit to whichever directory has the "spool" directory in it.

It helps to know that Nos and Oasis are independant of each other. The only problem common to both is getting them using the same paths so each will pick up the files the other has just manipulated.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 3549. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <856469386_OASIS_@swampdog.demon.co.uk>
Source record: 127291

In article <5ec5al$rlr$1@roch.zetnet.co.uk>
james.pirie@zetnet.co.uk (James Pirie) said:-

>
>>Having updated my computer recently to NVDI 4 and MAGIC 5 I am having some
>>teething troubles which are not covered in the manual. I wonder if anyone out
>>there could help me please.
>>
>>1) Does anyone know how to stop Pagestream 2.2 from nicking all the remaining
>> memory so that even magic's fileselector does not work. I have allready tried
>> to limit the memory under magic's set up but this seems to be ignored. the
>> only solution I have found is to start a small program such as imagecopy
>> first, then start pagestream, then exit imagecopy to free the memory so the
>> fileselector works.
>

Under newer MagiC's look at the install application features to see if
limiting the program memory works. If not, look for an older program
called limitmem.ttp which should be able to do the job. Make a backup
of the executable though as I believe it modifies the executable
permantly. Having said that, I have never had a problem with limitmem.

>Nope, thats exactly what I have to do, I think it's a "feature" of
>Pagestream :-( It does not seem to be very multitasking friendly and
>seems to change all the desktop colours also rendering my windows
>black after I quit Pagestream. I have to reboot to see into my windows
>:)

There's a program SDTIDYUP on my web page for dealing with visual
problems these older programs expect the desktop to clear up. Simply
install it on a keyboard shortcut and it restores things to the state
they were in when you originally ran sdtidyup.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 3550. Re: NVDI 4 and VDI drivers

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Peter_Hellinger@n.maus.de
Message-ID: <199702202244.a919@n.maus.de>
Source record: 127292

senyshyn@helix.nih.gov writes:

>1) Is it possible to disable the VDI driver in NVDI 4 to use only the
> print drivers and GDOS fonts in NVDI?

Yes, it is! You have to turn off all NVDIDRV?.SYS screen drivers. I simpley renamed them to *.SYX, so that NVDI couldn't load them.

>2) I know that a computer with an ET-4000 based graphics card works
> best with NVDI-ET4000 BUT will it work at all with a normal version of
> ~~~~ ~~~
> NVDI 4 (and NOVA VDI version 2.61) ?
> In other words, will NVDI 4 fail in a Mega STE with a NOVA 16M card?

I own a NOVA Mach card, with NOVA VDI version 2.61, and NVDI runs with no problems. Only one thing you must keep in mind: NVDI must run *after* NOVA VDI.

Helli

# 3551. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <856473670@p24.f101.n323.z205.mbh.org>
Source record: 127293

From: Hrafnkell Freyr Hlodversson wrote:

> On Thu, 13 Feb 1997, please@no.spam.mail.here wrote:
> Weren't you the lucky one! The first time I looked for an archiver
> online (many years ago) the ARC file was ZIP'd, the ZIP file was LZH'd,
> the LZH file
> was ZOO'd and the ZOO file was ARJ'd. I never found the ARJ
> executable! B^{)
>
> Well I saw an ARJ som while ago, but I think it was ARC'ed :-)

Strange, to prevent such bootstrapping problems archivers usually are
distributed as self extracting archives. Anyway, if you need the newest
distribution of ARJ ST (current is 9.97A rev 3.101), please send a request to:
mr_ni@mst.tn.utwente.nl
And I will send you the complete ARJ ST distribution.

Bye, Hans Wessels

# 3552. Re: MagiC 5 and memory protection

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Peter_Hellinger@n.maus.de
Message-ID: <199702202244.a920@n.maus.de>
Source record: 127294

emwoll@emw.ericsson.se (Magnus Kollberg) writes:

MK>How is the true story? I have heard several people saying that MagiC
MK>doesn't have any memory protection at all (which looks to be the truth
MK>as it's easy to get "memory block destroyed" and a reboot as only
MK>solution, while MiNT handles this just fine) but they claim in the
MK>docs that they have.

MagiC has an id code at the end of a memory block. If an program writes over the end of the memory block - which is a bug - MagiC detect this, and termniates the owner of the _overwritten_ memory block - not the "bad guy". In the case the block belongs to the operating system, you have to reboot. The MagiC methode works with all CPUs, from 68000 up to 68060.

MiNT works in another way: It use the PMMU to watch the memory. If a program uses memory that it doesn't own, MiNT get this and terminates the process, who is illegal writing or reading from a memory block, it doesn't own. For this methode you had to have a PMMU, only with CPU from 68030 and up available.

From my point of view MagiC could not prevent the damage of data or program code while the id code of the memory block is leaved intact; and it teminates IMHO the wrong program...

Helli

# 3553. Re: Falcon 3D prg?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvvi7n3l1z.fsf@emw.ericsson.se>
Source record: 127322

Ken Macdonald <macdonald@cfcsc.dnd.ca> writes:

> > Or you just have to write to the BSS (Doug Little) guys and tell them
> > what you want. ;-)
> > Doug Little has also ported POV 3 to TOS.
>
> Yes. The guy is bluidy amazing - Apex, POV-ray, Afterburner,...

He sure is. I guess you all know that is has got his own webpage
where you can download and take a look at different stuff he has made?

There is also a preview picture of Apex 3 (Alpha) which will knock the
socks off you all!

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3554. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvsp2r3kuf.fsf@emw.ericsson.se>
Source record: 127323

Chris Krowchuk <chris@compdirect.com> writes:

> >Does he also realy mean Atari and not TOS and the Falcon? If he have
> >bought the lot wouldn't he get the Jaguar as well then? I also took a
> >peak at Atari's webpage. It was actaully updated as late as 17 februari
> >1997. What is going on here?
>
> I didn't ask for details since he was calling on my Toll Free Order line...

Hahahaaa... :-)))

He could afford to buy Atari, but not call you on your regular phone
number? Why does all this sound like a aprils fools day (or whatever
it's called in english)? :-0

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3555. Re: NYAH-NYAH! (Was: Re: WebSpace HTML browser: PPP layer sn)

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvraib3kqq.fsf@emw.ericsson.se>
Source record: 127324

frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) writes:

>
> Would you two like to take this to email, please? Just before it
> degenerates even further into 'My Dad's bigger than your Dad' stuff.

I tried, but no use. :-(

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3556. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvu3n73kz9.fsf@emw.ericsson.se>
Source record: 127325

Ken Macdonald <macdonald@cfcsc.dnd.ca> writes:

> > simple resource editor for icons only. Oh, there were one for
> > edting the TOS4 icons as well. Can't remember the name and it
> > didn't work that well. It could have been updated though.
>
> Actually there were a couple, (and I too can't remember the names! :^)
> but they only worked in 16 colour mode, and I think 640x480.

Yeah, I know that I didn't like it very much... To bad that there
aint ant source code for any of them so that someone could continue
coding on it to make it better and usefull.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3557. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: skr@dcs.ed.ac.uk
Message-ID: <E5wG33.ByL.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 127326

In article <Pine.BSI.3.95.970216111820.27132D-100000@usr11.primenet.com>, Katherine L
Ellis <kellis@primenet.com> writes:
> Hi, Well here Xaaaes6 doesn't even load, it says can not find the
> resources, even if everything is setup correctly. (at least from what
> the doc says).
> So if you can use it, tell me. And it's on a regular falcon 14meg.
> Bye

I had that problem too.
You need to alter your mint.cnf file, adding
cd u:\<path where xaes located>
INIT=u:\<path>\xaees.prg

> On 16 Feb 1997, Marc Billiet wrote:
>
> >I just tried to install XaAES 0.6 on my Falcon and after booting, XaAES
> >gives me the error message 'Foreign Client ? ERROR: Access denied' and
> >continues loading the desktop (I use Gemini 2).
> >As soon as Gemini has started, I can use the shortcut keys to access the
> >menu (e.g. ALT+M to open Mupfel), but the mouse refuses to work. And yes,
> >moose.xdd was loaded successfully.
> >When I try XaAES 0.5, the mouse works but I get lots of other problems
> >(which I don't mention here). With that version, I also get the 'Foreign
> >Client'-error, but that doesn't seem to be a problem.
> >Is there someone who successfully installed XaAES 0.6 on his Falcon ?
> >Please let me know.
> >
> >I have a Falcon with 4MB normal ram with a Mighty Sonic 32 (maybe that's
> >the problem ? I tried it without my 4MB fast ram as well), an internal IDE
> >63MB harddrive, an external Apple CD-ROM (CD-300) an a ZIP-drive. I
> >connected an external PC-keyboard, but this gives no problem with other
> >applications.
> >
> >Thanks
> >

I've still got this problem.
I even tried running the Resevoir Gods' Power Mouse prog, but could only use the buttons.
I'm still trying to find the solution.

--

:=----+Steve.

# 3558. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvwws33l7q.fsf@emw.ericsson.se>
Source record: 127327

!ynoT writes:

> >Maybe, but I guess we see on things differently. I just got fed up, that's
> >it.
>
> PLEASE show me what all the fuss is about PLEASE show me why you and
> the other person think my ONE posting to that thread is moaning ?

Aha, maybe I didn't make my self clear. I wasn't upset by this _one_ posting,
but from several others where you have added one or two nice lines in the end,
like 'go back to your knitting'.

> My bit
>
> Hmmm theres more than one way to do a Time demo?....Look at Connect,
> you could simply count the time online,
> But a Time Demo isnt such a viable option as people will simply do
> what they do with programs like CoNnect, reinstall reinstall
> reinstall?
> ******************
>
> AND YOU SAY THAT IS MOANING, YOU ATTACK ME FOR THIS
> ??????????????????????????????????????????????????

As I said, it wasn't for just this thread, but several others as well and
about the moaning part, it wasn't just you I ment (you just happened to make
the barrel flow over such to speak). I have read several others how complained
(both swedish and from the UK and the rest of the world) no names mentioned.
I think the other guy felt the same, not heading at you directly but to the
thread as it. :-)

> >Lets drop this as this all is just noncense, or mail me directly if
> >you feel like it.
>
> haaa you attack me in public, but you expect me to defend myself in
> private ???? NO I will not, You want to moderate this newsgroup then
> expect a response! show me what was wrong with my original posting,
> show me why I have to be attacked for offering help, show me! or join
> the knitting class where all wannabe moderators belong!
>
>
> **** Shhh whats that Clicking sound ****

Well ,I don't know what I can say to you as you probably can't read what you
write your self. When are you going to stop? Read my reply from the
beginning and you might see what I mean.

```
//Magnus Kollberg
--
+--------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------+
```

# 3559. Re: Atari 1024 ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: R.G.SIMONIS@IO.TUDELFT.NL
Message-ID: <330c36a7.90143147@news.TUDELFT.NL>
Source record: 127328

On 19 Feb 1997 15:32:51 GMT, "Verhulst Automatiserig"
<verhulst@verhulst.nl> wrote:

?I am searching for a way to use my data from my atari 1024 ST on my
PC
?Anyone who can help me send E-mail to verhulst@verhulst.nl

Probeer kopieren naar een op een atari geformateerde flop
deze kun je zo inlezen op je pc
groeten rob
Rob simonis
r.g.simonis@io.tudelft.nl

# 3560. ST Informer: where is it?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: r.pignatelli@agora.stm.it
Message-ID: <5eh6qh$o6h@master.pantheon.it>
Source record: 127329

Hi,

from the last summer I am a subscriber of the magazine
ST Informer (I've paid $ 98 for 12 issues + disks + Air Mail
shipping to Europe).
But, until now I have only received St Informer issue 97 (May
15, 1996) with disk.
So, where are the other issues?
I understand today is enough hard to realize a monthly
Atari-only magazine, but there are good bi-monthly magazines too.
I would like to know if there are other ST Informer subscribers
waiting for new issues.
Are you happy for delay or so..... :-(
### _____
### R.Pignatelli@agora.stm.it Atari Falcon 030
# # # Tel/Fax/Modem: +39 (81)7771083 Atari Jaguar 64
# # # Fidonet Org: 2:335/226.20 Atari VCS 7800

# 3561. File transfers?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: ut13@ab292.rz.uni-karlsruhe.de
Message-ID: <5ehe6d$oeb$3@nz12.rz.uni-karlsruhe.de>
Source record: 127330

Hello.

I have worked with a program LapLink for the PC. It was fine, cause
it was easy to copy and to view files on a remote computer. (It had a bad
bug, and I lost a whole directory, but that's another story). Then, with DOS
6 came the program Interlink/Intersvr, which allows one to use the drives
from another computer as if they were on the current computer. (Both
programs were able to use the serial port).
Does anyone know if there is such program, that allows me to view and
transfer (from/to) files on the Atari (Mega 2) and on the PC ? Maybe LapLink
for the Atari, compatible with the PC version? Or an Atari version of
InterSvr ?

Bye,

Guentcho

--
Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997

# 3562. Swap/Sell STE System

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: skr@dcs.ed.ac.uk
Message-ID: <E5wGL2.DEJ.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 127331

I have a 4Meg Falcon and I need more memory and HD space, so I'm selling/swapping my STE system.

4Meg STE, 74 Meg SCSI HD with interface - filled with software.
External DSDD Drive with BLITZ TURBO hardware fitted.
SM124 Hi Res mono monitor.
Mouse & cables
Stereo Master Sampler & Cartridge.
Hundreds of games.
Panasonic KXP1123i 360dpi dot matrix printer.

Jag system to sell/trade if desperate.

Offers of cash or ...
Falcon 14Meg RAM board or accelerator with RAM board.
SCSI drive or IDE drive of over 500Meg.
SCSI/IDE CD ROM Drive

Cheers
--

:=----+Steve.

# 3563. Re: Reading .PDF/Adobe Acrobat Files

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5eh60u$rb0@due.unit.no>
Source record: 127332

Doug Kendall (dkendall@facstaff.wisc.edu) wrote:
: Friends,
:
: I know this question came up a few months ago (when I was, of course,
: unconcerned with the answer), but now I need to remember...
:
: What ST program, if any, can read files created with Adobe Acrobat?
: There seem to be a lot of such files out there on the Web.

GhostScript can read acrobat-files. You'll need a fairly new version
though, so you'll have to look around a bit.

Jo Even Skarstein

# 3564. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvybcj3lm8.fsf@emw.ericsson.se>
Source record: 127333

!ynoT writes:

> >anyway. I might say one or two stupied things from time to time
> >but as I said, I'm not the only one.
> >
> >//Magnus Kollberg
>
> I totally agree with you Magnus and include myself as a person who
> says stupid things from time to time, <smile>

Well atleast something we agree about. :-)

See ya in a better thread!

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3565. Re: Was there a sequel?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: mp4258@harrier.fen.bris.ac.uk
Message-ID: <E5wHw8.G3t@fsa.bris.ac.uk>
Source record: 127334

TomHeroes (tomheroes@aol.com) wrote:
: I just got my ST up and running again, monitor problems, and I started
: playing my favorite game, Championship Manager. It is a soccer simulation
: game where you are the general manager. It was made from Domark and is
: one of the best games I ever played. My question is was there any sequels
: or any other games that were similar. Also was there an IBM version?
: Thanks.
:
: -Tom Zjaba
: tomheroes@aol.com

Yes there was a follow-up but not on the ST I think. If you liked Champ
then you'll love Champ 2 on the PC! It costs about 15-20 pounds. Its even
got match commentary! However, its not the hardest management game ever -
I managed to take Bristol City to the Premiership, finish second and win
the FA Cup in 3 straight seasons! I even got appointed England Manager for
the 2000 Euro cup!!

Enjoy!

Matt.

# 3566. TOS images

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Adam Billyard <ads@csl.com>
Message-ID: <330C35B3.42E6@csl.com>
Source record: 127335

Where can I get a TOS image to use with an emulator?

ads

# 3567. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970220080420.12208A-100000@usr01.primenet.com>
Source record: 127336

hmmmm, RCS3 is available, color support and no limitation.
Almost as good as Interface.
Available from cnam since 2 weeks now, and few hompage.
You don't have interface? get RCS3, very very good.

On 20 Feb 1997, Magnus Kollberg wrote:

>Ken Macdonald <macdonald@cfcsc.dnd.ca> writes:
>
>
>> > simple resource editor for icons only. Oh, there were one for
>> > edting the TOS4 icons as well. Can't remember the name and it
>> > didn't work that well. It could have been updated though.
>>
>> Actually there were a couple, (and I too can't remember the names! :^)
>> but they only worked in 16 colour mode, and I think 640x480.
>
>Yeah, I know that I didn't like it very much... To bad that there
>aint ant source code for any of them so that someone could continue
>coding on it to make it better and usefull.
>
>//Magnus Kollberg
>--
> +--------------------------------------+
> | Falcon040, Bad Mood support team |
> | email: Magnus.Kollberg@emw.ericsson.se |
> +--------------------------------------+
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 3568. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: !ynoT
Message-ID: <331d425d.11368518@news.airtime.co.uk>
Source record: 127337

On 20 Feb 1997 10:11:25 +0100, Magnus Kollberg
<emwoll@emw.ericsson.se> wrote:

>frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) writes:
>
>>
>> Would you two like to take this to email, please? Just before it
>> degenerates even further into 'My Dad's bigger than your Dad' stuff.
>
>I tried, but no use. :-(

Ho realy? attacking me in public is a funny way of going about it?

Why was all this brought up again ????????

## 3569. NaughtyRobot

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: !ynoT
Message-ID: <331a3f2b.10550362@news.airtime.co.uk>
Source record: 127338

If anyone has recieved a NAUGHTYROBOT message in there private email,
(if you havent then you may soon) then ignore and have a look at this
site......

http://www.rah96.com/rah96/naughtyr.shtml

Its actualy a good read and quite interesting, a few more links re:
spams and hoaxes are there for anyone getting totally peed off with
that type of posting...ie: everyone in here with a spamblock email :)

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3570. ATARI 1024 ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Verhulst Automatiserig <verhulst@verhulst.nl>
Message-ID: <01bc1f39$e2437580$640000c0@aadje>
Source record: 127339

I need to convert the data on my atari 1024 ST to an ASCI file so I can use it in DOS.

If anyone can help me send mail to verhulst@verhulst.nl

# 3571. Re: Mega ST2 memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: junior@kuai.se
Message-ID: <5ehpm0$el2$1@fizban.solace.mh.se>
Source record: 127340

In article <32F74EAC.38F7@astro.estec.esa.nl>, "O.R.Williams"
<owilliam@astro.estec.esa.nl> says:
>
>Is it possible to upgrade a Mega ST2 to four megabytes RAM? If so do
>I need a kit for this and what is it called. Please don't just point me
>in the direction of Toad Computers because it is a little too far from
>teh Netherlands.
>
>Thanks
>
>Rees
Hi Rees
The solution to your problem is quite easy.I have a friend who has a Mega 2ST and some time
ago I took a look in it so if you look into your ST you will probably find
that you only need to get 16 memory chips (1 mbits) and solder them in to
the free memory sockets (its the ones next to the existing memorychips).
I think this should solve your problem although you need to be good with a soldering
iron or maybe ask a friend to do it for you.Mind you the chips are not
cheap (SIMMs are a lot cheaper).
Hope this will help you,feel free to E-mail me if you need more help.

Best regards:
junior@kuai.se

# 3572. Re: File transfers?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Theodore Georgopoulos <stud0772@di.uoa.gr>
Message-ID: <330C6576.5990@di.uoa.gr>
Source record: 127341

Guentcho Skordev wrote:

> Does anyone know if there is such program, that allows me to view and
> transfer (from/to) files on the Atari (Mega 2) and on the PC ?
You can try ghostlink that allows the ST to access the PC drives as if
they where ST drives.Works fine,but it uses the serial interface,so on
an plain ST it's rather slow.
There is also PARCP that uses the parallel interface,but I can't make it
work.It works fine for other people.
You can find them both at ftp.cnam.fr(I think)

> Guentcho
Theodore

## 3573. Where can I order Mega STe parts?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: jlendino@panix.com
Message-ID: <5eg38o$i3h@news1.panix.com>
Source record: 127342

Specifically, a detachable keyboard (which is probably the same as the Mega ST), and a new internal floppy drive.

Also if anyone can recommend some good cost-effective upgrades for this machine I would be happy to recommend them. By cost-effective I mean not so much that I could have bought a TT or a Falcon instead.

Thanks,
Jamie

# 3574. Re: NEWSie/Nicknames/Sprintlink/

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5ehr2u$l45@nnrp1.news.primenet.com>
Source record: 127343

On 20 Feb 1997 03:56:17, Charles Silver wrote:
>And John wrote:
>>Charles,
>> Once you have defined a nickname, you just use it at the email
>> address in a send or reply.
>> For example: nickname: abc users: a@here, b@here, c@there
>> When you send a message, enter abc in the To: line, and the email
>> will be sent to the 3 users.
>Well I tried the above, but with a few problems. The single nickname
>post works fine, but I can't get the multiple post to work:
>Say the nicknames are John, Suzy, Bob, and Sam. I don't think NEWSie
>would understan JohnSuzyBobSam as a To: send statement. I tried with
>spaces between the names, etc. Nothing worked. Do you really use
>abc, a b c, a-b-c, a,b,c a.b.c.?
>
Nope, I didn't get the idea across. One nickname (ONLY). The nickname
is "arg" the users are "tom@a.com susan@b.com flip@b.com". When you
send to "arg" all 3 users will get the message. If you have a
one-for-one nickname to user, then only 1 message gets sent. If you
define a nickname with multiple users, then multiple messages are sent.

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

# 3575. Re: Spreadsheet required

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <330C5D27.1460@cadvision.com>
Source record: 127344
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Neil... LDW v2 works fine on the TT in all resolutions. It only converts to WK1 format for Lotus so I hardly think all the Lotus level 5 stuff would translate all that well. I hear Texel is *almost* ready for release and does both Lotus & Excel import/export. Unfortunately, Texel has been RSN for some time!

Keith

## 3576. How many different ST models were there?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: phish@raven.cybercomm.net
Message-ID: <5eh9p7$vs6@crow.cybercomm.net>
Source record: 127345

Is it possible to get a listing for each system with specs on each one?

Thanks alot!

Don

# 3577. Re: Mega ST2 memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970220155700.KAA13077@ladder02.news.aol.com>
Source record: 127346

If you need information on upgradeing you MEGA 2 to a 4 meg version. Let me know and I can send you a file of how it is done. Of course all and any upgrades should be done at your own RISK!.

# 3578. Re: ATARI 1024 ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <5ehr7t$28n@newstoo.ericsson.se>
Source record: 127347

In article <01bc1f39$e2437580$640000c0@aadje>, "Verhulst Automatiserig"
<verhulst@verhulst.nl> writes:
>I need to convert the data on my atari 1024 ST to an ASCI file so I can use
>it in DOS.
>
>If anyone can help me send mail to verhulst@verhulst.nl

You don't need to convert textfiles they are in DOS format.

---
Mail : Erik.Hall@epk.ericsson.se ||| ATARI Falcon030
or erikhall@tripnet.se /|\ ---
URL : http://www.tripnet.se/home/erikhall/index.html / | \
---

# 3579. The Ad.Lib Message Base is Reborn!

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: andy@adlib.co.uk
Message-ID: <andy-ya02408000R2002971554000001@news.netkonect.co.uk>
Source record: 127348

```
The Ad.Lib Message Base is Reborn!!!
====================================

Hi There!

Just a quick message to you crowd to let you know that Frank Charlton and
myself have reinstated the Ad.Lib Message Base on the Internet as an email
mailing list.

The idea is to get all the old daftness going just as you remember it.

With the sad passing of the BBS, this is a great way to translate some of
the old spirit onto the Internet. If you logged on in the past, you can
join us again through a simple mail list linkup. If you don;t know what the
heck I'm on about, give it a try anyway!

Please spread this message as widely as possible to all you think might be
interested in order to make this a worthy forum for all matters, whether
they be Atari, Mac, PC or just plain silly. Anything goes, but keep the
language reasonably restrained.

The SysOps are, as ever, Andy Curtis and Frank Charlton. :-)

To subscribe to the list, send an email to majordomo@adlib.co.uk with the
following in your message body:

subscribe mbase [first name] [last name]

(in my case this was: subscribe mbase andy curtis)

Subject does not matter.

I look forward to hearing from you all and chatting!

Cheers for now,
Andy Curtis & Frank Charlton

--
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
Andy Curtis <andy@adlib.co.uk>
Ad.Lib Media
WEB Design ~ Music recording ~ DTP ~ Freelance
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
```

## 3580. Falcon 4SALE

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Adrian Gruber <agruber@cul.com>
Message-ID: <01bc1f47$5e6ef3c0$LocalHost@pbcustomer>
Source record: 127349

```
Stock Falcon030 with 80 meg internal drive and 14 meg memory
Many extras, SC1224 monitor, US Robotics V34e D/s Courier
Printer nad power Back-Ups. lots of software.
Any offer considered.
Contact me here or send mail to : agruber@cul.com
```

## 3581. 030 4sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Adrian.Gruber%239@satlink.oau.org
Message-ID: <484_9702201228@satlink.oau.org>
Source record: 127350

To: tj@oro.net
complete 030 falcon with 80 meg internal drive and 14 meg memory
usr v34e courier d/s
sc1224 monitor
many extras including printer power back up and software
any offer considered.
--
|Fidonet: Adrian Gruber 1:363/239
|Internet: Adrian.Gruber%239@satlink.oau.org
|
| Standard disclaimer: The views of this user are strictly his own.
| From C.F.Satlink +1-407-240-7781 (ANSI or Vt-100 _required_).

# 3582. Shareware Admin Machine gone. :-(((

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <330C9185.51B4@cyberstrider.org>
Source record: 127351
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Most of the shareware support is done on the Mac.. which also doubles as my premier Atari machine. However, last night I could not switch it on. :(

I am going to get this fixed but am not sure how long it will take.

Due to the way CyberSTrider now works, this will not affect any registrations.. people will still receive them. However, the databases will not be updated until I can get the machine fixed (last backup was over 3 weeks ago). Other than that, I will have to manually go through all registrations received since the last backup and enter them manually which I don't have time to do... articles etc take priority for re-writing.

Rest assured, people will still receive registrations without any delay. :)

Regards
Danny
--
Denesh Bhabuta (Danny) http://www.cyberstrider.org
denesh@cyberstrider.org ; denesh@bhabuta.co.uk ; dbhabuta@cix.co.uk

# 3583. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970220185401118697@tachyon.demon.co.uk>
Source record: 127352

<!ynoT> wrote:

> Why was all this brought up again ????????

I give up. *Please* take this highly personal argument to email ;/

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3584. Wanted: Atari ST memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <330C9344.41C6@jaleo.idecnet.com>
Source record: 127353

Hello everybody!

I would like to upgrade the RAM of my 1040 STfm but because I cannot find the right SIMMs I'm thinking of getting some equivalent on PC shops, threfore I would like to get so much info as possible on this kind of Atari Internals (speed, pins, etc) or if you got a better solution please let me know under

martin@jaleo.idecnet.com

Thank you in advance!

Greetings from the sunny side of the screen =B-)

M@rtin

# 3585. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970220185358118515@tachyon.demon.co.uk>
Source record: 127354

Mike Weber <mweber@li.net> wrote:

> Atari is dead... They got bought out by another company... Anyone have
> those tos images ?? I can't find them anywhere!

Haven't you followed the TOS image threads in here over the last few
weeks? Regardless of the status of Atari as a company, TOS IS STILL
COPYRIGHTED.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3586. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970220185359118575@tachyon.demon.co.uk>
Source record: 127355

Martyn Tidd <etlmntd@etlxdmx.ericsson.se> wrote:

> Over to you Frank :-)

Hahahaha! I already posted ;)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3587. Re: Protext v6.7 release

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: avro@TST-MedHat.com
Message-ID: <avro-2002970842080001@pppd0.tst-medhat.com>
Source record: 127356

Neil,

I have been using Protext for years and am putting it on my PowerMac. It is great.

Brian Millson

# 3588. Re: Needed: Atari 520 power supply

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <330CC720.356A@cfcsc.dnd.ca>
Source record: 127357

Kevin Palmer wrote:
> I need an Atari 520 power supply. Does anyone have one for sale or know
> where I could order one in the U.S.? Thanks
> Kev

try BEST:
Best Electronics in San Jose,
phone 408 243 6950,
fax 408 243 8274.

# 3589. CAB Help me keep hope

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: lenkel@inconnect.inconnect.com
Message-ID: <5ei023$r48@news.inconnect.com>
Source record: 127358

Welcome!

To another chapter in the continuing saga of "Paul would rather be massochistic with CAB than give up on Atari web browsing and buy a PC!

Ok, so I finally get my ISP to clue into the fact that I use SLIP with no VJ etc. So I can get a page like yahoo, but click on a link and the modem just flashes send and receive for ever and I get nowhere! So Someone says I should drop the latest .OVL and get an older .OVL, which I do but then CAB 141 just crashes every other page! Some Runtime 136 or something. Also, why in the hell can't CAB display the graphics on www.atari.com the Jagwire, you'd think the developers would make it work on that one atleast. So I will buy a working version of CAB, but I want to see it first, because I don't trust the claims of people who aren't ashamed to put terribly anticlimactic non-working trash online under the claim that it is some kind of "Web Browser" even daring to compare it to "Netscape 2.0". If this is a fault of Stik somebody tell me!
I challenge any Atari Falcon 030 user to show me that they can Web Browse predictably with CAB using SLIP in TOS. It CANNOT be done PROVE ME WRONG even if it is slow, if it would only work! I have yet to exit CAB after being online! I always have to reset from a total LOCKUP, I get the first page, but it will always lock up right after a link or two! This is not useable software, PPP-Kit is a confusing Kludge, telling you to go out and get more stuff to use with it, WHY NOT PUT CAb for MiNT net overlay right in the PPPKit, maybe an engineering graduate can use that, but I'm not going to call my ISP and say after six months of hounding, oh could you turn PPP and VJ flag back on please! I WANT STik/ CAB to live up to its claims and just work, even simply.

---
Lenkel@inconnect.com Paul Luscher
Pick up the NEW CD from Site51 and LENKEL called: PROJECTILE
featuring Seven bands from Salt Lake City proper, "Bubble Couch", "Mirror Mirror", "South", "Aeon Dawn", "Insanity Void", "Poink", and "Film & Silver". This 18 Track disc is an AUDIO CD plus Enhanced CD including images and info about the bands in an easy to use HTML arrangement. Get yours now at a great Utah market price, Contact: http://www.inconnect.com/~lenkel/ Lenkel@inconnect.com

---
Zeven toffe vissen en zij maakten en CD...
D'as goed zeiden de fans, dus doe jij maar mee!
Paul1>
Paul2>exit
Logging Out...
!^@$&)=7(*

```
NO CARRIER
```

# 3590. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <856441974_OASIS_@bassment.demon.nl>
Source record: 127359

>BTW. Has anyone heard from Craig at all?

I sent him a mail complementing him on XaAES and asking if he was still developing it. As version 0.6 was from nov. last year and there was no response to the mail (which I sent two weeks ago), I fear the worst...

Greetz,

Maurits.

--

Change is inevitable, except from a vending machine.

=----------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=----------------------------------------------------------------------=

# 3591. Re: Atari superjunky!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <856442496_OASIS_@bassment.demon.nl>
Source record: 127360

>Atari, for me, is the old and old Atari!!!!! I love Megamania & Pacman.
>Seaquest is the most spetacular game of world!!!

Look for an archive called VIDEO_G1.LZH. It is Pac Man, Pong and Space
invaders in 1 game! Eat your heart out! :-)

--

Change is inevitable, except from a vending machine.

=----------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=----------------------------------------------------------------------=

# 3592. Re: Where can I order Mega STe parts?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <330C740D.3F54BC7E@fir.fbc.com>
Source record: 127361

Call B&C Computervisions, they stock parts ALL ATARI's made, give them a call and they are sure to have all the parts for your Mega STe that you need.
408-986-9960

10am-6pm Tue-Sat PST

Curt

# 3593. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29780_please@no.spam.mail.here>
Source record: 127362

This message from etlmntd@etlxdmx.ericsson.se to All came in on a wing and a prayer...

Hi Martyn!

>> I suggest that if anyone in the UK is interested in having this new
>> version then they should email HiSoft (support@hisoft.co.uk)
e>
e> Oh, have HiSoft starting taking notice of their e-mails now?

They must do (g) as that's how I found out that they were working on the PC/Mac raytracer (and not on Papyrus!)

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3594. Email address for Overscan

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29781_please@no.spam.mail.here>
Source record: 127363

Anyone have the email address for Overscan GMBH please?

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3595. Pioneer CD-ROM ICD card and EXTENDOS PRO

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29787_please@no.spam.mail.here>
Source record: 127364

Having just spent 80 quid getting a blown up Pioneer 6 disk CD-ROM player repaired (CDR-600) , can anybody help?

I'm using HD-DRIVER 6 and Extendos Pro 2.4 , I CAN'T get extendos to recognise more than disk 1 in the caddy.

I'm using the suggested config of X:7.0 Y:7.1 Z:7.2 etc to mark each individual LUN for the disks.

But extendos just reports 'unknown device' for each of the other disks.

Has anybody else managed to get this working ?

It works on my PC under WINDOZE fine....so it's definately software at fault.

Can anyone help?

--

Send email replies to :pbaker@mettav.demon.co.uk (Paul Baker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3596. STiK and Mega Ste Modem 2 at 38,400

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <5ei96d$8dg@freenet-news.carleton.ca>
Source record: 127365

Ok, I have STik Running fine on my Mega Ste when I use Modem 1 at 19,200.
I have HSmodem installed, and switched from MFP to SCC after the loader.
I can connect to my provider with Stalker at 38,400, and I get the 28,800
connect message, and around 3200 cps on dl's.

When I reconfigure STiK to use Modem 2 at 38,400, it seems to connect OK,
but I never get any info DL'ed into the computer. CAB just stays on the
locally-loaded home page.

Any ideas?

--
Mark Montreuil (ai066@freenet.carleton.ca)
World Wide Web (WWW) page creation/consultation and posting
http://www2.magmacom.com/~montreum/index.html and megaste.html

# 3597. reSOLUTION superVGA

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Don Bacon <dbacon@ford.com>
Message-ID: <330C6548.63F5@ford.com>
Source record: 127366

I was reading the Atari ST FAQ and found reference to the above graphics card. Unfortuneatly the phone number for Rio Datel 1-800-782-9110 is some kind of special network, and not the company I hoped to find.

Could anyone direct me to a responsible company for this product. I am based in the U.K. but any company worldwide would be helpful.

In advance many thanks

Don

dbacon@ford.com

## 3598. anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Jeff Cantin <tincan@pacbell.net>
Message-ID: <330CC235.D73@pacbell.net>
Source record: 127367

Hey out there, has anyone seen pompey pirates software out on the internet, or if someone has some disks, could you email them to me? if you could, it would be really helpful. thanx

Axelterbo@geocities.com

# 3599. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970220185354118286@tachyon.demon.co.uk>
Source record: 127368

Chris Krowchuk <chris@compdirect.com> wrote:

> clearly stated that he had "Bought" Atari.
>
> I don't know what to make of this guy. Either he is genuinely serious
> or he is genuinely insane...

Who are we talking about here, Chris? This could be interesting... :)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3600. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970220185402118779@tachyon.demon.co.uk>
Source record: 127369

<!ynoT> wrote:

> It finished two days ago......Not only have you added to it, you even
> tried to make it into a new thread?....

Yes, and there's a simple reason for that. I didn't want to add the
exsting thread to my killfile, as I actually want to read about
WebSpace. Changing the thread name was an attempt to shift it away, so I
could then killfile it :-(

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3601. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970220185356118418@tachyon.demon.co.uk>
Source record: 127370

Roy Goring <rgoring@zetnet.co.uk> wrote:

> Also Stoop 2 is around, 'cos I'm using it, but I don't know where you can
> get it from :-(

Last I saw of that, it was in the 'cix users only' conf on CIX, with
explicit instructions that it not be distributed off the CIX system.
Hm... weird.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3602. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Mr.Maddog@Microserve.com
Message-ID: <9702202152.AA14305@Microserve.com>
Source record: 127371

[And I thought this issue has been already settled...]

From: "Mike Weber" <mweber@li.net>

>Atari is dead... They got bought out by another company... Anyone have
>those tos images ?? I can't find them anywhere!

Yes, Atari has been bought out by another company.

Yes, JTS has all Atari's patents including the current copyright on
TOS.

No, you may not get a free TOS image because...well read the above!

Just get an old ST or TOS roms from Atari dealers, they still sell
them you know.

Eric Noss
a.k.a
Mr. Maddog

mailto:mrmaddog@microsevre.com for private chats

All solicitation, automatic or manual, is subjected to a fee of $500

# 3603. C-LAB UNITOR

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: patharkins@aol.com
Message-ID: <19970219220000.RAA19724@ladder02.news.aol.com>
Source record: 127402

hi.
I'm looking to buy a C-lab unitor to use with notator and creator for
music sequencing. I am also looking for a combiner from c-lab as well.
patrick
snikrahtap@juno.com

# 3604. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: !ynoT
Message-ID: <330f9cdd.38903766@news.airtime.co.uk>
Source record: 127403

On Tue, 18 Feb 1997 19:13:48 +0000, in comp.sys.atari.st you wrote:

>Would you two like to take this to email, please? Just before it

It finished two days ago......Not only have you added to it, you even
tried to make it into a new thread?....

Please let it drop Frank, everyone else has ?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3605. Re: Damaging Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: cj439@FreeNet.Carleton.CA
Message-ID: <5eg71f$7nm@freenet-news.carleton.ca>
Source record: 127404

Hans Wessels (mr_ni@mbh.org) writes:
> Gerry O'Rourke wrote:
>
> >> The problem is I have absoloutly no idea, dunno how ?
> > >
> > > OK, If you have a copy of KnifeST (given away on an ST Format cover
> > > disk long ago) you can mess with almost anything on a floppy.
> > >
> > > Just go in and alter something important :)
> > >
> > > Maybe even cook up a custom format for track 79.
> > >
> > > OK, the real way to do it is to get hold of the WD1772 specifications,
> > > a list of the WD1772 addresses in the Atari, a decent assembler, & a
> > > few hours later you will be the proud owner of a disk trasher
> > > program.

<snip>
> some soundchip bits. The standard OS routines aren't able to screw up
> disksectors. I posted a message in ...ATARI.PROGRAMMER with an easy way to
> damage a disk.
>
Am I missing the joke here? Aren't fragged disks easy enough to come by
already? I have a pile of 'em which won't reformat, won't read, write,
etc. They're yours for the taking!

--
Songshop Musical Productions / Two wrongs don't make a right...
Box 266, Shawville, Que. / But three lefts do!
J0X 2Y0

## 3606. Was there a sequel?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970219214500.QAA16713@ladder02.news.aol.com>
Source record: 127405

I just got my ST up and running again, monitor problems, and I started playing my favorite game, Championship Manager. It is a soccer simulation game where you are the general manager. It was made from Domark and is one of the best games I ever played. My question is was there any sequels or any other games that were similar. Also was there an IBM version? Thanks.

-Tom Zjaba
tomheroes@aol.com

# 3607. Atari Mouse Master for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: m4wolf@aol.com
Message-ID: <19970220020300.VAA00603@ladder02.news.aol.com>
Source record: 127406

I have an Atari Mouse Master for sale. This device
allows you to have your mouse and two joysticks plugged
in at the same time. No more switching from mouse to
joystick and back again. Really saves wear and tear on the
I/O connection to the computer and eliminates the aggravation
you have every time you need to switch devices.
Asking $25 and I'll pay the shipping via UPS.

Leave me E-mail if interested. Thanks ! !

## 3608. Was there a sequel?

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970219164400.LAA25664@ladder01.news.aol.com>
Source record: 127407

I just got my ST up and running again, monitor problems, and I started playing my favorite game, Championship Manager. It is a soccer simulation game where you are the general manager. It was made from Domark and is one of the best games I ever played. My question is was there any sequels or any other games that were similar. Also was there an IBM version? Thanks.

-Tom Zjaba
tomheroes@aol.com

# 3609. Re: Now, take my Atari 800's.... PLEASE ! !

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970219164400.LAA25757@ladder01.news.aol.com>
Source record: 127408

I would have an interest in your Atari 800's. If you could give me an idea how much you would want including shipping and I will give you an answer. I live in Ohio. I been wanting one since I got an Atari 5200. Since they are the same system and the games are similar, I wanted to get one because then I won't have to deal with the buggy joysticks of my 5200. I love playing and collecting classic games systems and computers and would love to add this to my group. Thank you.

-Tom Zjaba
tomheroes@aol.com

## 3610. Gemulator 96 and Tos 2.06 images

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: Mike Weber <mweber@li.net>
Message-ID: <01bc1edb$2dff2be0$aa4badc7@mweber>
Source record: 127409

I just downloaded the gemulator 96 demo and installed it with the Tos 2.06 images. When it boots up all I get is a white screen. I'm using DirectX drivers 3.0 . Can someone help me? Thanks

# 3611. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: All@Sea
Message-ID: <78_All@Sea>
Source record: 127410

Frank Charlton previously gibbered to All ...

Hiya Frank...

>> You're a gent Frank, cos I completely forgot (again) :-|
FC> Yeah, but the miracle here is that I *didn't* - and as anyone who
FC> knows me will testify... ;-)

I'll second that! <Fx: ow!! .. instant black eye>

I knew I had it but couldn't find it in time ....

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

## 3612. NVDI fast printing ...

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: All@Sea
Message-ID: <79_All@Sea>
Source record: 127411

I just tried to use NVDI 4's fast printer device with MagiC 5 ..

Got the necessary file (DEV_FPRN.DEV) and put it in the XTENSION folder, on starting MagiC it appears in the U:\DEV folder ok .... but if I try printing with it, far from being quicker it's painfully slow!

I have set NVDI (in the CPX module) to print using that instead of anything else but it doen't help ...

Anyone any ideas or help??

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 3613. Re: NEWSie/Nicknames/Sprintlink/

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: csilver@kendaco.telebyte.com.Spam.Th.is
Message-ID: <5egi11$rge@news.telebyte.com>
Source record: 127412

And John wrote:

>Charles,
> Once you have defined a nickname, you just use it at the email
> address in a send or reply.
>
> For example: nickname: abc users: a@here, b@here, c@there
>
> When you send a message, enter abc in the To: line, and the email
> will be sent to the 3 users.
>
> It just that easy.

Hi John,

Well I tried the above, but with a few problems. The single nickname post works fine, but I can't get the multiple post to work:

Say the nicknames are John, Suzy, Bob, and Sam. I don't think NEWSie would understan JohnSuzyBobSam as a To: send statement. I tried with spaces between the names, etc. Nothing worked. Do you really use abc, a b c, a-b-c, a,b,c a.b.c.?

Charles

# 3614. PH Plyer - archive OK now!

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5eg6r9$680r0_002@news.ti.com>
Source record: 127413

Apologise to those who tried to download PH PLAYER from my web page.

A new & tested good, no CRC error, PH PLAYER zip archive is now obtainable
from my webpage:

http://www.geocities.com/SiliconValley/6880/phsw.html

PH PLAYER:
Plays multi format sample (wav,aiff,avr,au,snd) at popular frequency on the
STE/TT/F030 DMA hardware.

Watch out for .... PC .VOC & amiga .IFF support coming soon!

Thank you.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 3615. WTB: Atari 1040ST/Portfolio

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: lr172@aol.com
Message-ID: <19970220051200.AAA16235@ladder02.news.aol.com>
Source record: 127414

WTB: A nice 1040ST and/or Portfolio. E-mail LR172@aol.com

Thanks

# 3616. Re: Reading .PDF/Adobe Acrobat Files

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-ya02408000R2002970949340001@newsserver.cilea.it>
Source record: 127415

In article <330B9E3C.7EF5@facstaff.wisc.edu>, Doug Kendall
<dkendall@facstaff.wisc.edu> wrote:

> Friends,
>
> I know this question came up a few months ago (when I was, of course,
> unconcerned with the answer), but now I need to remember...
>
> What ST program, if any, can read files created with Adobe Acrobat?
> There seem to be a lot of such files out there on the Web.
>
> Thanks for any and all advice!
> --
> Doug Kendall, Madison WI
> e-mail: dkendall@facstaff.wisc.edu

Try with GHOSTSCRIPT...


---
| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |
---

# 3617. Re: Now, take my Atari 800's.... PLEASE ! !

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: tomheroes@aol.com
Message-ID: <19970219215300.QAA18386@ladder02.news.aol.com>
Source record: 127416

I would have an interest in your Atari 800's. If you could give me an idea how much you would want including shipping and I will give you an answer. I live in Ohio. I been wanting one since I got an Atari 5200. Since they are the same system and the games are similar, I wanted to get one because then I won't have to deal with the buggy joysticks of my 5200. I love playing and collecting classic games systems and computers and would love to add this to my group. Thank you.

-Tom Zjaba
tomheroes@aol.com

# 3618. Digital Master boxes

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: bender@doemain
Message-ID: <5eh0cv$lvk@engnews1.Eng.Sun.COM>
Source record: 127417
Body handling: HTML body converted to readable text

I recently picked up several sets of audio I/O units that were originally designed to work with the Atari computer. The units I have appear to be the "Digital Master" by "Digital F/X". I think Digital F/X was a spin-off or re-incarnation of Hybrid Arts, HA made the earlier 2-channel Digital Master and the circuit boards are sprinkled with the same type of witticisms silkscreened on. I think HA is out of business, and so to DFX, but I'm not sure. I'd like to find out some programming and hardware information on these units so that I can design an interface to my Sun SPARC machines and write some code that will let me use them for audio I/O.

Does anyone have any detailed (programming/hardware) information on these units or know anyone that does?

Info on the 1024 cartridge port would be appreciated as well.

thanks,
mike

--

Michael Bender bender@eng.sun.com
Sun Microsystems, Inc. Tel: 415-786-6279
14 Network Circle FAX: 415-786-6447
Willow Rd. at Bayfront Expwy
Menlo Park, Ca. 94025
Mailstop: MPk14-207

Don't read USENET with Netscape!

# 3619. Re: Newsie

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <83043020_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 127418

In article <5egfht$j9t@nnrp1.news.primenet.com>
rojewski@primenet.com (John M Rojewski) wrote:-

>I installed the BrainStorm JPEG decoder that was part of the CAB_OVL.
>It only works on a Falcon though. And I seem to have some problems
>with the JPEG.ACC getting stuck asking for another picture. Sometimes
>I have to reboot to get out.

It's not jpeg.acc that gets stuck, it's the decoder. There is some bug in
MagiC to do with the DSP support. This results in the decoder hanging
sometimes under MagiC (reboot required).
This happens in CAB, Imagecopy4, jpeg.acc and Positive Image.
It's a pain in the arse and I just wish the MagiC guys would sort it out!

Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 3620. Re: WTF Brainstorm

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: lecoat@chronos.ief-paris-sud.fr
Message-ID: <5eh7tl$mom@upsn6.u-psud.fr>
Source record: 127419

Martyn Tidd (etlmntd@etlxdmx.ericsson.se) wrote:
: Hi all

: Does anyone have an e-mail address or know of a web site for Brainstorm,
: purveyors of Movie100 and the JPEG decoder?

: Regards
: Martyn

Their WEB address is : http://www.brainstorm.fr/brainstorm.html
And E-mail is : webmaster@brainstorm.eu.org
But this page is not very up to date ...
Best regards,
-- Francois LE COAT
E-mail lecoat@ief.u-psud.fr
WEB http://www.ief.u-psud.fr/~lecoat

# 3621. Re: Gemulator 96 and Tos 2.06 images

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: !ynoT
Message-ID: <330d1a0c.1045968@news.airtime.co.uk>
Source record: 127420

On 20 Feb 1997 03:13:09 GMT, "Mike Weber" <mweber@li.net> wrote:

>I just downloaded the gemulator 96 demo and installed it with the Tos 2.06
>images. When it boots up all I get is a white screen. I'm using DirectX
>drivers 3.0 . Can someone help me? Thanks

It is not recognising the tos image, have you renamed it to
"magic_pc.os" and told gemulator to search for it in the "first time"
options?

HTH

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3622. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-20 00:00:00 UTC
From: !ynoT
Message-ID: <330e1aa0.1193204@news.airtime.co.uk>
Source record: 127421

On 19 Feb 1997 03:48:57 GMT, "Mike Weber" <mweber@li.net> wrote:

>Atari is dead... They got bought out by another company... Anyone have

Ho No!...that is bad news?.....Where's me gun!

>those tos images ?? I can't find them anywhere!

What do they look like, have you tried down the side of the sofa?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

## 3623. WTB: MEGA ST(e)

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: hhijg@alfred.uib.no
Message-ID: <5ek0cf$265$1@toralf.uib.no>
Source record: 127222

Yup.. it's true..if you have one just gathering dust in a corner..
send me an email!

Yours, Jostein!

# 3624. FS: Atari Computer Goods! Even More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5ek0nh$s41$1@kelly.teleport.com>
Source record: 127223
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got Monitors for your Atari 8 Bit like Commodore CM-141 "Like the Commodore 1802" And Disk Drives for the Atari 8 Bit like Stock 1050 and a 1050 Duplicator Drive for Backing Up Software. Plus I've bought out the Game Cartridge Gorf for the 400 & 800 & the Educational Math Game Cartridge Space Journey for any Classic 8 Bit Atari Plus I've cornered the Market on New Copies of Print Shop and some Print Shop related Items! That's Gorf, Space Journey & Print Shop All New Copies, All for the Atari 8 Bit! Plus a Good number of SSI and Avalon Hill/MicroComputer Games, and Many of them are Complete. Plus some Flight Simulator II from SubLOGIC including Scenery Disks all for the Classic Atari 8 Bit. For the Atari ST & newer Computers I've added to my HardWare Catalog Spectre GCR Mac Emulators, Indus (Future) GTS-100X Disk Drives, Panasonic MultiSync Monitor that does Double Duty for both ST Color and MonoChrome Monitors and the Cable/Hardware to your ST Computer. I've also added Software to my ST Catalogs & revised my prices. Titles such as Shrink Wrapped Brand New copies of Ultima V for those of you Ultima Collectors & for you who like Flight Simulators, theirs F-15 Strike Eagle, F-16 Combat Pilot, Falcon, Falcon extra Missions Disk, Fighter Bomber and Flight Simulator II. In Productivity Software, theirs Data Manager ST, Degas Elite, Easy Draw, MultiDesk, NeoDesk, Revolver & PageSTream. All for the ST.

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports.

You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

# 3625. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5ek19b$dtl@m1.cs.man.ac.uk>
Source record: 127224

In article <330b8232.14189783@news.airtime.co.uk>, !ynoT writes:
>On 17 Feb 1997 11:59:35 +0100, Magnus Kollberg
><emwoll@emw.ericsson.se> wrote:
>
>>stinformer@chatlink.com (Rod McDonald) writes:
>>
>>> ===...BLah BLah BLah.... If you don't want to buy it ...DON'T. For god's
>>> sake allow the developer to market his program any way he wants to...Quit
>>> moaning about how it will be offered. If you don't like it, don't buy
>>> it, just wait and get reports from others...NOT A BIG DEAL.
>>
>>Heehehe... well spoken. :-)
>>
>>//Magnus Kollberg
>
> I do not understand why you two think it is better NOT to try and
>offer assistance and feedback to the programmer, instead you think it
>is better to ignore him and let OTHERS buy the product while you sit
>back and wait and see,

Yea, but I would agree with Magnus on this one - Webspace is a COMMERCIAL
product, which some people appear to have forgotten on this newsgroup.
Yes, they are releasing a DEMO, but it is just that - not a shareware
version.

Does the Papyrus demo let you use it fully even for a short period? No.
Does the Image Copy demo let you use it fully, even for a short period? No.
This is what has been talked about on this newsgroup for Webspace, which
IMO isn't appropriate for a comercial product.

Obviously feedback is useful (I have emailed OXO with a number of
comments/bug reports which will be incorporated in the next version)
but I think the demo is something which should be left (primarily) to
the developers to decide.

Anthony
--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
Arse. KP Sack is complete, but we cannot distribute it yet...
---------------------------------------------------------------------

# 3626. FS: GAMES

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: cgb9@ccddn1.em.cdc.gov
Message-ID: <856529434.8877@dejanews.com>
Source record: 127225

I have the following ST software for sale:
(All games have orginal documentation and diskettes)

D-Day - STE compatible Wargame/arcade $5
Fire Brigade - WWII (Eastern Front) Wargame w/optional modem play $5
Warship - SSI WWII Naval Wargame $2
Just Another War in Space - Space War simulation $4
UMS (Ultimate Military Simulation) - Wargame $3
Ogre - Wargame $3
LED Storm - arcade $3
Guild of Theive - Text/Graphic Adventure $2
Zany Golf- arcade simulation of Minature Golf $3
Falcon+ Mission Disk simluation $5
Carrier Command -strategy/3D simulation $3
F15 Strike Eagle simulation $3
Imperium - strategy/Galactic Conquest - Won some award in Europe - $4
Silent Service - simulation $3

Add $1 for shipping (US)...

Curtis Blanton
cgb9@ccddn1.em.cdc.gov

----------====  Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 3627. Atari STuff for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: jb@xforward.demon.co.uk
Message-ID: <jb-ya023080002102971310440001@news.demon.co.uk>
Source record: 127226

For sale:

520ST 2.5 mb, internal clock, 38400 serial port ï¿½85

SM124 monitor ï¿½60

3.5/5.25 inch DS floppy drive ï¿½45

SS floppy drive ï¿½15

Hand scanner + software ï¿½45

Sound sampler cartridge ï¿½15

Canon BJ10SX 360 dpi inkjet printer ï¿½80

Magazines: ï¿½1 each

Atari World issues 1 to 10

Atari ST Review issues 5,22,24,27,33

Atari ST User issues 86,89

ST Format issues 52,53,54,65,68

Lots of shareware disks.

Gloucestershire.

Contact jb@xforward.demon.co.uk

Jonathan Bristow

--
Jonathan Bristow

jb@xforward.demon.co.uk

# 3628. Re: PacificST emulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.022197.144147.80@wxs6-1.worldaccess.nl>
Source record: 127227

```
> Has anyone gotten this emulator to work??? I can't get past the mouse
> detection routine. :[
Can you pass me some information about this product? I will use next week to
compile the GEMulator FAQ and I would like to give some attention to the
competition as well. Where? When? How much? How good? That kind of thing.
Please email me privately.

--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\------------------------------------------------------------/
```

# 3629. Re: What's models of 1040st's are there

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: chainxor@cs.auc.dk
Message-ID: <5eka8i$3o4@newsfeed.cs.auc.dk>
Source record: 127228

> There are several versions starting with the original 1040ST there is the
> 1040STf the 1040STfm and of course the 1040STe Don't remember what the
> STf stood for, but the STfm had a built in RF modulator and the 1040STe
> has enhanced color pallet. Hope that this is of some use to you

1040ST : The original 1040 (came approx. in 1986)

1040STf: Same, but with built-in floppy (shortly after)

1040STfm: Built_in floppy and RF-modulator (aprox. 1987/88)

1040STE: Enhanced 1040STfm, has DMA-stereo sound, enhanced color palette,
4 30-pin SIMM slots for up to 4 MB RAM, BLiTTER as standard and
and two additional Jaguar-Pad compatible joystick ports.
(was released in late 1989 about the same time as the TT030)

Keep Cool and Flying...

ChainXOR...

--
*** Atari Falcon030/FX, 40 Mhz 68030 CPU/FPU, 50 Mhz DSP56k ***
*** Toshiba 4x CD-Rom, 850 MB EIDE HDD,4 MB ST-RAM+4 MB FastRAM ***
*** Running MagiC 5 OS and LiNUX 68k+X11 ***
*** E-Mail : chainxor@cs.auc.dk ***
*** Homepage : http://www.cs.auc.dk/~chainxor ***

## 3630. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <330DF133.986@cfcsc.dnd.ca>
Source record: 127229

Katherine L Ellis wrote:
>
> hmmmm, RCS3 is available, color support and no limitation.
> Almost as good as Interface.
> Available from cnam since 2 weeks now, and few hompage.
> You don't have interface? get RCS3, very very good.merci
you are a gold mine of information! :^)

## 3631. NVDI fast printing ...

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: All@Sea
Message-ID: <111_All@Sea>
Source record: 127230

I just tried to use NVDI 4's fast printer device with MagiC 5 ..

Got the necessary file (DEV_FPRN.DEV) and put it in the XTENSION folder, on starting MagiC it appears in the U:\DEV folder ok .... but if I try printing with it, far from being quicker it's painfully slow!

I have set NVDI (in the CPX module) to print using that instead of anything else but it doen't help ...

Anyone any ideas or help??

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 3632. Re: Needed: Atari 520 power supply

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Johnny <dooley@infomatch.com>
Message-ID: <330DEC36.76C1@infomatch.com>
Source record: 127231

Kevin Palmer wrote:
>
> I need an Atari 520 power supply. Does anyone have one for sale or know
> where I could order one in the U.S.? Thanks
> KevHUGE Atari System for sale!!!!
Goto http://www.infomatch.com/~dooley/atari.htm

## 3633. Need help!

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: dervical@aol.com
Message-ID: <19970221191001.OAA24053@ladder02.news.aol.com>
Source record: 127232

Is there any way I can use an atari st disk on my PC? Are there any utilities I can use to convert a program to PC?

Dervical@aol.com

# 3634. Re: Damaging Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: !ynoT
Message-ID: <330d10d4.35473258@news.airtime.co.uk>
Source record: 127233

On Tue, 18 Feb 97 21:30:18 +0100, Hans Wessels <mr_ni@mbh.org> wrote:

>disksectors. I posted a message in ...ATARI.PROGRAMMER with an easy way to
>damage a disk.

Hi Hans...as a follow up:.. I decided this wasnt a viable solution as
I wouldnt be able to support Hard Drive:(
Having a furthur think <?>

BTW it is NOT so I can charge for software or anything like that,
just in case I gave the wrong impression, just an idea for keeping
track of how many users of software :)

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3635. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29842_please@no.spam.mail.here>
Source record: 127234

*Hi !ynoT*, on 16 Feb 97 you wrote: ...respect, brethren

>> Actually, Tony uses the commandline regularly whenever he gets his QWK
>> packets from the BBS, but because the parameters are passed by the QWK
>> reader
> So I dont use the command line...the program does...

Arggghhhh....

> The same could be said for a lot of software, but the amount of times I
> have had to type something into a command line?...thats a diffo story...

Sure.

>> I'm not suggesting he should type in the commandline every time...
> I would throw my beloved ATARI out the window if I had to Harry :))

Me too (even though I always like keyboard shortcuts...)

> PS Harry, ATARI shows..same Pub..Your Round hehehehehehehehehe

Gulp!

Lemmesee. That's you, me, Deano, Guy, Keefy... who else will join us?!

Btw - the pub is called 'The Clock' (just in case you get lost again <g>)

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 3636. Re: Newsie (V.66) and Munpack.ttp (see mime

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29843_please@no.spam.mail.here>
Source record: 127235

*Hi Dave*, on 17 Feb 97 you wrote: ...respect, brethren

d>
->> m> I remember the Newsie docs saying that it only supported UUE at the
->> m> present. After looking in the Newsie folder and seeing that all it
->> m> did was to call UUD.TTP, I renamed Munpack.TTP to UUD.TTP and stuck
->> m> it in the Newsie folder.
->>
->> Now that I've started using Newsie I was just getting around to
->> thinking the same thing - you beat me to it.
d>
d> I tried that too. Newsie still uses the renamed UUD.TTX, and the
d> UUD.TTP (really Munpack) is ignored.

Shame...

What happens if you remove UUD.TT? altogether?

FWIW I'm going to give Newsie v0.69 a try later this evening.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 3637. FS: Atari Magazine Disk Collection

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-2102971142490001@i550.oro.net>
Source record: 127236

I have complete sets of STart Magazine Disks and some other ones also.
Here is what I have. Make an Offer..

Here are the disks I have. A total of 87 disks. I have more but are just
duplicates of these 87.

STart
Premiere Issue #1 (Summer 1986)
Issue #2 (Fall 1986)
Issue #3 (Winter 1986/87)
Issue #4 (Spring 1987)
Volume 2, Number 1 thru 4, and #6 (Full year for them)
Volume 3, NUmber 1 thru 12
Volume 4, Number 1 thru 12
Volume 5, Number 1 thru 7 (They stopped at number 7)

***This should be the complete set of STart disks!!!****

Compute! **Should be a complete set***
Issue #1 thru 11
Complete Set

ST Log
#13 & #14
#20 thru 23
#26 & #27
#30 thru 36

FaSTer
Volume #2, Issue #1 and Issue #2

ST XPress
Volume #1, Issue 9 thru 12
Volume #2, Issue #1, #3, #7 thru 13
Volume #3, Issue #2

Atari ST User
Nov 1989 and Oct 1990

ST Format
Issue 80, and 81
**I have the magazines for these two more recent modern issues.

Total of 87 disks.

Make me an offer.

Thomas

*I also have roughly 175 various Atari related magazines.

# 3638. Re: Pioneer CD-ROM ICD card and EXTENDOS PRO

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Geburah@kether.snafu.de
Message-ID: <HBVUEAAFUP@kether.snafu.de>
Source record: 127237

High!
I'm looking for EXTENDOS PRO!
I ask System Solution but i never get an answer!

PLEASE SYSTEM SOLUTION GET IN CONTACT WITH ME!

Ciao
Renï¿½

PS: Do they want to sell somthing?

## 3639. magic pc emulator demo

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: haywards@mail.interpac.be
Message-ID: <330df9c6.4576886@news.interpac.be>
Source record: 127238

please could someone help me to get the demo to work as i do not speak
german and there is no english doc.
what are the steps to take ?

# 3640. For Sale: 1040STe Computer and more

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: r.stewart@mindspring.com
Message-ID: <r.stewart-2102971208040001@ip72.duluth.mn.pub-ip.psi.net>
Source record: 127239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
1040 STe with 1MB ram
720K internal drive
Star NX 1000 printer
original manuals
various application software
approximately 20 games

$200.00 OBO takes it all.

This is a posting for a friend. Please do not e-mail back to me.

His information:

Vic Wyant
Yorktown, IN 47396
317-378-7396
```

# 3641. For sale: Atari MegaST4 system

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Matt Unwin <unwinmm@miavx1.muohio.edu>
Message-ID: <330DF12F.4645@miavx1.muohio.edu>
Source record: 127240

For sale:☐
☐Atari Mega ST4(with keyboard/mouse)
Atari SC1224 Color moniter
Atari SLM605 Laser printer
Atari SF314 external disk drive
Migraph Hand Scanner, IMG Scan Printer scanner attachment,
Panasonic KXP-1124 24 pin Dot Matric Printer
Spectre GCR 3.0 (ROMs & software)
Software includes: Timeworks DTP, Word Perfect,☐ and various utilities

Also included surge protector and extra toner/ribbons for printers.

Asking $300 plus shipping(from Ohio) or best offer.

Please email if interested: Unwinmm@miavx1.muohio.edu

# 3642. FS: Some atari software, hardware goodies to clear!

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: "Dr. Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <E5yr01.2tL@cf.ac.uk>
Source record: 127241
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There are still several software and hardware products, suitable for atari ST, TT, Mega's and so on which I'm sure will be useful to someone out there. I've listed approximate prices for each, if you are interested in anything then contact me via email on spesgw@cf.ac.uk....

Software:
Script wordprocessor (original version) : 20 UKP
Breakthru 2 plus (32 midi channel version) : 50 UKP
Twilight screen saver : 15 UKP
Calligrapher gold version with extra paks : 25 UKP
Easy Draw 2 : 15 UKP
MagiC 4 : 30 UKP
Ease 4 : 25 UKP
Kobold 2 : 25 UKP
SC55 editor from Kang Kong productions (excellent gem package) : 30 UKP
Neodesk 3 : 10 UKP
Personal office comms : 10 UKP
System solutions pro truetype font pack (5 disks) : 20 UKP

CD roms
Suzy software treasury (2 CD's) : 25 UKP
Gemini shareware CD vol 1 : 20 UKP
German shareware/pd/TTF and calamus fonts/clipart : 25 UKP for 2 CD's
Assorted clipart c.d's : 15 UKP each

Hardware:
External SCSI CD-300 apple cd-rom drive (suits falcon or TT or ST/e with host adaptor), complete with latest extendos pro : 100 UKP

Vidi 12 ST colour digitiser package : 30 UKP

Graffiti PAL genlock for atari STe (with PSU) : 85 UKP

Hama trilock digital pro genlock (suits any computer) : 225 UKP (as new)

Misc software (for PC)
Visual reality 3D package (all boxed with manuals) : 50 UKP

Regards,
Simon

# 3643. Re: Need help with Freedom 2

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <856549172_OASIS_@ping.be>
Source record: 127242

In article <E5xCtH.L10.0.queen@torfree.net>
cp298@torfree.net (Aaron Hallam) said:-

>Hmmm... These days, I'm deathly afraid of posting anything for fear I'll
>get hundreds of letters telling me about how I can stave off my hair
>loss.
Well, I've got some of these messages too, but for me it's already to
late

>1: Is there an English version yet? My German just happens to be REALLY
>bad...

AFAIK, there isn't a English version available as yet
>
>2: I can't get it to save my CPX settings. Everytime I reboot, I have to
>change the settings in all my CPXs again. Am I overlooking something? Or
>is the demo restricted into not saving the CPX settings?

The demo has a few restriction of which not saving the CPX setting is
one of them.
Get your registration, Freedom 2 is really it's money worth.

CU
Martin
--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
****************************

# 3644. Re: Who Sells Atari Products?

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Blair Dean <Blair_Dean@inet.hwc.ca>
Message-ID: <330E03F0.3CA3@inet.hwc.ca>
Source record: 127243

Marshall Lake wrote:
>
> Who sells new Atari products besides Toad Computers? Does Best
> Electronics? Are they reachable via email? Anyone else?
>

Try Computer Direct ( http://www.compdirect.com/ )
or email info@compdirect.com

--
---
Blair Dean | blair_dean@inet.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 8-meg TT030
My opinion has been held over from a previous life 85+57 MEG
and is not the responsibility of Health Canada Jaguar/Lynx :)

# 3645. Re: FS: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970221153241.24175A-100000@freenet>
Source record: 127244

```
> > where are you located? If possible, I am looking for a better monitor,=
I
> > was given a 1040st to use as a sequencer with the program notator, I ca=
n
> > hardly see the damn screen it's so dim, do you have any old monitors th=
at
> > might help me out? also If you happen to know this It would be great, b=
ut
> > I am looking for something called a unitor by c-lab to use for sync'ing
> > midi and smpte and stuff... do you know of any f/s? thanks for any help=
...
> > patrick
> > snikrahtap@juno.com
>=20
> I'm in Minnesota. I'm selling only the 1040st + mouse, no monitor.=20

Damn I hate pine. Seems it like to send personal Email to newsgroups if=20
it contains a Newsgroups: line...

- ---------------------------------------------------------------------- -
=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -
```

# 3646. Re: anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5ekv7r$lqp@ornews.intel.com>
Source record: 127245

In article <330ccd27.5230693@news.airtime.co.uk>, !ynoT wrote:
>
>On Thu, 20 Feb 1997 13:29:25 -0800, Jeff Cantin <tincan@pacbell.net>
>wrote:
>
>>Hey out there, has anyone seen pompey pirates software out on the
>>internet, or if someone has some disks, could you email them to me? if
>
> There was a game called Monkey Island, that had Pirates in it?....
>but you won't find it on the net, it's commercial you see ?

"pompey pirates" is a group of crackers/hackers. Jeffy apparently is under
the impression that US Federal laws are of no important to the adminstration
at pacbell.net. He's wrong.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 3647. Re: ST Software Emulator Needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5ekvam$lqp@ornews.intel.com>
Source record: 127246

In article <330CD78F.2E47@pacbell.net>,
Jeff Cantin <tincan@pacbell.net> wrote:
> sundog was a great game, ...
> if you give me a zip of the disk i will check
>it out on the emulator i am building.

Jeff, if you're trying to get kicked off your ISP, I can't think of a better way to do it than asking for pirated software in newsgroups. A word to the wise...

Posted and mailed.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 3648. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: postmaster@atarinet.portland.or.NO.SPAM.us
Message-ID: <5ekvef$lqp@ornews.intel.com>
Source record: 127247

In article <01bc1fb6$7b3c7580$9e4badc7@mweber>,
"Mike Weber" <mweber@li.net> wrote:
>
>Ok now that I got Gemulator to work... Where can I find all those great
>cracked games out there I once had for my Atari?

Not here. Copyright violation is NOT looked on favorably. You want the
games, buy them used - or new, from the vendors who ARE still in business -
or find another method of stealing them.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

## 3649. Make me an offer.

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Farmer.Bruce@ic.gc.ca
Message-ID: <330f1fcc.9613704@news.doc.ca>
Source record: 127248

An Atari 1040ST computer with colour monitor. As new c/w with midi interface, professional midi software, manuals, tons of other software. $200 or first offer of any kind takes it away - need the space.

I'm located in Ottawa, Canada.

# 3650. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: titus@mothra.rose.hp.com
Message-ID: <TITUS.97Feb21142721@clisome9.rose.hp.com>
Source record: 127249

I thought I'd pass along the following response to my "out of memory" while printing problem from HiSoft:

> Speedo 5 doesn't have the greatest memory management, this is likely to be
> the problem i'm afraid. You can try increasing various caches in Speedo but
> I suspect you will have no success. Try reducing the papyrus' memory and
> increasing speedo's.

My workaround has been saving as RTF and printing using Papyrus 3. Sigh. I've ordered NVDI to replace Speedo.

What made the Papyrus 4 upgrade attractive to me is the way fonts are selected. In Papyrus 3, the last selected font is used - regardless of where you place the cursor! Grrrr.... You could go into a Swiss Italics block of text but possibly get Garamond bold when you type. Fixed in Papyrus 4.

Furthermore, in Papyrus 3 if you return to a document after a few days and want to add something in the middle, you couldn't tell what font to select unless you experimented. Papyrus 4 tells you the font, style and size of the text at the cursor.

## 3651. formatting for a mac

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: ae900@FreeNet.Carleton.CA
Message-ID: <5el6q5$om7@freenet-news.carleton.ca>
Source record: 127250

Is there software available for the Atari ST that will format a DSDD disk for a mac? Thanks for any help.

RMS

# 3652. Re: Infocom Games Needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Richard Wegner <richardw@dmapub.dma.org>
Message-ID: <Pine.LNX.3.95.970221163207.29685B-100000@dmapub.dma.org>
Source record: 127251

On Wed, 19 Feb 1997, Freddie Bingham wrote:

> Hi,
> I need 4 games to complete my Infocom collection. I need complete
> versions please. If you have some extra to part with please send me
> email!
>
> Stationfall
> Nord & Bert Couldn't Make Head or Tail of It
> Border Zone
> Sherlock Holmes

Sherlock Holmes? I never heard of that one by Infocom. I only have the
other three from the Infocom CD collections and I am keeping those.

> Thanks
>
>
>
>
>
>

---
Richard Wegner - richardw@dmapub.dma.org - Dayton Microcomputer Association
---

# 3653. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Mr.Maddog@Microserve.com
Message-ID: <9702212229.AA11240@Microserve.com>
Source record: 127252

From: postmaster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens)

"Mike Weber" <mweber@li.net> wrote:

>>Ok now that I got Gemulator to work... Where can I find all those great
>>cracked games out there I once had for my Atari?
>
>Not here. Copyright violation is NOT looked on favorably. You want the
>games, buy them used - or new, from the vendors who ARE still in business -
>or find another method of stealing them.

Even if you could get cracked games, they may not all run on
Gemualtor.

Remember, this is primary for GEM applications. If there were such an
emulator to play games, then it should be made to prevent 'any'
pirating.

What's with this free cracked stuff anyways? On the 8-bit newsgroup,
most of them are 'proud' to pirate games which to them is supporting
the 8-bit platform. I know a game designer who still makes money
from 8-bit games(third world countries and Russia who still use the
machines), and he does not like it one bit when you crack one of his
games.

Eric Noss
a.k.a
Mr. Maddog

mailto:mrmaddog@microsevre.com for private chats

All solicitation, automatic or manual, is subjected to a fee of $500

# 3654. Re: Atari superjunky!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Mr.Maddog@Microserve.com
Message-ID: <9702212250.AA11545@Microserve.com>
Source record: 127253

From: hallvart@sn.no (Hallvard Tangeraas)

On Thu 20-02-97 12:41, Maurits van de Kamp (maurits@bassment.demon.nl) wrote:

>>>Atari, for me, is the old and old Atari!!!!! I love Megamania & Pacman.
>>>Seaquest is the most spetacular game of world!!!
>>
>>Look for an archive called VIDEO_G1.LZH. It is Pac Man, Pong and Space
>>invaders in 1 game! Eat your heart out! :-)
>
>Really???? For the ST or for the old 800 series he's talking about?
>I'd *really* like to get Pacman (the original version) on my STe!!!!

I had Video G1, which is a ST game, and it's ok. A bit sluggish, but
it's fun to play Pong and Invaders at the same time.

Atari came out with an offical Pac Man game for the ST, but from what
I seen it looks no better than a PD write up from the late 80's.

Check out Pac-Man On E's for your STe. It's the closest to the
orginal idea with a few extras to make it cool.

Oh yeah, there are "lots" of classic game translations on the ST.
Dave Munsie did an excellent job with Berzerk which dead on like the
arcade :)

Eric Noss
a.k.a
Mr. Maddog

mailto:mrmaddog@microsevre.com for private chats

All solicitation, automatic or manual, is subjected to a fee of $500

## 3655. Where to post Atari items for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Scott Boesken <scottboesken@harborcom.net>
Message-ID: <330D5E54.52FA@harborcom.net>
Source record: 127254

What is the best news group to post Atari ST Items that I have to sell.
Does this news group allow items for sale. I've seen items for sale
here,
is that acceptable?
Hey, any help would be great.

Thanks, Scottboesken@harborcom.net

# 3656. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: !ynoT
Message-ID: <330f4e29.51176683@news.airtime.co.uk>
Source record: 127255

On Thu, 20 Feb 1997 18:54:01 +0000,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>> Why was all this brought up again ????????
>
>I give up. *Please* take this highly personal argument to email ;/

What argument, the one that ended two days before your complaint? ho
whoops sorry I already explained that didnt I ?

# 3657. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: !ynoT
Message-ID: <330e49f6.50101152@news.airtime.co.uk>
Source record: 127256

On Thu, 20 Feb 1997 18:54:02 +0000,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>> It finished two days ago......Not only have you added to it, you even
>> tried to make it into a new thread?....
>
>Yes, and there's a simple reason for that. I didn't want to add the

Like I said, it finished 2 days ago, now 3 ??? please will you STOP
ressurecting it,

BTW your complaint has now generated more post than the dead thread
???, hmmm pointless exercise maybe ?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3658. Re: anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: !ynoT
Message-ID: <33104ee8.51368141@news.airtime.co.uk>
Source record: 127257

On Fri, 21 Feb 97 17:05:06 GMT,
Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) wrote:

>>>Hey out there, has anyone seen pompey pirates software out on the

>> There was a game called Monkey Island, that had Pirates in it?....
>>but you won't find it on the net, it's commercial you see ?
>
>"pompey pirates" is a group of crackers/hackers. Jeffy apparently is under
>the impression that US Federal laws are of no important to the adminstration

Yes I was trying to be sarcastic, show him up, that sort of thing :))
like the fool who asked for pirate videos and got.....well its an old
joke hehehe

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3659. STReport #1308

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <59GZY5I.dpj@delphi.com>
Source record: 127258

02/21/97 STR 1308 The Original Independent OnLine Magazine!

- CPU Industry Report - Access LINKS LS - Linux Corner
- Frankie's Corner - CIS WOES! - Virgin Net
- Hate Bytes - Mail Call - Year 2m Insurance
- NET Cemetery - People Talking - Classics & Gaming

U.S. PROBES SGI'S RUSSIAN SALES
Apple Makes Deal With Iomega
U.S. Robotics Sued by Motorola

```
___ ___
/ \----/ \ Dana P. Jacobson - Atari Editor - STReport
|-----| |-----| STReport International Online Magazine
/\_0_/ \_0_/\ The Original * Independent * Online Magazine
-| o o |- -* FEATURING WEEKLY *-
/ \_____________/ \ "Accurate UP-TO-DATE News and Information"
\ \ | | | | / / Mail subscription: dpj@delphi.com
ww ooooo----ooooo ww STReport's WEB Site
http://www.streport.com
```

# 3660. For sale: MegaST4 system

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Matt Unwin <unwinmm@miavx1.muohio.edu>
Message-ID: <330E3032.2748@miavx1.muohio.edu>
Source record: 127259

For sale:☐
Atari Mega ST4(with keyboard/mouse)
Atari SC1224 Color moniter
Atari SLM605 Laser printer
Atari SF314 external disk drive
Migraph Hand Scanner, IMG Scan Printer scanner attachment,
Panasonic KXP-1124 24 pin Dot Matric Printer
Spectre GCR 3.0 (ROMs & software)
Software includes: Timeworks DTP, Word Perfect,☐ and various utilities

Also included surge protector and extra toner/ribbons for printers.

Asking $300 plus shipping(from Ohio) or best offer.

Please email if interested - Unwinmm@miavx1.muohio.edu

# 3661. Re: Spreadsheet required

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199702211209.a36188@ka2.maus.de>
Source record: 127260

KB>I hear Texel is *almost* ready for release and does both Lotus & Excel
KB>import/export.

Texel 1.50 (German) was released in 11/96, version 1.60 will be
released soon. Texel 1.60 (English) might be available in March/April.

Both versions do not support Excel im-/export yet, they only support
WKS/WK1 import. (Does anyone have the documentation for newer Lotus
formats?)

bye, Thomas

# 3662. Re: reSOLUTION superVGA

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <330E60A0.6DFC@tiac.net>
Source record: 127261

Don Bacon wrote:
>
> I was reading the Atari ST FAQ and found reference to the above graphics
> card. Unfortuneatly the phone number for Rio Datel 1-800-782-9110 is
> some kind of special network, and not the company I hoped to find.
>
> Could anyone direct me to a responsible company for this product. I am
> based in the U.K. but any company worldwide would be helpful.
>
> In advance many thanks
>
> Don
>
> dbacon@ford.com

Sorry, but RIO has long since closed its doors, after leaving Lexicor in
the lurch, pirating a hige amount of their software.
---
BR Miller
Boston, MA

# 3663. Re: Who Sells Atari Products?

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5ekujr$lqp@ornews.intel.com>
Source record: 127262

In article <slrn5glcih.33j.mlake@melake.erols.com>,
mlake@melake.erols.com (Marshall Lake) wrote:
>
>Who sells new Atari products besides Toad Computers? Does Best
>Electronics? Are they reachable via email? Anyone else?

See http://www.teleport.com/~atari/vendors.htm - there are lots of vendors.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 3664. MIDI Multiport for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970221223529.4349A-100000@acs2.byu.edu>
Source record: 127263

Hello:
I would like to know how many options are out there with over 2
midi outs. Doesn't matter midi ins. Any help will be appreciated.

If you know of options for the ST I would be interested too. There are
several midi boxes available for PC-MAC that are ready to be connected to
the printer port. Has anyone had any experience with those? Is there any
driver necessary to re-route the Midi signal to the printer port; or is it
always available at this port too?

BWishes:

Phill

# 3665. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <856546850_OASIS_@flinny.demon.co.uk>
Source record: 127264

In article <5ek19b$dtl@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) said:-

>Yea, but I would agree with Magnus on this one - Webspace is a COMMERCIAL
>product, which some people appear to have forgotten on this newsgroup.
>Yes, they are releasing a DEMO, but it is just that - not a shareware
>version.

Yes but what most people were getting at including me was that the
demo version didn't work online..

>Does the Papyrus demo let you use it fully even for a short period? No.
>Does the Image Copy demo let you use it fully, even for a short period? No.
>This is what has been talked about on this newsgroup for Webspace, which
>IMO isn't appropriate for a comercial product.

Having a demo of a net tool you cant use online though is like having
a comms program that doesn't work online either.. connect demo version
available but it wont dial...etc..
Ftp client which wont let you connect to anwhere..

>Obviously feedback is useful (I have emailed OXO with a number of
>comments/bug reports which will be incorporated in the next version)
>but I think the demo is something which should be left (primarily) to
>the developers to decide.

Yes feedback is very important and thats just what people were doing
until people started butting in and arguing.

Nick.

--

< Nicholas Flintham >
> Nick@Flinny.demon.co.uk <
< N.P.Flintham@unn.ac.uk >
> nflintham@cix.compulink.co.uk <
< Http://www.flinny.demon.co.uk >

## 3666. Still got a DIM file laying around eating disk space

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970214203120.23089A-100000-100000-100000-100000-100000-100000-100000-100000-100000-100000@freenet>
Source record: 127265

Ok, I downloaded a gfx demo from ftp.cnam.fr ('Dragonels' by Acid Team) which is in Fastcopy DIM format. I've searched UMich, Hensa, Cnam, ftp.fu-berlin.de, ftp.uni-kl.de, www.shareware.com, and www.filez.com basically everywhere I can think of, for Fastcopy, but have come up with **nothing**. Arrrrggghhhh!!! I found Fastcopy 3 on Paderborn (sp). Could not find any way to depack any disk images. Grrrr, guess I need a newer version...

- ---------------------------------------------------------------------- -
=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -

## 3667. Where to get virtual harddiscs?

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199702212046.a25370@do2.maus.de>
Source record: 127266

Hello,

I recently got Gemulator Classic 3.6. Unfortunately there are the virtual harddiscs missing. Where can I get them (They're not at www.emulators.com).

Tschuess
Frank

## 3668. JACG - Jersey Atari Computer Group

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Mason Taube <mason@nac.net>
Message-ID: <330E62A5.1933@nac.net>
Source record: 127267

Does anyone know if the JACG (Jersey Atari Computer Group) is still
active?

# 3669. Re: Atari superjunky!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <330ce2001170fe1@sn.no>
Source record: 127295

On Thu 20-02-97 12:41, Maurits van de Kamp (maurits@bassment.demon.nl) wrote:

>>Atari, for me, is the old and old Atari!!!!! I love Megamania & Pacman.
>>Seaquest is the most spetacular game of world!!!
>
>Look for an archive called VIDEO_G1.LZH. It is Pac Man, Pong and Space
>invaders in 1 game! Eat your heart out! :-)

Really???? For the ST or for the old 800 series he's talking about?
I'd *really* like to get Pacman (the original version) on my STe!!!!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3670. Re: Email address for Overscan

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <330ce2001171852@sn.no>
Source record: 127296

On Thu 20-02-97 19:43, please@no.spam.mail.here (please@no.spam.mail.here) wrote:

>Anyone have the email address for Overscan GMBH please?

I don't have any email address to them, but their web page is at:

http://www.overscan.com/

You'll probably find an email address there.
Good luck!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3671. Re: Reading .PDF/Adobe Acrobat Files

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <330ce20211726f3@sn.no>
Source record: 127297

On Thu 20-02-97 09:37, Jo Even Skarstein (josk@ifi.unit.no) wrote:

>Doug Kendall (dkendall@facstaff.wisc.edu) wrote:
>: Friends,
>:
>: I know this question came up a few months ago (when I was, of course,
>: unconcerned with the answer), but now I need to remember...
>:
>: What ST program, if any, can read files created with Adobe Acrobat?
>: There seem to be a lot of such files out there on the Web.
>
>GhostScript can read acrobat-files. You'll need a fairly new version
>though, so you'll have to look around a bit.

The version I've downloaded works fine with .PDF files. Look at my Atari
page for the links (URL in signature below), or for a little cheat I'll
give them to you right now.....

<li><a href="http://godel.ph.utexas.edu/Members/timg/gs/gs.html">Tim
Gallivan's 'Ghostscript' page</a>

<li><A href="ftp://lifshitz.ph.utexas.edu/pub/atari/ghostscript/3.53/gs353b.zoo">
Ghostscript 3.53</A> (585 Kbytes) [Postscript interpreter- for viewing/
printing Postscript files on Atari ST computers]

<li><a href="ftp://ftp.cs.wisc.edu/pub/ghost/aladdin/gs333fn1.zip">Ghostscript
standard fonts</a> (1365 Kbytes) [needed]

<li><a href="ftp://ftp.cs.wisc.edu/pub/ghost/aladdin/gs333fn2.zip">Ghostscript
other fonts</a> (741 Kbytes) [optional]

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3672. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: dest@freenet.edmonton.ab.ca
Message-ID: <5eiosv$eao$1@news.sas.ab.ca>
Source record: 127298

Roy Goring (rgoring@zetnet.co.uk) wrote:

: Also Stoop 2 is around, 'cos I'm using it, but I don't know where you can
: get it from :-(

Does Stoop 2 have the AUTO folder sorted by Order instead of Name? Any
other differences between 1.05 and 2.0?

--
<dest@freenet.edmonton.ab.ca> F030/STE/Mega/XE/Lynx/Jag-CD-Catbox

## 3673. Wanted ...info on Falcon Case and RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5eipeu$kkf$1@macaw.cyberport.com>
Source record: 127299

if anyone has put their falcon in a new case, could
you let me know how it went, and what you used, how about a new keyboard ?

I would also like info on ram upgrade options.

thanks,

# 3674. Re: WTB: Mega ST Keyboard

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970221005900.TAA10333@ladder02.news.aol.com>
Source record: 127300

Get ahold of Brad at Best Electronics in San Jose. If he doesn't have one
or the parts to fix it, no one will have them.

## 3675. Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: dervical@aol.com
Message-ID: <19970221005501.TAA09325@ladder02.news.aol.com>
Source record: 127301

I have Dungeon Master for the Atari and PC, I have Dungeon Master:Chaos strikes back for the Atari. Is this game out for the PC, if so where can I find it? Is there any way to run this game on my PC using the Atari disks, are there any programs that will let make my PC emulate an atari stfm

# 3676. Re: CAB Help me keep hope

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <66087191_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 127302

In article <5ei023$r48@news.inconnect.com>
lenkel@inconnect.inconnect.com (Paul D. Luscher) wrote:-

>something. Also, why in the hell can't CAB display the graphics on
>www.atari.com the Jagwire, you'd think the developers would make it work

No idea about this one. Never tried it. Don't own a Jaguar. And who gives a stuff about some 'official' atari site. Atari gave up on the ST ages ago, so I hardly think their web site is going to be worth visiting!!

>So I will buy a working version of CAB, but I want
>to see it first, because I don't trust the claims of people who aren't

Err. CAB is shareware. If you don't like it and use it, don't pay for it, simple as that!! That's the point of shareware!

>ashamed to put terribly anticlimactic non-working trash online under the
>claim that it is some kind of "Web Browser" even daring to compare it to
>"Netscape 2.0". If this is a fault of Stik somebody tell me!

Erm. Not endearing yourself to anyone in this group. CAB *does* work and ain't trash! It's the best, *only*, graphical web browser for the Atari ATM.

> I challenge any Atari Falcon 030 user to show me that they can Web
>Browse predictably with CAB using SLIP in TOS. It CANNOT be done PROVE ME
>WRONG even if it is slow, if it would only work! I have yet to exit CAB

Hmm. Funny, but I've been using it for ages on a Falcon030 under TOS4.04 and MagiC4/5. Works great! Also works really well with a Nemesis board!
So there!!! :)

Sure I get the odd crash now and again. But then I get *major* GPF's under Windows95 running MSIE3. So I wouldn't say CAB is any less reliable!!

>after being online! I always have to reset from a total LOCKUP, I get the
>first page, but it will always lock up right after a link or two! This is
>not useable software, PPP-Kit is a confusing Kludge, telling you to go out
>and get more stuff to use with it, WHY NOT PUT CAb for MiNT net overlay
>right in the PPPKit, maybe an engineering graduate can use that, but I'm
>not going to call my ISP and say after six months of hounding, oh could
>you turn PPP and VJ flag back on please! I WANT STik/ CAB to live up to
>its claims and just work, even simply.

I didn't know the author's of STiK and CAB had made any claims?

I can understand your frustration (I'm prone to very rude, badly thought out posts myself), but this really will just put people's backs up!!

Like, I said, I've been using STiK/CAB for ages on a Falcon030 and it's pretty reliable.
Use STiK 1.12, CAB1.5 030, and the ovl you want is 1.21 (always worked for me). It's the ovl bit that causes the most problems IMHO.

> _____________________________________________________________________
>Lenkel@inconnect.com Paul Luscher
>Pick up the NEW CD from Site51 and LENKEL called: PROJECTILE

Hmm. Nice sig. 18 lines long. Going for a record??? <g>

Regards, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 3677. Re: ATARI 1024 ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: ut13@ab292.rz.uni-karlsruhe.de
Message-ID: <5ej2pe$edr$1@nz12.rz.uni-karlsruhe.de>
Source record: 127303

I think you must convert the dingle CRs or LFs at the end of the lines to CR LF (#13 #10). I am sorry I can't see if the files of the Atati are with CR LF, or only with the one of them. If you dont make this change, most programa on the PC will work fine with the text, but some if them get confused - e.g. Windows' 3.11 Notepad, at the moment you try to save the file again.
Bye
Guentcho

--
Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997
Waldhornstr. 36, Zimmer B 303, 76131 Karlsruhe, Tel. 0721-377356
http://www.uni-karlsruhe.de/~ut13 (Last modified: 19.2.1997) ******

## 3678. Why so few hacks?

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: dritter@lightspeed.bc.ca
Message-ID: <5ej2vb$29n@saltspring.teleserve.ca>
Source record: 127304

I am surprised how few hardware hacks there are out there for the Atari ST. At least in english. If you can read german it's a different story. Anyone know about some good hardware hacks on the internet for the st that are in english? Like building a harddrive interface, or adapting IBM high density drives. I'm talking about build yourself projects not stuff you buy. Stuff you buy is easy to find.

L8ter 8-)

## 3679. Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Mike Weber <mweber@li.net>
Message-ID: <01bc1fb6$7b3c7580$9e4badc7@mweber>
Source record: 127305

Ok now that I got Gemulator to work... Where can I find all those great cracked games out there I once had for my Atari? Also does anyone have the game called Pandora's Box? I think it was for the ST or 8bit. I'm not sure.... Anyway thanks for the reply's. Long live Atari...

P.S. - Any good user groups still out there? Also any atari st bbs'es out there? Boy this sure brings back memories....

# 3680. WTB: 1040ST AND COLOR OR MONO MONITOR

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: jfalcon@cybernex.net
Message-ID: <5ejaji$a47$1@news.cybernex.net>
Source record: 127306

I am in need of a 1040ST and a color or mono monitor to go with it.
I am reviewing ALL configs and prices.

jfalcon@cybernex.net

## 3681. What's models of 1040st's are there?

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: dritter@lightspeed.bc.ca
Message-ID: <5ej9ku$386@saltspring.teleserve.ca>
Source record: 127307

I just noticed this 1040st I have is labeled '1040ST F'. I did here before that an 1040ST E' the e meant enhanced. So what does the 'F' mean?

L8ter 8-)

# 3682. Re: CAB Help me keep hope

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5ejh2p$ifr@einstein.ebicom.net>
Source record: 127308

Paul D. Luscher (lenkel@inconnect.inconnect.com) wrote:

Paul,
I'm not sure what is going on at your ISP...but I've tried
to email you three times at the address lenkel@inconnect.inconnect.com,
as listed by your own news poster...and it keeps bouncing back.
This really makes me wonder.....
Please email me by responding to this post, and I'll promptly
do all I can to get you the WWW with your Falcon. It is possible...I'm
doing it right now!

Brian
bjr@ebicom.net

# 3683. Re: Where can I order Mega STe parts?

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970221073200.CAA19336@ladder02.news.aol.com>
Source record: 127309

Try Best Electronics in San Jose, Brad carries almost everything there

# 3684. Re: What's models of 1040st's are there

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970221074001.CAA21442@ladder02.news.aol.com>
Source record: 127310

There are several versions starting with the original 1040ST there is the 1040STf the 1040STfm and of course the 1040STe Don't remember what the STf stood for, but the STfm had a built in RF modulator and the 1040STe has enhanced color pallet. Hope that this is of some use to you

## 3685. Re: Why so few hacks?

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970221073601.CAA20435@ladder02.news.aol.com>
Source record: 127311

There are quite a number of hard disk interface out for the ST, as for going to a high density drive, there is a upgrade made to work for that also, requires you replace the WD1771 with an Ajax chip to make the jump (and a HD drive of course)

# 3686. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvlo8i36c3.fsf@emw.ericsson.se>
Source record: 127312

frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) writes:

> 
> Chris Krowchuk <chris@compdirect.com> wrote:
> 
> > clearly stated that he had "Bought" Atari.
> >
> > I don't know what to make of this guy. Either he is genuinely serious
> > or he is genuinely insane...
> 
> Who are we talking about here, Chris? This could be interesting... :)

Steve Cohen (sp?) president at Wizztronics.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3687. Re: Papyrus 4?

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <330D6639.41C67EA6@etlxdmx.ericsson.se>
Source record: 127313

Hi Derryck

please@no.spam.mail.here wrote:

> e> Oh, have HiSoft starting taking notice of their e-mails now?
>
> They must do (g) as that's how I found out that they were working on the
> PC/Mac raytracer (and not on Papyrus!)

Perhaps they have a filter that automatically bins e-mails with the word
Atari in them ;-)

Regards
Martyn

# 3688. Re: Test

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5ejnbr$ao4@ash.ridgecrest.ca.us>
Source record: 127314

>
>Test with Newsie 0.70
>
>
>Please ignore
>.

Ignore hell:). When can we get it? Or where if it is released?

Mike

# 3689. Re: NaughtyRobot

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: csilver@kendaco.telebyte.com.Spam.Th.is
Message-ID: <5ejn6m$9cp@news.telebyte.com>
Source record: 127315

And Tony! wrote to ALL:

Message-ID: <331a3f2b.10550362@news.airtime.co.uk>

>If anyone has recieved a NAUGHTYROBOT message in there private email,
<snip> ( i before e except after c )
>http://www.rah96.com/rah96/naughtyr.shtml

> Its actualy a good read and quite interesting, a few more links re:
>spams and hoaxes are there for anyone getting totally peed off with
>that type of posting...ie: everyone in here with a spamblock email :)

Hi Tony!

Well, I noticed that you didn't have your e-mail address in the header :)
Smart...

I'm sure that you're aware that the reason many use spamblock e-mail in their headers is that ANY post to Usenet almost always initiates a bunch of unwanted e-mail spams, get rich quick schemes, and bogus posts! We can all thank Rich T. and others that watch over the Atari NG's and limit, somewhat, the spammers. I'm not sure if Rich's X-Legal-Warning header limits e-mail spams or not. But, he's the expert on this subject. Why they target c.s.a.s.t is beyond me ;) Do they think we are all easy marks?

If anyone is interested in how commercial bulk mailers get your e-mail address you can connect to www.mailloop.com and get it from the bulk mailers mouth!

These sellers like mailloop sell their stuff to anyone and there are getting smarter (devious?) every day. The reason they are successful is that newbies on the Net BUY their products or the result of their products :( I've had several friends new to the Net that join AOL and buy books, etc. from the first group that e-mails them. This just starts the chain of events for those looking for easy money...

So you've got newbies spamming and buying and criminals scheming... All in a days work. The bottom line is that anything that throws a monkey wrench into the spammers plans is OK by me. Freedom of speech is fine, fraud is something else. The experiences of rah96 are a lesson for everyone. So, be AWARE :)

Charles

<less.spam.in.Seattle@no.email.here.da>

# 3690. Re: Gemulator and TOS images

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Tom Wilkinson <twilkins@solarwinds.com>
Message-ID: <330D6A90.1920@solarwinds.com>
Source record: 127316

As far as everybody knows, you MUST use Tos 2.06 with Gemulator Classic.
Good luck finding one!
Tom

## 3691. Re: What's models of 1040st's are there?

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5ejnn5$aog@ash.ridgecrest.ca.us>
Source record: 127317

>I just noticed this 1040st I have is labeled '1040ST F'. I did here before
>that an 1040ST E' the e meant enhanced. So what does the 'F' mean?
>
>L8ter 8-)
>.

I think the F stood for units with an RF converter installed.
STE's are quite a different machine than the older ST's.

Mike

# 3692. Re: What's models of 1040st's are there?

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <330D6A3D.167EB0E7@etlxdmx.ericsson.se>
Source record: 127318

Dan Ritter wrote:
>
> I just noticed this 1040st I have is labeled '1040ST F'. I did here before
> that an 1040ST E' the e meant enhanced. So what does the 'F' mean?

The F stands for Floppy drive - it was the first ST to include one. On
the original ST, you had to buy a seperate drive and attach it to the
computer.

Regards
Martyn

# 3693. Re: NaughtyRobot

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: !ynoT
Message-ID: <330d66bd.464632@news.airtime.co.uk>
Source record: 127319

On 21 Feb 1997 08:43:02 GMT, csilver@kendaco.telebyte.com.Spam.Th.is
(Charles) wrote:

>And Tony! wrote to ALL:
>
>
>Message-ID: <331a3f2b.10550362@news.airtime.co.uk>
>
>
>>If anyone has recieved a NAUGHTYROBOT message in there private email,
> <snip> ( i before e except after c )

Or F7 for spell check :(, thanks I am aware of my illitracy, it comes
from leaving school at 14,:)

'...you can't help respecting anybody who can spell TUESDAY, even
if he doesn't spel it right; but spelling isn't everything. There
are days when spelling Tuesday simply doesn't count.'
WINNIE-THE-POOH
stosser@airtime.co.uk

# 3694. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: !ynoT
Message-ID: <330e67c1.724302@news.airtime.co.uk>
Source record: 127320

On 20 Feb 1997 19:16:25 -0500, rcollins@freenet.columbus.oh.us
(Raymond Collins) wrote:

>Mr.Maddog@Microserve.com wrote:
>: [And I thought this issue has been already settled...]

>25 million dollars which is half of the money Atari received from Sega.
>Sega bought about 70 million dollar worth of Atari to gain use of the
>older Atari classic games. Atari netted 50 million cash then merged with JTS.

Wasn't the SEGA money an out of court settlement re: Copyright,
joystick connections etc, I can't see anyone (let alone SEGA) buying
into ATARI....

Cheers.............!ynoT
Tony Greenwood ( STOSSER Software ) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser

Keeper of the STOS.FAQ and Joint Maintainer of the STOS FTP Site

## 3695. Re: What's models of 1040st's are there?

Newsgroup: comp.sys.atari.st
Date: 1997-02-21 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <330D791E.2781E494@etlxdmx.ericsson.se>
Source record: 127321

Michael Grove wrote:
>
> I think the F stood for units with an RF converter installed.
> STE's are quite a different machine than the older ST's.

No, that was the M (for Modulator), as STFM. The F was for floppy, as I said in my previous post.

Regards
Martyn

# 3696. Re: Atari superjunky!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970222200044.16969A-100000@freenet>
Source record: 127122

```
> >Oh yeah, there are "lots" of classic game translations on the ST.
> >Dave Munsie did an excellent job with Berzerk which dead on like the
> >arcade :)
>=20
> What's it called? I'd really like to get my hands on some proper arcade
> styled games for my STe!

Its called, ummm, Berzerk! :) Look for an archive with the non-descriptive=
=20
file name berzerk.<whatever> probably with the equally useless=20
description 'the arcade classic for the st' or 'berzerk for the ST' or=20
whatever. Non-descriptive descriptions, gotta love 'em...

- ---------------------------------------------------------------------- -
=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -
```

# 3697. Re: FS: Atari Magazine Disk Collection

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970222200748.16969B-100000@freenet>
Source record: 127123

```
> I have complete sets of STart Magazine Disks and some other ones also.
> Here is what I have. Make an Offer..
>=20
> Here are the disks I have. A total of 87 disks. I have more but are jus=
t
> duplicates of these 87.
>=20
> STart
> Premiere Issue #1 (Summer 1986)
> Issue #2 (Fall 1986)
> Issue #3 (Winter 1986/87)
> Issue #4 (Spring 1987)
> Volume 2, Number 1 thru 4, and #6 (Full year for them)
> Volume 3, NUmber 1 thru 12=20
> Volume 4, Number 1 thru 12
> Volume 5, Number 1 thru 7 (They stopped at number 7)
>=20
> ***This should be the complete set of STart disks!!!****
[and so on]

Cool! It would be really* nice to get all these uploaded somewhere, like=20
as part of the Digital Antic project.=20

Anyone know where the Antic disk archive-thang is, if its still around? I=
=20
heard about it when I first got onto the Atari newsgroups, about 3 years=20
ago, and still* havn't checked it out...

- ---------------------------------------------------------------------- -
=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -
```

# 3698. Re: FS: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970222201655.16969C-100000@freenet>
Source record: 127124

On 22 Feb 1997, Portland Atari Club wrote:

> >Damn I hate pine. Seems it like to send personal Email to newsgroups if=
=20
> >it contains a Newsgroups: line...
>=20
> Easily fixed. Use the cursor keys to put your cursor on the Newsgroups:=
=20
> line, then hit CTRL-K to erase the newsgroups.
>=20
> Viola! Email-only.

Heh. Thats obvious. Its just that I didn't know it had* to be done...

- ---------------------------------------------------------------------- -
=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -

# 3699. Re: Atari ST emulator: shower me with tips!

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970222204015.18699A-100000@freenet>
Source record: 127125

```
> I have been getting into a quite nostalgic mood lately, and would dearly
> like to see and listen to some of my old favourite demos again.
>=20
> Demos like The Care Bears' "The Cuddly Demos", "The BIG Demo", Lost Boy's
> "Ooh, Crickey! Wot a Scorcher" and some others...
>=20
> Is there a software emulator that is able to run these demos with sound o=
n
> my PC?
> I have a tos100.rom to run them with... don't know if that will help, and=
I
> have one of these "plug and fucking pray" systems, so I don't want to
> hardware emulate...

YES! There is an Atari ST soundchip emulator that comes with a ton of
music files, including the ones your looking for! See my web page for a
link to it! It is a soundchip only emulator and requires no goofing with
ROM files! Has DOS and Windoze versions!

And since it requires 4mb of RAM, and my crap 386sx/16 only has 640k, I
just finished writing a player that plays these files on a real ST. I'll=20
have to polish it off and put it on my web page...

And as soon as I figure out how to read that damn Acrobat format that the=
=20
SoundBlaster docs are in, I'll try writing an emulator that transelates
YM2149 registers to OPL2 registers instead of emulating the YM2149 fully
in software. Should require much less memory... :)

- ---------------------------------------------------------------------- -
=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -
```

# 3700. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Rich Grasso <rmg9@earthlink.net>
Message-ID: <330EC648.75B@earthlink.net>
Source record: 127126
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

John Perez wrote:

> I have a C-Lab Export (which I can't currently use since I only have
> Falcons at the moment) and it never behaved any differently than the
> built-in MIDI port. Generally, the computer can send more MIDI
> information than my instruments can handle (I have more than 15 MIDI
> instruments).
>

How do you like the Falcon?
Do you know the current street value for one?
have you had any trouble running older ST software?

Rich Grasso

_ __ __ _ http://home.earthlink.net/~rmg9/
| '__/ _` | rmg9@earthlink.net
| | | (_| | |Graphic Design
|_| __, | |Corporate Identity Graphics
__/ | |Web Design
|___/

# 3701. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970222024934299179@tachyon.demon.co.uk>
Source record: 127172

Anthony Jacques <jacquesa@cs.man.ac.uk> wrote:

> Does the Papyrus demo let you use it fully even for a short period? No.
> Does the Image Copy demo let you use it fully, even for a short period? No.
> This is what has been talked about on this newsgroup for Webspace, which
> IMO isn't appropriate for a comercial product.

Would you use a wordprocessor demo which only let you load documents
from disk, and not create your own test docs, however small? Would you
use a gfx package demo which only viewed images? Nope. The point
everyone was making - and they're all aware that WebSpace is full
commercial - is that an offline demo was unsatisfactory to potential
purchasers. Surely to God end users can still make their feelings known,
or would we all prefer if we vote with our wallets, rather than
providing OXO with opinions before the product is available?

ATB, Frank.
--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3702. Re: formatting for a mac

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970222024932299025@tachyon.demon.co.uk>
Source record: 127173

Roger M. Selby <ae900@FreeNet.Carleton.CA> wrote:

> Is there software available for the Atari ST that will format a DSDD disk
> for a mac? Thanks for any help.

Why not just format as a PC disk? Any Mac with System 7 installed should
come with PC Exchange installed too, which reads/writes DOS floppies
with no hassle. Far easier than mucking with that Mac GCR format.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3703. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970222024933299090@tachyon.demon.co.uk>
Source record: 127174

<!ynoT> wrote:

> What argument, the one that ended two days before your complaint? ho
> whoops sorry I already explained that didnt I ?

It may have ended as far as you were concered, but my complaint was
posted roughly five minutes after the articles arrived here on my
server. Tony, what's up with you lately? Are you taking argument pills
or something?

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3704. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970222024936299271@tachyon.demon.co.uk>
Source record: 127175

<!ynoT> wrote:

> >> It finished two days ago......Not only have you added to it, you even
> >> tried to make it into a new thread?....
> >
> >Yes, and there's a simple reason for that. I didn't want to add the
>
> Like I said, it finished 2 days ago, now 3 ??? please will you STOP
> ressurecting it,

YOU ASKED A QUESTION! See the '?' at the end of the top quotation? You
asked, I answered, and then you start arguing again? Grow up, for
christ's sake.

Followups set.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3705. WTB: Atari SM124 monitor

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: lr172@aol.com
Message-ID: <19970222090801.EAA13531@ladder02.news.aol.com>
Source record: 127176

```
WTB: SM124 monitor in nice working/cosmetic condition.
E-mail LR172@aol.com
```

# 3706. Atari ST & STe Difference?

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: lr172@aol.com
Message-ID: <19970222091501.EAA14649@ladder02.news.aol.com>
Source record: 127177

What is the difference in between a standard 1040ST & a standard 1040STe
and what year did they come out?

Thanks

## 3707. Seeking help on Search

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Lorraine Figueroa <LAFigueroa@worldnet.att.net>
Message-ID: <330EC819.2247@worldnet.att.net>
Source record: 127178

All,
I recently read somewhere (can't recall where and really wish I had a pen and paper) about a decent book that describes what happened to the Atari company. I would like to locate the book but don't remember the title or author.
Does any one know of such a book?

Lorraine...

# 3708. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: rgoring@REMOVE_TO_REPLYzetnet.co.uk
Message-ID: <5emhql$9uu@irk.zetnet.co.uk>
Source record: 127179

On 21 Feb 1997 00:05:51, wrote:
>Roy Goring wrote:
>
>: Also Stoop 2 is around, 'cos I'm using it, but I don't know where you can
>: get it from :-(
>
>Does Stoop 2 have the AUTO folder sorted by Order instead of Name? Any
>other differences between 1.05 and 2.0?
>

TBH abart from the colours looking better, and a slight change to the
buttons, I have not found any other differences :-(

I suppose it works better, but I have not found any use for the extra
features as yet :-(

I will put Stoop 2 on the WAG web site for download :-)

Dispite what it says in the docs, IT IS NOW PD :-)

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

# 3709. Re: Newsie (V.66) and Munpack.ttp (see

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: allmidd@xs4all.nl
Message-ID: <5emna9$jr1$1@news0.xs4all.nl>
Source record: 127180

>FWIW I'm going to give Newsie v0.69 a try later this evening.
>
Where can I find version .69?

Johan


**********
* allmidd@xs4all.nl: the address of Johan Middendorp & Marianne Braun *
* johmid@dds.nl *
* j.middendorp@nia-tno.nl *
*==========*
* PGP public key on request *
**********

* "Logic takes you from A to B but imagination takes *
* you anywhere" Albert Einstein *
**********

# 3710. New version of M Player

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Mille Babic <mille@tripnet.se>
Message-ID: <01bc2099$1344eaa0$5d1364c3@mil2>
Source record: 127181

Hi all,

There's a new version of M_Player released (v2.32).
You will find it at:
http://www.tripnet.se/~mille/tello/tello.html

Regards
Mille

## 3711. Large files from Falcon to PC

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: escher@netcomuk.co.uk
Message-ID: <330edb63.3848100@nntp.netcomuk.co.uk>
Source record: 127182

Fellow Atarians,

How can I transfer a number of large .aif files from a Falcon to a PC?
I'm trying to get some of my files onto a PC which has a CD-writer
with mastering software.

I've seen PCs at work "talking" happily through null-modem cables, so
surely the Falcon can chat to the PC?

If it can be done without the cost of a removable drive or the
expensive CD-recorder software, I'd love to know how.

BTW - the PC has a SCSI card.

Thanks in advance,

Jim
Westcliff-on-Sea
Essex
UK

# 3712. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: !ynoT
Message-ID: <3311e2f6.2544927@news.airtime.co.uk>
Source record: 127183

On Sat, 22 Feb 1997 02:49:33 +0000,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>> What argument, the one that ended two days before your complaint? ho
>> whoops sorry I already explained that didnt I ?
>
>It may have ended as far as you were concered, but my complaint was
>posted roughly five minutes after the articles arrived here on my
>server. Tony, what's up with you lately? Are you taking argument pills
>or something?

An honest question deserves an honest answer Frank :)

Nope, but perhaps you can tell me why my original contribution to
this thread about how best to release a demo of a program has caused
so much problems? it was IMHO no worse than anyone elses
contruibution? I simply mentioned a time demo may not be the best way
for the programmer....wow next thing you know people whith good names
who are well respected in the ATARI community start attacking me and
calling me moaning?
I realy dont understand?... please check my original comments, there
was no need for people to insult me for it??? but it seems they can
dish it out but cant take it back, it would also seem that they who
dish it out..no problem, but when I respond, you then have a go ????
hmmmm :(

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3713. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: !ynoT
Message-ID: <3312e486.2945065@news.airtime.co.uk>
Source record: 127184

On Sat, 22 Feb 1997 02:49:36 +0000,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>Followups set.

I guess this is one of those cases where you are determined to have
the last word, ok Frank, you have the last word ..I don't care...

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3714. Re: WTB: TT VME Video Adapter

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29902_please@no.spam.mail.here>
Source record: 127185

Out of the ether, the following was mentioned by cvendel@aol.com...:

c> as far as resolution vs. color. I'm looking for a video adapter
c> that would give me a standard 600 X 800 resolution at 65,000 color
c> or a color pallete close to that at that resolution. The TT's
Well my Matrix TC1208e does 1152x768 in 65,000 colours. Though it will also
do more colours (can't remember the exact number but its in the millions) at
the specified 832x624 resolution.

Though I normally run it in 1280x1024 in 256 colours as I need the screen
real estate more than the colours.

c> and after you get spoiled using PCI adapters at those resolutions
c> on PC's,
Well my card is very similar to the ATI Mach64 PCI card in my PC, though not
quite as cheap! ;-)

c> I really like the TT030.
So do I!

Spencer

spencer@mettav.demon.co.uk

--

Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 3715. Old software houses; what happened to them?

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Robert Hagenstr&#65533;m <rob@ksk.sala.se>
Message-ID: <01bc20c0$68e55180$083210c2@t-ballz>
Source record: 127186

Greetings!

I would like to know if, say System 3, can be reached anywhere on the web, or if anyone has a page about them.

I read in a computer mag that they would re-release IK+ and The Last Ninja for the Playstation, but that was a while ago, and I don't know if it was true.

Yours Sincerely, Robert Hagenstr&#65533;m

# 3716. Atari ST emulator: shower me with tips!

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Robert Hagenstr&#65533;m <rob@ksk.sala.se>
Message-ID: <01bc20bf$ddcbe1e0$083210c2@t-ballz>
Source record: 127187

Greetings!

I have been getting into a quite nostalgic mood lately, and would dearly like to see and listen to some of my old favourite demos again.

Demos like The Care Bears' "The Cuddly Demos", "The BIG Demo", Lost Boy's "Ooh, Crickey! Wot a Scorcher" and some others...

Is there a software emulator that is able to run these demos with sound on my PC?
I have a tos100.rom to run them with... don't know if that will help, and I have one of these "plug and fucking pray" systems, so I don't want to hardware emulate...

Please help me with suggestions on how to accomplish this!
(and please, if you want to, answer via mail too, since I don't know when I will be able to check in here again)

Yours Sincerely, Robert Hagenstr&#65533;m

Ps. If there is anyone in Sweden who would like to sell his Atari 1040 ST for a reasonable price, I could go for that too... my friend who has all the demos won't sell his Atari... :)

# 3717. INFO WTD:quickest boot-up harddrive/driver

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: af366@chebucto.ns.ca
Message-ID: <5emtii$jqt@News.Dal.Ca>
Source record: 127188

```
--
i'm looking for the quickest up and running new hard drive and software
driver for my STE.also a program that allows auto load of a program.the
ultimate is a one switch turn on machine for my midi editor system
similar to a black box with an off/on switch with minimal fuss and time
to be usable.
thanks
dick
```

## 3718. Anyone using "That's write" (2.07)?

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <330efd2a772a00@sn.no>
Source record: 127189

Does anyone use the "That's write" word-processor, version 2.07?
I've got the program, but the original disks became corrupted and I'm in need for a couple of replacement files to be able to do the installment correctly. Can anyone help me out?

Hallvard

--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3719. Re: Atari superjunky!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <330efd2c773871@sn.no>
Source record: 127190

On Fri 21-02-97 17:50, Mr.Maddog@Microserve (Mr.Maddog@Microserve.com) wrote:

>I had Video G1, which is a ST game, and it's ok. A bit sluggish, but
>it's fun to play Pong and Invaders at the same time.

I found it an downloaded it, but I didn't like it that much. I thought the
package contained 3 separate games, not 3 games in one!!!

>Atari came out with an offical Pac Man game for the ST, but from what
>I seen it looks no better than a PD write up from the late 80's.

You mean, nothing like the arcade machine "Pacman" and/or "Ms. Pacman" they
did?

>Check out Pac-Man On E's for your STe. It's the closest to the
>orginal idea with a few extras to make it cool.

Yeah!! I'd like to try that out. Had a look around, but couldn't find it-
at least not at Cnam. Any idea what the archived filename is?

>Oh yeah, there are "lots" of classic game translations on the ST.
>Dave Munsie did an excellent job with Berzerk which dead on like the
>arcade :)

What's it called? I'd really like to get my hands on some proper arcade
styled games for my STe!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3720. Re: Still got a DIM file laying around eating disk space

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970222152908540 40@tachyon.demon.co.uk>
Source record: 127191

Callum Baird Lerwick <lerwick@freenet.msp.mn.us> wrote:

> **nothing**. Arrrrggghhhh!!! I found Fastcopy 3 on Paderborn (sp). Could
> not find any way to depack any disk images. Grrrr, guess I need a newer
> version...

Yep, I suspect that it's the commercial Fastcopy Pro which handles the
.DIM images :(

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3721. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970222152910541115@tachyon.demon.co.uk>
Source record: 127192

<!ynoT> wrote:

> Nope, but perhaps you can tell me why my original contribution to
> this thread about how best to release a demo of a program has caused
> so much problems? it was IMHO no worse than anyone elses
> contruibution? I simply mentioned a time demo may not be the best way

No, I quite agree with you in that sense. If you remember, my reply was much the same thing - and programmer who can afford to ignore feedback from end-users is a bit daft, IMHO.

Tony, I don't know or care how the argument between yourself and Magnus degenerated into a mud-slinging match - all I was doing was asking you to either change the thread title to shift it away from the real webspace stuff, or take it to email. Your reponse was to go on about how I was resurrecting the thread.

I'm not arguing about this any more, I've just started doing the thing I was annoyed about in the first place, i.e. arguing in a public group rather than email. Then again, I don't have much choice when I do email you and you bounce it as 'Message returned unread', do I?

ATB, Frank.
--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3722. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970222152912542 42@tachyon.demon.co.uk>
Source record: 127193

<!ynoT> wrote:

> I guess this is one of those cases where you are determined to have
> the last word, ok Frank, you have the last word ..I don't care...

Jesus. Followups were set to poster so any reponses would go to me via
email and not clutter this f**king thread up!

Followups set *again* for those who care to observe them.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3723. Jo Vandeweghe Web Page

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: dipching@ping.be
Message-ID: <856625170_OASIS_@ping.be>
Source record: 127194

Hello everyone,

you must be aware that my web pages are available now ... there are
still some things to put on the edge like converting accents ... but a
lot of work has been done. Please, let's have a look .... you won't
believe it. Also I hope you will keep me informed on some problems you
may encounter. The pages are about various subjects ... so each one
may find interesting matter.

**********

http://www.ping.be/~pin10575/INDEX.HTM
or for only computing people/ATARI.HTM
**********

Cordialement, Yours

Jo

--


---
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---

# 3724. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: !ynoT
Message-ID: <33180f1f.13851425@news.airtime.co.uk>
Source record: 127195

On 21 Feb 1997 11:35:07 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques)
wrote:

>Yea, but I would agree with Magnus on this one - Webspace is a COMMERCIAL
>product, which some people appear to have forgotten on this newsgroup.
>Yes, they are releasing a DEMO, but it is just that - not a shareware
>version.

Excuse my ignorence Anthony, but eerm whats the difference? some
shareware programs are more expensive than commercial products, what
are we defining as the difference?, I understand the concept of
shareware, try before you buy, commercial is usualy buy then try,
maybe at your peril? and cost:(... so couldnt we look at it that the
programmers are doing possible customers a good service by letting
them try it out before maybe wasting there money?, or have I missed
something :)

>but I think the demo is something which should be left (primarily) to
>the developers to decide.

Agreed it is there decision at the end of the day, but surely help
and advice should be available to anyone, no matter how they release
the product, at the end of the day it is the customers who will
benefit :)

Just a thought?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

## 3725. WTB: Mega ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Eric Lambeth <Eric_Lambeth@baylor.edu>
Message-ID: <Eric_Lambeth-2202970031350001@hsb-dialin-12.baylor.edu>
Source record: 127196

I am still looking for a Mega. Leave email with your price if you have one
for sale. I do not need a monitor or other peripherals.

Eric_Lambeth@baylor.edu

# 3726. Re: Jo Vandeweghe Web Page

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: !ynoT
Message-ID: <331124f7.19444774@news.airtime.co.uk>
Source record: 127197

On Sat, 22 Feb 97 15:26:10 GMT, dipching@ping.be (Vandeweghe Jo)
wrote:

>believe it. Also I hope you will keep me informed on some problems you
>may encounter. The pages are about various subjects ... so each one
>may find interesting matter.

Eeerm I had a slight problem Jo?....I cant read whatever language its
written in.......<smile>

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3727. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: !ynoT
Message-ID: <33101e5c.17752713@news.airtime.co.uk>
Source record: 127198

On Sat, 22 Feb 1997 15:29:12 +0000,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>> I guess this is one of those cases where you are determined to have
>> the last word, ok Frank, you have the last word ..I don't care...

>Jesus. Followups were set to poster so any reponses would go to me via
>email and not clutter this f**king thread up!

Well there you are, you have got the last word, shall we call it a
day now :)....yes?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3728. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: !ynoT
Message-ID: <330f1b1a.16918809@news.airtime.co.uk>
Source record: 127199

On Sat, 22 Feb 1997 15:29:10 +0000,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>rather than email. Then again, I don't have much choice when I do email
>you and you bounce it as 'Message returned unread', do I?

I thought email was supposed to be private? I see you mention the
content of mine, but not the childish swearing and idiotic accusations
that where in yours.....Give it up Frank, your in the wrong, you
should never have complained in the first place as the subject had
already been closed without anyones help?, live with it and lets all
get on can we? can we?

End of subject hopefully ?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 3729. GEMulator & TOS version

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: molin@smurfy.tcimet.net
Message-ID: <molin.856632191@smurfy.tcimet.net>
Source record: 127200

I really won't care all that much if I _CAN'T_ do it, but does anyone
know if GEMulator will work with a TOS 4.04 image? I'll use whatever works,
of course, but I've been using 4.04 for a couple of years and the transition
would be easiest.

Ultimately, what I care about most is to work with PageStream in color.
If I recall correctly, PGS would only provide on-screen B&W unless you
wer using TOS 3.xx or higher... Is this true w/ GEMulator?

Thanx!

--
=-=-=-=-=-=-=-=-= molin@smurfy.tcimet.net =-=-=-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

It only stands to reason that where there's sacrifice, there's someone
collecting the sacrificial offerings. Where there's service, there is
someone being served. Make no mistake about it, the man who speaks to
you of sacrifice is speaking of slaves and masters - and he intends to
be the master.
-- Ayn Rand
--
=-=-=-=-=-=-=-=-= molin@smurfy.tcimet.net =-=-=-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

# 3730. Re: Jo Vandeweghe Web Page

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: dipching@ping.be
Message-ID: <856633462_OASIS_@ping.be>
Source record: 127201

In article <331124f7.19444774@news.airtime.co.uk>
!ynoT said:-

> Eeerm I had a slight problem Jo?....I cant read whatever language its
>written in.......<smile>
>
>
>Cheers...!ynoT

Soon, I promise to translate the main Atari page and the page of our
belgian atari club, I know there are a lot of english people who like
to visit new sites, and then I promise in the next future to put some
good translated pages.

Thank you for comments.
MIDI COMEDIE ATARI BELGIAN MUSICIANS CLUB
Jo
--

---
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---

## 3731. CAB & Sound

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: godbey@wizard.net
Message-ID: <5enbb1$317@news2.cais.com>
Source record: 127202

I have a probelm getting CAB to play sounds. For example, if I go to a site that has an AU sound, and click on it, CAB loads the sound, then says "Formatting text" and then displays the file on the screen. It will not play it. I have no problem playing the sound when I am off line, but can't get it to play while I am on line.

I have tried several programs, most recently PHPLYR, and none seem to work for me. I do have them selected to play AU files in CAB's configuration.

Anyone have any idea what I am doing wrong?

John

# 3732. Re: Atari ST & STe Difference?

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: ut13@ab292.rz.uni-karlsruhe.de
Message-ID: <5encs7$kvc$2@nz12.rz.uni-karlsruhe.de>
Source record: 127203

LR172 (lr172@aol.com) wrote:
> What is the difference in between a standard 1040ST & a standard 1040STe
> and what year did they come out?

Another question: what does the abbreviation STE mean? I know thera are also
Mega ST and Mega STE.
Bye,
Guentcho

--
Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997

# 3733. Oasis 1.35 probs, HELP!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: jaubrey@jaubrey.demon.co.uk
Message-ID: <856635476_OASIS_@jaubrey.demon.co.uk>
Source record: 127204

I've been using Oasis for the past six months without *any* probs at all, other users tell me how crap it is etc, I've always maintained that its fine, but now I am beginning to change my mind! :( A few weeks ago I lost *all* my emails(about 150) as the prog crashed with a error 26, when trying to access my post box, I also lost my yellow pages, hence all my email contacts, this however was my fault as I don't keep backups :(. Now however I seem to have a more serious problem, when exiting from Nos, after a d/l session, a box appears, as normal saying 'Merging News Groups' the screen then bombs(3) and colours look all smeary. I can rerun oasis, select internet and then news groups, which continues the sorting. I have a nasty feeling that Oasis is a ticking timebomb, just waiting to crash completely. I've tried Oasis 2.05 but that is naff, Icenet conf prog bombs, and you get loads of cheaksum errors. Has anyone any suggestions, what to do, if I need to completely reconfig prog, if so, where do I get an Oasis.tos from?

Thanks,

James

--

---
jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
jaubrey@cix.compulink.co.uk | #Aubrey on IRC 20-23hrs GMT
New web address: http://www.jaubrey.demon.co.uk
---

## 3734. FS Mega4

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5emucm$9db$1@macaw.cyberport.com>
Source record: 127205

email if interested.

ATARI Mega ST4, with original box, manuals, keyboard, mouse. clean.
100 meg Micropolis SCSI external 5.25 hard drive, shoebox case with fan.
+ ICD LINK 2 (led version) SCSI interface, with cable and latest software.
$300

NEC 3D multisync monitor with Omniswitch, display all 3 ST resolutions.plus
2nd floppy port, and sound ports. $200

## 3735. FS: Used Falcons for sale...

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-2202971127180001@tdw.vip.best.com>
Source record: 127206
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,z-netz.rechner.atari.hardware

```
For information, please surf to:

http://www.tecnation.com/14/sale/

Some of the Falcons are faulty, so are at a low price.

END

--
TECNATION DIGITAL WORLD
555 Bryant Street, #322
Palo Alto, California 94301, U.S.A.
http://www.tecnation.com

"Together, we can dream a new world into reality."
- Deepak Chopra
```

# 3736. WTB: ATARI SYSTEMS AND MONITORS

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: jfalcon@cybernex.net
Message-ID: <5enha7$731$1@news.cybernex.net>
Source record: 127207

I am looking for a Atari System to replace the one I lost to a surge.
I am looking for 1040ST, MegaST, TT, Falcon, or anything in between.
I would also like a monitor to go with it.

I am reviewing ALL configs and offers.

Thanks...

jfalcon@cybernex.net

# 3737. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Matthew Cunliffe <M.J.Cunliffe@durham.ac.uk>
Message-ID: <01bc20fd$54cd80e0$5846989e@default>
Source record: 127208

Mike Weber <mweber@li.net> wrote in article
<01bc1fb6$7b3c7580$9e4badc7@mweber>...
> Ok now that I got Gemulator to work...

How? I have the same problem you had, in that all I get is a white screen when I load up. I TOSdumped my Atari STE 1.02 and copied it over, so I've got the TOS (although gemulator registers it as version 0.00), now what?

Regards,
Matthew

## 3738. Re: anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: jaubrey@jaubrey.demon.co.uk
Message-ID: <856636322_OASIS_@jaubrey.demon.co.uk>
Source record: 127209
Cross-posted to: comp.sys.atari.st,alt.flame,alt.newbie

In article <5ekv7r$lqp@ornews.intel.com>
Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) said:-

>t!itnews.sc.intel.com!news.fm.intel.com!ornews.intel.com!stuttgart
>From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens)
>Newsgroups: comp.sys.atari.st
>Subject: Re: anyone seen pompey pirates soft?
>Date: Fri, 21 Feb 97 17:05:06 GMT
>Organization: Portland Atari Club
>Message-ID: <5ekv7r$lqp@ornews.intel.com>
>References: <27982_please@no.spam.mail.here> <330CC235.D73@pacbell.net>
<330ccd27.5230693@news.airtime.co.uk>
>NNTP-Posting-Host: stuttgart.jf.intel.com
>X-Newsreader: News Xpress Version 1.0 Beta #4
>X-Spambait: demon.test@news.demon.co.uk
>X-Legal-Warning: This article is specifically NOT an advertisement of my email address for the purpose of receiving unsolicited COMMERCIAL email (note emphasis). Senders of UCE will be attacked in any manner necessary to cause them to cease and desist.

>X-Reprisal-Warning: The legal concept in Lloyd that private citizens are entitled to enforce laws of trespass against would-be communicators is applicable to this case. See Ohio Case Law Case No. C2-96-1070
>Lines: 21
>Xref: demon comp.sys.atari.st:46090
>
>In article <330ccd27.5230693@news.airtime.co.uk>, !ynoT wrote:
>>
>>On Thu, 20 Feb 1997 13:29:25 -0800, Jeff Cantin <tincan@pacbell.net>
>>wrote:
>>
>>>Hey out there, has anyone seen pompey pirates software out on the
>>>internet, or if someone has some disks, could you email them to me? if
>>
>> There was a game called Monkey Island, that had Pirates in it?....
>>but you won't find it on the net, it's commercial you see ?
>
>"pompey pirates" is a group of crackers/hackers. Jeffy apparently is under
>the impression that US Federal laws are of no important to the adminstration
>at pacbell.net. He's wrong.

You made a grave mistake there, asking publicly for pirate software,
did you know, that because of scum like you, developers no longer
produce software for the ST. If I ever met you, I'd punch you out,
and I'm *not* a violent person!

Unkind regards(In other words drop dead soon!)

James

--

---
jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
jaubrey@cix.compulink.co.uk | #Aubrey on IRC 20-23hrs GMT
New web address: http://www.jaubrey.demon.co.uk
---

## 3739. Color and B/W monitors for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970222143157.18633B-100000@acs2.byu.edu>
Source record: 127210
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Monitors in very good cosmetic and working condition. $30 color or B/W. Buyer pays shipping. Send me ZIP code to inquire for shipping expenses. Includes power cable.

They have to go faST. Regards : Phill.

# 3740. Re: Atari ST emulator: shower me with tips!

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Hugo der ewig Lebende <s01q@zfn.uni-bremen.de>
Message-ID: <01bc2108$dc237ee0$64066686@headquater.zfn.uni-bremen.de>
Source record: 127211

use GEMulator95 by www.emulators.com

Robert Hagenstr�m <rob@ksk.sala.se> schrieb im Beitrag
<01bc20bf$ddcbe1e0$083210c2@t-ballz>...
> Greetings!
>
> I have been getting into a quite nostalgic mood lately, and would dearly
> like to see and listen to some of my old favourite demos again.
>
> Demos like The Care Bears' "The Cuddly Demos", "The BIG Demo", Lost Boy's
> "Ooh, Crickey! Wot a Scorcher" and some others...
>
> Is there a software emulator that is able to run these demos with sound
on
> my PC?
> I have a tos100.rom to run them with... don't know if that will help, and
I
> have one of these "plug and fucking pray" systems, so I don't want to
> hardware emulate...
>
> Please help me with suggestions on how to accomplish this!
> (and please, if you want to, answer via mail too, since I don't know when
I
> will be able to check in here again)
>
> Yours Sincerely, Robert Hagenstr�m
>
> Ps. If there is anyone in Sweden who would like to sell his Atari 1040 ST
> for a reasonable price, I could go for that too... my friend who has all
> the demos won't sell his Atari... :)
>
>
>

# 3741. Atari ST BBS LIST

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Mike Weber <mweber@li.net>
Message-ID: <01bc210d$768bdbe0$704badc7@mweber>
Source record: 127212

Can anyone email or post a list of active ST bbses which are still in existance in the US???

# 3742. Re: Atari superjunky!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <330f76185f6c0@sn.no>
Source record: 127213

On Fri 21-02-97 17:50, Mr.Maddog@Microserve (Mr.Maddog@Microserve.com) wrote:

>Check out Pac-Man On E's for your STe. It's the closest to the
>orginal idea with a few extras to make it cool.

Funny thing.... I searched the net for it, couldn't find it- then had a
look on my harddisk and I'd already downloaded it some time ago!
I tried it again and yes- it's pretty cool, but I'd still like to get my
hands on the original "Pacman" and "Ms. Pacman".

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3743. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Mike Weber <mweber@li.net>
Message-ID: <01bc210f$8a0d8860$704badc7@mweber>
Source record: 127214

First of the the Atari ST had a reputation as being a "game machine"... Why would I want to run Gem applications when my IBM compatible blows them away???.... All I'm looking for are those great old ST games that are either worthless or blowing in the dust. Plus most of these game companies don't even exist anymore! All the 8 bit stuff is available for download... Why can't I find a place like Yogi's for the ST? Let's face it the Atari ST was a great computer for it's time but it's time is over and time to move on to better and greater things. If you think i'm gonna pay for software that has no support or may not even work your mistaken... I can't even find an atari dealer around here anymore that sells software for the ST...

Mr.Maddog@Microserve.com wrote in article
<9702212229.AA11240@Microserve.com>...
> From: postmaster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens)
>
> "Mike Weber" <mweber@li.net> wrote:
>
> >>Ok now that I got Gemulator to work... Where can I find all those great
> >>cracked games out there I once had for my Atari?
> >
> >Not here. Copyright violation is NOT looked on favorably. You want the
> >games, buy them used - or new, from the vendors who ARE still in
business -
> >or find another method of stealing them.
>
> Even if you could get cracked games, they may not all run on
> Gemualtor.
>
> Remember, this is primary for GEM applications. If there were such an
> emulator to play games, then it should be made to prevent 'any'
> pirating.
>
> What's with this free cracked stuff anyways? On the 8-bit newsgroup,
> most of them are 'proud' to pirate games which to them is supporting
> the 8-bit platform. I know a game designer who still makes money
> from 8-bit games(third world countries and Russia who still use the
> machines), and he does not like it one bit when you crack one of his
> games.
>
> Eric Noss
> a.k.a
> Mr. Maddog
>
> mailto:mrmaddog@microsevre.com for private chats

>
> All solicitation, automatic or manual, is subjected to a fee of $500
>
>
>

# 3744. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Mike Weber <mweber@li.net>
Message-ID: <01bc2111$3f4cf520$704badc7@mweber>
Source record: 127215

So what's your point? You want me to go and buy it? Ok i'll pay 1 cent for it.. That's about the going price for a non-existant machine... If you think I'm gonna go out and pay $$$ for software that has no more support and may not even work on these emulators your mistaken... Heck I bet I can't even buy an ST machine from a dealer near me... Anyway I owned an Atari ST a long time ago so that should give me the privilage of getting those tos images.

Frank Charlton <frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk> wrote in article <19970220185358118515@tachyon.demon.co.uk>...
> Mike Weber <mweber@li.net> wrote:
>
> > Atari is dead... They got bought out by another company... Anyone have
> > those tos images ?? I can't find them anywhere!
>
> Haven't you followed the TOS image threads in here over the last few
> weeks? Regardless of the status of Atari as a company, TOS IS STILL
> COPYRIGHTED.
>
> ATB, Frank.
>
> --
> Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
> frank@tachyon.co.uk http://www.netkonect.net/tachyon/
> PGP key available - mail pgpkey@tachyon.co.uk
>

# 3745. Re: MIDI Multiport for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <330F77B6.5BA6@intuit.com>
Source record: 127216

FPINTO wrote:
>
> Hello:
> I would like to know how many options are out there with over 2
> midi outs. Doesn't matter midi ins. Any help will be appreciated.
>
>

I know of two.. the ST MIDI-3 from Steinberg (adds 3 MIDI outs, 1 MIDI in), the MO-4 from SoundPool (adds 4 MIDI outs), and the Steinberg SMP-2 (adds, I believe, 2 inputs and 4 outputs).

I have the ST-MIDI 3 and it works fine.

-Mark

# 3746. Re: Large files from Falcon to PC

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5enu9v$gfg@scanner.worldgate.com>
Source record: 127217

Jim Hanner (escher@netcomuk.co.uk) wrote:

Easy. If you have an external modem port, simply plug a null modem cable into the modem ports of the two computers, fire up the terminal programs, uploading using ZModem will get everything transferring.

Leslie

: Fellow Atarians,

: How can I transfer a number of large .aif files from a Falcon to a PC?
: I'm trying to get some of my files onto a PC which has a CD-writer
: with mastering software.
:
: I've seen PCs at work "talking" happily through null-modem cables, so
: surely the Falcon can chat to the PC?

: If it can be done without the cost of a removable drive or the
: expensive CD-recorder software, I'd love to know how.

: BTW - the PC has a SCSI card.

: Thanks in advance,

: Jim
: Westcliff-on-Sea
: Essex
: UK

# 3747. FS: Atari ST 1040 Needs Repair/Portland, OR only

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970222152241781 51@ip-pdx20-04.teleport.com>
Source record: 127218
Cross-posted to: comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,comp.sys.atari.st,comp.sys.atari.programmer

FS: Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.
Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR

# 3748. Atari ST 1040 Needs Repair/Portland, OR only

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970222152245783 93@ip-pdx20-04.teleport.com>
Source record: 127219
Cross-posted to: comp.music.midi,comp.music.misc,rec.music.makers.marketplace,rec.music.marketplace,alt.music.makers.electronic,rec.music.makers.synth,comp.sys.atari.st,comp.sys.atari.programmer

Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.
Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR

# 3749. Re: Still got a DIM file laying around eating disk space

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970222192419.15303A-100000@freenet>
Source record: 127220

```
> > **nothing**. Arrrrggghhhh!!! I found Fastcopy 3 on Paderborn (sp). Coul=
d
> > not find any way to depack any disk images. Grrrr, guess I need a newer
> > version...
>=20
> Yep, I suspect that it's the commercial Fastcopy Pro which handles the
> .DIM images :(

Well then this really sucks. Could someone with Fastcopy Pro please*=20
download this and repack it into an MSA archive?!? Look for dragonel.lzh=20
on ftp.cnam.fr in demos/ or whatever...

- ---------------------------------------------------------------------- -
=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -
```

# 3750. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970222193022.15303B-100000@freenet>
Source record: 127221

> Just get an old ST or TOS roms from Atari dealers, they still sell
> them you know.

I think you all are a bit too paranoid about piracy, games are one thing=20
(legal copies can be found cheaply) but ROM chips? Consider that=20
emulators don't work well with older than TOS 2.06. A machine that=20
already has TOS 2.06 is probably going to go for at least $100-$150.=20
Upgrading a $30 TOS 1.x machine is gonna cost you about $100. I think=20
many people are interested in the ST who don't have one, and want to check=
=20
out STonX or GEMulator demo, but don't want to pay $150 to get ROMs. Or=20
people like me with limited cash who would rather go on to PC, rather than=
=20
upgrading their crap ST's to 2.06 so it can be emulated. Don't you want*
people to stay with the ST, emulated or not? =20

- ---------------------------------------------------------------------- -
=DE =DE=DF http://freenet.msp.mn.us/~lerwick=
/
=DB=DCerwick @ =DB=DFreenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -

# 3751. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: ac_green@postoffice.utas.edu.au
Message-ID: <5eld3c$q16$2@franklin.its.utas.edu.au>
Source record: 127268

On 21 Feb 1997 09:34:52, Magnus Kollberg wrote:

>> Chris Krowchuk <chris@compdirect.com> wrote:
>>
>> > clearly stated that he had "Bought" Atari.
>> >
>> > I don't know what to make of this guy. Either he is genuinely serious
>> > or he is genuinely insane...
>>
>> Who are we talking about here, Chris? This could be interesting... :)
>
>Steve Cohen (sp?) president at Wizztronics.
>
>//Magnus Kollberg

Could someone please post the original article in this, from this snippet it sounds too weird for comprehension.

Anthony

# 3752. Re: FS: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: Portland Atari Club <atari@teleport.com>
Message-ID: <5elhmm$2b9$1@nadine.teleport.com>
Source record: 127269

In article <Pine.SGI.3.91r.970221153241.24175A-100000@freenet>,
Callum Baird Lerwick <lerwick@freenet.msp.mn.us> wrote:

>Damn I hate pine. Seems it like to send personal Email to newsgroups if
>it contains a Newsgroups: line...

Easily fixed. Use the cursor keys to put your cursor on the Newsgroups:
line, then hit CTRL-K to erase the newsgroups.

Viola! Email-only.

--
----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
for further information, email: CANADA: info@compdirect.com
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 3753. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: greeny@spirit.demon.co.uk
Message-ID: <856574708_OASIS_@spirit.demon.co.uk>
Source record: 127270

In article <19970220185356118418@tachyon.demon.co.uk>
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) said:-

>Roy Goring <rgoring@zetnet.co.uk> wrote:
>
>> Also Stoop 2 is around, 'cos I'm using it,
>Last I saw of that, it was in the 'cix users only' conf on CIX, with
>explicit instructions that it not be distributed off the CIX system.
>Hm... weird.
>
>ATB, Frank.

You might have thought it could be offered to registered users but
I've not even heard of it till now even though the author was hoping
to release v2 RSN when I registered v1.05 :(

Is the further development down to a new programmer?

Greeny

--

---
greeny@spirit.demon.co.uk
---

# 3754. Re: anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-02-22 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970222024930298944@tachyon.demon.co.uk>
Source record: 127271

Jeff Cantin <tincan@pacbell.net> wrote:

> Hey out there, has anyone seen pompey pirates software out on the
> internet, or if someone has some disks, could you email them to me? if
> you could, it would be really helpful. thanx

Take your piracy shit elsewhere, will you?

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3755. Wild & Wacky Atari Auction (Update #1)

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970223030700.WAA06168@ladder02.news.aol.com>
Source record: 127127

The WILD & WACKY ATARI MEMORABILIA AUCTION #1 (Update #1)

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
Everything has been tested except the Intv carts.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March 8th.

One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
---
---

Atari "Centipede" T-Shirt (Brand New) $6 jrjeksey
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $7 insane
Atari "Centipede" hanging multi-piece mobile (Brand New) $7 insane
Atari "Millipede" hanging multi-piece mobile (Brand New) $5 DisKountrs
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $2 min

Atari Grey Service Center Coffee Mug $5 jba4
Atari "Power Without the Price" Balsa Wood Glider $1 min
Atari Red with Gold Lettering Pen holder $2 min
Atari "Centipede" hanging multi-piece mobile (Brand New) $5 DisKountrs
Atari "Millipede" hanging multi-piece mobile (Brand New) $5 DisKountrs
Atari Laser Art solid wood paper holder (Brand New) $5 min
Atari solid Brass Belt Buckle (Brand New) $3 min
Atari red "Kite" (Brand New) $3 DisKountrs
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED
---
---
BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

Activision OINKERS: $2 min
Activision RIVER RADIERS: $2 min
Activision GRAND PRIX DRIVING TEAM: $2 min
Activision SUB CLUB: $2 min
Activision SPIDER FIGHTERS: $2 min
Activision TRAIL DRIVE: $2 min
Activision EXPLORERS' CLUB: $2 min
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM: $2 min
Activision MEGAMANIACS: $2 min
Activision FLYING ACES: $2 min
---
---
Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 min
---
---
Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $2 min
Antic Feb/March 1983 Vol 1, Issue 6 $2 min
Antic June 1983 Vol 2, Issue 3 $1 min
Antic July 1983 Vol 2, Issue 4 $1
Analog Computing October 1986 $1 min
Hi-Res Magazine Premiere Issue $3 min

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

# 3756. MUSIC STUDIO ST files into MIDI files: Any utility for that?

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: imran@panix.com
Message-ID: <5eot82$3af@panix.com>
Source record: 127128

Greetings ST users. Some years ago I had saved a bunch of my Music Studio files from the ST hoping to some day use them on a different MIDI program. Now, I got an Atari ST for this purpose hoping to play the files on Music Studio and record on the Mac's sequencer as real midi files. But, unfortunately, the only disk I can find with Music Studio on it is not working, and I wonder if I can get it from someone who has it, or if there is a utility to convert MS88 files to MIDI files.

Your help appreciated. Please email imran@panix.com. Thanks.

# 3757. SUNDOG

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: tivegas <tivegas@ix.netcom.com>
Message-ID: <01bc2123$a9687b20$98de23c7@condor>
Source record: 127129

Can somebody please send me a copy of the OLD FTL game sundog, so i can use with my
Pacifist emulator, and a tos image! thanks would be much appreciated!
Tivegas

# 3758. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: tivegas <tivegas@ix.netcom.com>
Message-ID: <01bc2124$c43cf600$98de23c7@condor>
Source record: 127130

Sure I know where you can get plenty of ST games, send me let me know wich
kind ya like and i'll start sending them up to ya, As for that Maddog
fellow don't listen to him the ST and most of software
companies that supported it couldn't afford to enforce, that weak law!
SIN,
Tivegas WAREZ MASTER

Mr.Maddog@Microserve.com wrote in article
<9702212229.AA11240@Microserve.com>...
> From: postmaster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens)
>
> "Mike Weber" <mweber@li.net> wrote:
>
> >>Ok now that I got Gemulator to work... Where can I find all those great
> >>cracked games out there I once had for my Atari?
> >
> >Not here. Copyright violation is NOT looked on favorably. You want the
> >games, buy them used - or new, from the vendors who ARE still in
business -
> >or find another method of stealing them.
>
> Even if you could get cracked games, they may not all run on
> Gemualtor.
>
> Remember, this is primary for GEM applications. If there were such an
> emulator to play games, then it should be made to prevent 'any'
> pirating.
>
> What's with this free cracked stuff anyways? On the 8-bit newsgroup,
> most of them are 'proud' to pirate games which to them is supporting
> the 8-bit platform. I know a game designer who still makes money
> from 8-bit games(third world countries and Russia who still use the
> machines), and he does not like it one bit when you crack one of his
> games.
>
> Eric Noss
> a.k.a
> Mr. Maddog
>
> mailto:mrmaddog@microsevre.com for private chats
>
> All solicitation, automatic or manual, is subjected to a fee of $500
>
>

>

# 3759. Re: What's models of 1040st's are there?

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <2177cd$16322.1aa@HERMES>
Source record: 127131

Dan Ritter (dritter@lightspeed.bc.ca) wrote:
> I just noticed this 1040st I have is labeled '1040ST F'. I did here before
> that an 1040ST E' the e meant enhanced. So what does the 'F' mean?

As with all ST's pre-1990, they follow a standard naming convention:

520 = half megabyte of RAM installed when new
1040 = one megabyte of RAM installed when new

ST = ST (Duh!)

F = Builtin _F_loppy drive
M = Builtin TV _M_odulator

The Mega ST is essentially an STF with 1 2 or 4 megs of ram.

The "STE" is really an STFME (STFM Enhanced)

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

## 3760. Papyrus 5 demo

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: mc9931@mclink.it
Message-ID: <5ep43v$qpk@news1.mclink.it>
Source record: 127132

If someone is interested, it is available a demo version (in German) of the new release of Papyrus.

You can find it on ftp.uni-kl.de (pub/atari/incoming)..

Ciao,

Lodovico

# 3761. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5ep2a3$33j@ash.ridgecrest.ca.us>
Source record: 127133

Mike Weber wrote:
>
> So what's your point? You want me to go and buy it? Ok i'll pay 1 cent for
> it.. That's about the going price for a non-existant machine... If you
> think I'm gonna go out and pay $$$ for software that has no more support
> and may not even work on these emulators your mistaken... Heck I bet I
> can't even buy an ST machine from a dealer near me... Anyway I owned an
> Atari ST a long time ago so that should give me the privilage of getting
> those tos images.
>
> Frank Charlton <frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk> wrote in
> article <19970220185358118515@tachyon.demon.co.uk>...
> > Mike Weber <mweber@li.net> wrote:
> >
> > > Atari is dead... They got bought out by another company... Anyone have
> > > those tos images ?? I can't find them anywhere!
> >
> > Haven't you followed the TOS image threads in here over the last few
> > weeks? Regardless of the status of Atari as a company, TOS IS STILL
> > COPYRIGHTED.
> >
> > ATB, Frank.

Damn, if that is the way it works, I can't wait. I once purchased a
Playboy
with Barbie Benton in the center. As I once owned the magazine, I should
go
right to her door and demand service for one cent.

Mike

The non-existant machine is guaranteed to be yours in the near future.
Not to worry, I WON'T be asking for your software:)

# 3762. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <5ep3e8$33j@ash.ridgecrest.ca.us>
Source record: 127134

Callum Baird Lerwick wrote:
>
> > Just get an old ST or TOS roms from Atari dealers, they still sell
> > them you know.
>
> I think you all are a bit too paranoid about piracy, games are one thing
> (legal copies can be found cheaply) but ROM chips? Consider that
> emulators don't work well with older than TOS 2.06. A machine that
> already has TOS 2.06 is probably going to go for at least $100-$150.
> Upgrading a $30 TOS 1.x machine is gonna cost you about $100. I think
> many people are interested in the ST who don't have one, and want to check
> out STonX or GEMulator demo, but don't want to pay $150 to get ROMs. Or
> people like me with limited cash who would rather go on to PC, rather than
> upgrading their crap ST's to 2.06 so it can be emulated. Don't you want*
> people to stay with the ST, emulated or not?

We'll you could also look at it this way. If everyone that wanted to
run TOS under Gemusucker, STunk, or TOSitAway, actually purchased the
ROM's,
it might just keep an Atari dealer in business for that much longer. A
lot
of these business go on month to month sales to keep their doors open.
I wish I had more ROM chips than I do. With about 30 request a week, if
everyone purchased a set for $50.00 a pair, ummm, $1500.00 is probably
more
than you make a month. And probably enough to keep a dealer interested
in the TOS market long enough to import a few more new titles (yes,
there are a few new apps coming this way).
I remember once someone said that Derrik had called <all> Atari users
pirates. It seems to me with the Gemusucker version that runs MagiC
only needing a simple change to run a TOS image, it is a case of the
pot calling the kettle black. Thanks Derrik, for selling and supporting
(lots of laughter in the background) a product that performs such a fine
job of vomiturition. The folkes at Microsloth must be proud of you.

Mike

# 3763. Re: Damaging Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <856664418@p24.f101.n323.z205.mbh.org>
Source record: 127135

!ynoT wrote

> Hi Hans...as a follow up:.. I decided this wasnt a viable solution as
> I wouldnt be able to support Hard Drive:(
> Having a furthur think <?>

Use the crippled disk to install the software. While installing get some specific parameters and store them with the installed program. On program start just check those specific parameters, if they are still the same you are still on the same harddisk.

On SCSI harddisk systems a very usable parameter is the harddisks serial number. I don't know if IDE harddisk can produce a serial number too, but I would be very supprised when they can do so.

On those systems you can use an easier (but less reliable) trick:
just copy the root and boot sector of the drive. They should stay the same too!
Other intresting parameters are the computers processor, it's speed and memory size.

Bye, Hans

# 3764. FS Atari Lynx/ST stuff, Gameboy, books, etc.

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.022397.145735.26@wxs3-6.worldaccess.nl>
Source record: 127136

This is the February 23rd version of the list of Atari stuff that I have
for sale.

ALL THE TITLES BELOW ARE ORIGINALS, PRE-PROD COPIES, OR EVALUATION
COPIES (so you might not be able to upgrade all utilities).
NONE OF THESE TITLES ARE PIRATE COPIES!

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FIRST CATEGORY: GAMES FOR ST, WITHOUT MANUAL, WITHOUT BOX

Games with + are excellent games that I've played for hours and hours...

+Airball
Airball Construction Kit
Arena (2 disks, Psygnosis)
+Arkanoid (Imagine/Ocean) (SOLD)
Backlash (Paul Woakes, Novagen)
+Barbarian (2 disks, Psygnosis)
Black Lamp (Firebird)
+Blood Money (2 disks, Psygnosis, bloody excellent game)
Brattacas (Psygnosis, classic hi/med res game)
+Bubble Bobble (disk will handled, was my absolute fave game) (SOLD)
Centipede (the Sinister Developments version) (SOLD)
+Chaos Engine (2 disks, disks patched for use on Falcon, can't press any keys
until the game starts or it won't work; don't know if it still works on the ST)
(SOLD)
Deep Space (2 disks, Psygnosis)
Defender II (ARC/Atari, by Jeff Minter, classic game, but difficult to play)
(SOLD)
Dragonflight (Thalion, 2 disks, double-sided drive required) (SOLD)
+Dungeon Master (SOLD)
+Enchanted Land (Thalion) (SOLD)
Extensor 3.3 (Tron-like game, monochrome only, by Golden Games, ancient)
+Formula One Grand Prix (excellent game, 3 disks, includes manual that you need
for the copy protection - passwords)
+Gods (superb game, two disks, by Bitmap Brothers)
+Goldrunner II (boot/game disk plus data disk, by Microdeal, 2 disks in total)
+Goldrunner II Pete Lyon data disk
Goldrunner II some other guy official data disk
+Gridrunner by Llamasoft, excellent game by Jeff Minter (SOLD)
Hitchhiker's Guide to the Galaxy, the original Infocom adventure (alas, no
gadgets anymore, I lost 'em all) (SOLD)
Jambala, the Seven Gates of (Thalion, DS disk version)
+James Pond (by Steve Bak, Millenium Software, preview copy, but is a full one)
(SOLD)

Jupiter Probe (legendary Steve Bak shoot-em-'up with Rob Hubbard Music)
The Killing Game Show (Psygnosis, 2 disks)
+Leatherneck (Microdeal shoot-em-up, really cool, you have to disconnect printer to
get it to work, does not work on Falcon, alas)
+Lemmings (need I say more?) (SOLD)
+Oh No! More Lemmings (totally addictive) (SOLD)
+Lemmings 2 (more addiction) (SOLD)
+Lethal XCess (absolutely great shoot-em-up from the author of Wings of Death, by Eclipse, 2 disks)
+Little Computer People (Activision, really cute game) (SOLD)
+Magic Pockets (great Bitmap Brothers game, one disk)
Monster Business (platform game, Eclipse design)
+Nebulus (by John Phillips, excellent game) (SOLD)
+Obliterator (2 disks, Psygnosis)
Photon Storm (hellishly difficult Jeff Minter game) (SOLD)
+Prehistoric Tale (Thalion game, coded by The Lost Boys, platform thing)
+Return to Genesis (the first true horizontal smooth scrolling shoot-em-up by Steve Bak, excellent graphics, great game)
+Revenge of the Mutant Camels, registered version for 1 Mb ST
+Rick Dangerous (pre-prod copy, looks dodgy but is full version, and legal too. Heavily used, was one of my fave games)
+Rick Dangerous II (also a fave!) (SOLD)
The Sentinel (legendary Firebird game with 10000 levels or whatever) (SOLD)
Shaolin, Chambers of (Thalion, Martial arts game, 2 disks)
+International Soccer (Microdeal, I think it's the best soccer game ever on the ST)
Spaceport (like Fort Apocalypse on the C-64, great concept, dodgily programmed)
Starglider (the legendary Jez San game!)
ST Karate (great graphics, old karate game by Paradox)
Stone Age (really nice puzzle game by Eclipse, excellent graphics, DOUBLE FORMAT, WORKS ON ST AS WELL AS AMIGA!!)
STrikey (Pacman clone by STRIKE-a-LIGHT, ancient)
Teramis, Leavin' (vertical scroller, shooting about spaceship, Thalion game)
Terrorpods (2 disks, graphically impressive, Psygnosis)
Virus (legendary David Braben 3D game, by Firebird, doesn't work on all disk drives (sometimes you have to press the 'eject' button lightly) (SOLD)
+Warhawk (budgetware shoot-em-up by Silverbird, with Rob Hubbard music)
+War in Middle Earth (RPG "Lord of the Rings", *really* impressive, 3 disks, Melbourne House)
Warp (nice Thalion shoot-em-up, graphics by ES of TEX)
+Wings of Death (truly great 2 disk shoot-em-up, by Thalion, several levels have graphics by ES of TEX)

COSTS: Remember, no manuals and packaging. All I'll be sending you is the disks. I am selling all this stuff at 2.5 British pounds per disk. Refer to the end of this text for more details. This includes postage and packaging.

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SECOND CATEGORY: UTILITIES

These are sold without manuals either, unless specified. All original stuff, no pirate stuff.

1st Word Plus, 3.20 TT (2 disks) *
1st Extra (1 disk, version 1.03, allows index/contents etc. for 1st W+)
Crypt It (old Tommy Software encryption thing)
Degas Elite (Batteries Included) *
Diamond Edge, the latest version 2 ** (with manual) (SOLD)
Diamond Back 3 ** (with manual) (SOLD)
Ed Hak (editor) *
FastCopy Pro 1.2 * (works on Falcon)
G.I.S.T. the Sound Tool
Desktop Butler James *
Geneva ** (1 disk, but this one counts as 2 disks), latest patched version, manual available) (SOLD)
Imagecopy 2 * (2 disks)
Imagecopy 3 ** (3 disks)
Imagecopy 4 ** (2 disks) (with manual) (SOLD)
K-Rhyme (rhyming accessory) * (SOLD)
Mortimer (desk thing by Omikron)
Mortimer Plus * (see above)
Mouse Tricks 2 *
Neodesk 4 ** (1 disk, but this one counts as 2 disks), latest patched version, manual available) (SOLD)
Positive Image ** (2 disks, version 1.0, manual available)
Protext 5 ** (4 disks, and I also have the manual)
Le Redacteur ** (4 disks) (SOLD)
Spectrum 512 * (512 colour drawing program, regular ST only)
Turbo ST (screen speeder, ST only)
Universal Item Selector III
View II * (by DMJ software, good stuff)
Warp 9 ** (3 disks, version 3.81, best for ST)
Xboot 3.10 *

COSTS: The regular ones cost 2.5 English pounds per disk. Titles with one * cost 5 English pounds. Titles with two ** cost 10 English pounds extra. If you want the manual sent, that will count as one normal disk (2.5 pounds). The Do note: Protext/Le Redacteur manuals are big whoppers of things, so those will cost 5 pounds extra instead of 2.5.

Examples:

Protext costs (4 disks plus double extra = 4 * 2.5 + 10) 20 English pounds without manual. With manual, it costs 25.

Imagecopy 3 costs (3 normal disks plus double extra = 3 * 2.5 + 10) 17.5 English pounds.

Fastcopy Pro 1.2 costs (1 disk plus extra = 2.5 plus 5) 7.5 pounds.

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THIRD CATEGORY: DEMOS.

This is basically a collection of demos that I have. The price varies per demo, and is given for each title. The price specified is in British pounds, so if you want to make another currency of it, check the "additional payment details", below. All demos are ST only!
!! These demos can only be fill-up orders, or orders if you have ordered more than 10 British pounds worth of the first and second category !!

BIG Demo (with handwritten text by ES of TEX, ST only) price: 2
Amiga Demo (ST only): 1
California Beach Girls (fantastic monochrome slide show of girls by the Denise Team. Classic old demo, requires DS disk drive, monochrome only!): 1
Thalion Sound Demo (a copy-protected rare Thalion sound demo, done in 1988, with Mad Max music. Never officially released. You can't put this in a PD library because it's copy-protected!): 2
FNIL (large DS disk drive demo by TNT crew): 1
DEF Demo (1 meg version of the first TLB demo, with hand-written label by Tim of the Lost Boys himself!): 2 (SOLD)
TCB New Year's Demo: 1
Union Demo: 1
Cuddly Demos: With hand-written stuff by Nic of TCB: 2
Whattaheck Demo: With hand-written stuff by NIC of TCB: 2
Decade Demo by Inner Circle: With hand-written stuff by Griff of Inner Circle, final version of 12 sep 1990, STE compatible: 2
Syntax Terror Demo (megademo by Delta Force, compiled, made, finished and copies at the ST NEWS International Christmas Coding Convention in 1990, signed by New Mode, Slime and Chaos Inc. of DF!!): 7.5 *****
European Demos: (megademo of Overlanders, 2 disks, also finished and copied at the STNICCC in 1990, signed by all members of Overlanders): 7.5 *****
Dark Side of the Spoon (by ULM, megademo, with custom ULM label): 1
Lightning Demo (by pendragons, with handwritten label by pendragons): 1
Punish Your Machine (two disk demo, excellent, by Delta Force): 4
Ultimate Muzak Demo (by PHF), volumes I through V, five disks, only sold as a set, all with hand-written labels by Grazey of PHF: All five for 6
Ooh Crikey Wot a Scorcher (TLB megademo, excellent, signed by all members of TLB plus other participants such as Oxygene, Tyrem, Fury, Hawkmoon and Tanis of TCB!): 7.5 *****
Ventura Demo (2 disks, I think it's by ST Connextion, with hand-written labels by them): 3
Reality is a Lie: 1
Black and White: Rare Polish megademo, with hand-written stuff and pix by them on label: 1.
Colorz: By Haemaroids, hand-written label by them: 1.
Froggies over the Fence: Three disk "last of the true megademos", released september 1993, with custom Overlanders "Froggies over the Fence" graphic labels": 8 for all three disks.
Bedlam demo by Chaos: 1
Never + Forever Demo by STEW, GfA Basic megademo: 1
The Beginning of the Ending demo by Flexichron: Handwritten label by Offbase of Flexichron: 1.

The demos with ***** are kindof special to me, and I am not very keen on selling them because they're signed by old friends and all. So the prices are

"STARTING BIDS", meaning that you can bid on them. The person who makes the highest offer gets them.

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FOURTH CATEGORY: MISCELLANEOUS

ATARI CD ROM (SOLD)

ATARI ST CARTRIDGES

And then there's the "Multiface II" and "Ultimate Ripper" cartridges. I also have those. They're ST-only, NO FALCON COMPATIBILITY. I haven't got the manuals anymore either. If you're interested, email me with an offer (I had in mind about 10 British pounds each).

LYNX CARTRIDGES

The following Lynx games are available for 5 British pounds each:

(No manuals and boxes)

Gauntlet (SOLD)
Ninja Gaiden
Rampage
Robosquash (SOLD)
Todd's Adventures in Slimeworld (SOLD)

I am willing to swap any of those for Battlewheel.

GAMEBOY CARTRIDGES

(No manuals and boxes)

The following Nintendo Gameboy games are available for 5 British pounds each:

Bubble Bobble (difficult to play, a real challenge)
Dragon's Lair (beautiful graphics, difficult to play)
Hyper Lode Runner (the classic game)

I am willing to swap any of these for that old tennis-game that was released for the Gameboy in 1989 or 1990.

BOOKS

Books in German:

Atari ST/STE/TT Profibuch (Sybex) THE programming bible, in mint condition. Asking price 25 Dutch guilders or 25 German marks.

Das Buch Zum Atari Falcon 030 (Data Becker). Asking price 10 Dutch guilders or 10 German marks.

Das Grosse ST Viren Schutzpakket (Data Becker) Originally with disk, but I haven't got that anymore. Asking price 10 Dutch guilders or 10 German marks.

GfA Basic (book by Frank Ostrowski, including disk). 10 Dutch guilders or 10 German marks.

GfA Handbuch TOS & GEM (GfA Systemtechnik). 10 Dutch guilders or 10 German marks.

Atari ST Floppy und Hard disk (excellent book, Data Becker, hardcover). 20 Dutch guilders or 20 German marks.

Das Grosse GfA Basic Buch (Data Becker, hard cover). 15 Dutch guilders or 15 German marks.

Scheibenkleister II (by Claus Brod, THE mass storage media bible, with disk). 20 Dutch guilders or 20 German marks.

Book in Dutch:

Programmeren van Basic naar C (Data Becker). 10 Dutch guilders.

If you're interested, please email me with an offer (please also mention the country where you live, so I can estimate the postage costs). ALL BOOK PRICES MENTIONED HERE ARE WITHOUT POSTAGE!!

- READ THE BITS BELOW!! READ THE BITS BELOW!! ------------------------------

ADDITIONAL PAYMENT DETAILS:

I would like people in Europe to pay in British pounds or German marks (German marks = British pounds multiplied by three). People from the Netherlands can pay in Dutch guilders (British pounds multiplied by three). I have to request people outside Europe have to pay in American dollars (British pounds multiplied by 2). No cheques, just cash or International Money Orders from the post office.
I don't like to receive any coins, so if you order for 7.5 or 12.5 pounds (or whatever other currency) then please pick another title and make sure the total amount is divisible by 5 ( INT(x/5)=x/5 ). If you pay with Dutch guilders or German marks, make sure the amount is divisible by 10. If you pay in dollars, simply round off the amount to the next whole dollar and use US$ 1 bills.

GUARENTEE

I can't give any guarentees. Some of the games are old, and some of them have been sitting in my disk boxes for quite a while. All ST-specific titles have not been played since 1993 or so. I am not out to rip anyone off. I have been doing "ST NEWS" and have been doing (and will be doing ) "Ultimate Virus Killer" for quite some time and I hope people know that I can be trusted.

WANT SOME?

Email your order and WAIT FOR CONFIRMATION (DON'T SEND ANY MONEY YET). The quickest mailer gets the first right on a given title. I'll mail back to confirm and then you can send off the dosh. I will despatch the disks by return mail.

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/------------------------------------------------------------\

| Richard Karsmakers cronos@worldaccess.nl |
\-------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
alt.music.gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/-------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\-------------------------------------------------------------/

# 3765. Re: Large files from Falcon to PC

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: escher@netcomuk.co.uk
Message-ID: <3315706a.14396007@nntp.netcomuk.co.uk>
Source record: 127137

On 22 Feb 1997 23:08:46 GMT, leslieh@valis.worldgate.com ( ) wrote:

> Easy. If you have an external modem port, simply plug a null modem cable
>into the modem ports of the two computers, fire up the terminal programs,
>uploading using ZModem will get everything transferring.

Thanks, I'll give it a try.

Jim

# 3766. Re: formatting for a mac

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: ae900@FreeNet.Carleton.CA
Message-ID: <5epott$ur@freenet-news.carleton.ca>
Source record: 127138

Frank Charlton (frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk) writes:
> Roger M. Selby <ae900@FreeNet.Carleton.CA> wrote:
>
>> Is there software available for the Atari ST that will format a DSDD disk
>> for a mac? Thanks for any help.
>
> Why not just format as a PC disk? Any Mac with System 7 installed should
> come with PC Exchange installed too, which reads/writes DOS floppies
> with no hassle. Far easier than mucking with that Mac GCR format.
>
> ATB, Frank.

I'm trying to get some terminal software for an original mac - I'm assuming
it's OS is not system 7. Why, is there software for the ST that mucks
around with the mac GCR format?

RMS

# 3767. Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <33107daa82ed41@sn.no>
Source record: 127139

I've been trying to set up "Thing" (vers. 2.09E), but have encountered a few problems which I can't figure out....

-Having opened all the windows I want (for each harddisk partition etc.) I save the setup, but when I restart "Thing" the next time no windows are opened! The window positions are however remembered as they come up as before when I open them. Is this a limitation to the un-registered version, or am I doing something wrong?

-How do I display text files on the desktop, just like TOS does when double clicking any file which isn't PRG/APP/GTP/TTP/TOS?
It seems as if I have to assign a program for each file-type, but I just want to be able to quickly and simply read the text file on the desktop.

-I'd like to add more icons/delete some of the icons I won't ever use from the "icon.rsc" file. Apparently this isn't a normal icon file such as used with TOS 2.06. I'm not able to edit them with "Iconjuggler" nor "ORCS". I've got loads of .RSC files with TOS 2.06 icons which I'd like to add to the "icon.rsc" file... how do I do this?

-I understand that I need to assign a program to the "Printer" icon, so that files can be printed. Which program would I need in order to use a Hewlett Packard "Deskjet 500" printer?
By the way, are there any CPX modules available for this printer in order to "reset" it (as the printer apparently has to be switched on before the computer, and if this isn't done the computer has to be switched off/on again...).

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3768. Re: Pioneer CD-ROM ICD card and EXTENDOS PRO

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: afn14016@freenet.ufl.edu
Message-ID: <5epqjb$9m1@huron.eel.ufl.edu>
Source record: 127140

Hi: You could get ExtenDos Pro Directly from the author :)

Here is the address and Phone number
Anodyne Software
6 Cobbler Court
Ottawa
Ontario K1V 088
Canada
Tel. (613) 523-7498

# 3769. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5eq1op$6rn@due.unit.no>
Source record: 127141

Hallvard Tangeraas (hallvart@sn.no) wrote:
:
: -Having opened all the windows I want (for each harddisk partition etc.)
: I save the setup, but when I restart "Thing" the next time no windows are
: opened! The window positions are however remembered as they come up as
: before when I open them. Is this a limitation to the un-registered version,
: or am I doing something wrong?

There is an option for this in the "Setup/Windows"-dialog.

: -How do I display text files on the desktop, just like TOS does when double
: clicking any file which isn't PRG/APP/GTP/TTP/TOS?
: It seems as if I have to assign a program for each file-type, but I just
: want to be able to quickly and simply read the text file on the desktop.

Install a viewer for all (*) programs, this will andle all file-types that
don't have a specified viewer.

: -I'd like to add more icons/delete some of the icons I won't ever use from
: the "icon.rsc" file. Apparently this isn't a normal icon file such as used
: with TOS 2.06. I'm not able to edit them with "Iconjuggler" nor "ORCS".
: I've got loads of .RSC files with TOS 2.06 icons which I'd like to add to
: the "icon.rsc" file... how do I do this?

It is a normal resource-file, atleast I've got no problems editing it with
Interface. Don't know why Iconjuggler doesn't work, but ORCS doesn't
handle colour-icons as far as I know.

: -I understand that I need to assign a program to the "Printer" icon, so
: that files can be printed. Which program would I need in order to use a
: Hewlett Packard "Deskjet 500" printer?

Idealist would be a good choice. I believe 3.7 (Or 3.8?) is the latest
version.

Jo Even Skarstein

# 3770. Re: anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: Stephane Landier <slandier@icon.co.za>
Message-ID: <33108DD5.254D@icon.co.za>
Source record: 127142

Rich Tietjens wrote:
>
> In article <330ccd27.5230693@news.airtime.co.uk>, !ynoT wrote:
> >
> >On Thu, 20 Feb 1997 13:29:25 -0800, Jeff Cantin <tincan@pacbell.net>
> >wrote:
> >
> >>Hey out there, has anyone seen pompey pirates software out on the
> >>internet, or if someone has some disks, could you email them to me? if
> >
> > There was a game called Monkey Island, that had Pirates in it?....
> >but you won't find it on the net, it's commercial you see ?
>
> "pompey pirates" is a group of crackers/hackers. Jeffy apparently is under
> the impression that US Federal laws are of no important to the adminstration
> at pacbell.net. He's wrong.
I don't want to interfere, but I just wanted to point out one thing :
the ST game market is DEAD. Games for old systems such as C64, Amstrad
CPC & AMIGA are available on the net because it doesn't harm the
authors.
So why fighting over a few 10 year old games ?

However, I reckon that the market for utilities, such as midi stuff,
still is alive on the ST. So utilities are a different matter IMHO.

Steph

# 3771. FALCON=SYNTH ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: Stephane Landier <slandier@icon.co.za>
Message-ID: <33108F7D.4107@icon.co.za>
Source record: 127143
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

Just one silly idea :
I don't use my Falcon anymore, as I now use a -PC- (I know ;-)...). But it still has a 80MB HD, 4MB RAM a DSP & Midi I/O. That's all it takes to have a Multitimbral synth doesn't it ? So is there a software out there to do that emulation ?

Thanks,
Steph

# 3772. Computer Direct at TAF Meeting March 19th

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: Lianne and Howard <lrhc@interlog.com>
Message-ID: <01bc21c0$3ff96e40$11cb22cf@howardc2>
Source record: 127144

**********

COMPUTER DIRECT WILL BE IN TORONTO ON WEDNESDAY MARCH 19th,

AT THE REGULAR MEETING OF THE TORONTO ATARI FEDERATION!

Doors open at 6:30 PM - Admission is free to TAF members

Non-member admission is $2 at the door

======= Lots of software for sale =======
======= Lots of hardware for sale =======

Chris Krowchuk will be demonstrating the ultra-powerful
DirecT60 Hades computer!

The meeting site is located at Memorial Hall in the North York
City Center, 5110 Yonge St. at Parkhome Ave. Go to the lower level
(Concourse). Go to the far end of the complex, to the Library
Building. Memorial Hall is located beneath the Library. There are
signs pointing the way.

Visitors from out of town can take Highway 401 to the Yonge St.
exit. Travel north on Yonge St. for 5 stoplights and you're there!

Wednesday March 19th will be a great opportunity to upgrade some of
your favorite software: NVDI, MagiC, HDDriver, and dozens of other
titles. Tell Chris you're coming to the meeting and he'll bring
what you need . . .

=== for more info, contact: chris@compdirect.com ===
or lrhc@interlog.com

**********

# 3773. Re: anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: msujf@csv.warwick.ac.uk
Message-ID: <5eq6g4$233@fenugreek.csv.warwick.ac.uk>
Source record: 127145

>> "pompey pirates" is a group of crackers/hackers. Jeffy apparently is under
>> the impression that US Federal laws are of no important to the adminstration
>> at pacbell.net. He's wrong.
>I don't want to interfere, but I just wanted to point out one thing :
>the ST game market is DEAD. Games for old systems such as C64, Amstrad
>CPC & AMIGA are available on the net because it doesn't harm the
>authors.
>So why fighting over a few 10 year old games ?
>
>However, I reckon that the market for utilities, such as midi stuff,
>still is alive on the ST. So utilities are a different matter IMHO.
>
>Steph

I have to disagree...the atari scene isnt as vibrant as it once was,but
things are picking up with new products coming onto the market.Developers
are hardly going to be inspired to code for the atari market if they see
people on the main atari newsgroup saying hey,its old stuff,so why should
we give 2 hoots.We should be condemning piracy now as much as ever,if not
more.
Just my tuppence worth,
Mark

# 3774. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970223194541410 79@tachyon.demon.co.uk>
Source record: 127146

Mike Weber <mweber@li.net> wrote:

> So what's your point? You want me to go and buy it? Ok i'll pay 1 cent for
> it.. That's about the going price for a non-existant machine... If you
> think I'm gonna go out and pay $$$ for software that has no more support
> and may not even work on these emulators your mistaken... Heck I bet I
> can't even buy an ST machine from a dealer near me... Anyway I owned an
> Atari ST a long time ago so that should give me the privilage of getting
> those tos images.

Absolute balls. Post one more illegal request for copyrighted software
and your postmaster will receive mail from me and quite a few others.
What you want to do is illegal - right or wrong, it is.

If you want it so badly, buy it. If you don't want to pay money, then
you don't want it that badly.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3775. Re: formatting for a mac

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: "Thomas A. Lamparty" <lamparty@concentric.net>
Message-ID: <33109DC5.174C@concentric.net>
Source record: 127147

Roger M. Selby wrote:
>
> Frank Charlton (frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk) writes:
> > Roger M. Selby <ae900@FreeNet.Carleton.CA> wrote:
> >
> >> Is there software available for the Atari ST that will format a DSDD disk
> >> for a mac? Thanks for any help.
> >
> > Why not just format as a PC disk? Any Mac with System 7 installed should
> > come with PC Exchange installed too, which reads/writes DOS floppies
> > with no hassle. Far easier than mucking with that Mac GCR format.
> >
Yep! Only it is hardware and software both. You should be able to pick
up a Spectre GCR fairly cheap here! Not only does it format in the MFS
format, but also the newer HFS format! Even more to the point it lets
you run MAC OS right up to the release before System 7 on an ST!

> > ATB, Frank.
>
> I'm trying to get some terminal software for an original mac - I'm assuming
> it's OS is not system 7. Why, is there software for the ST that mucks
> around with the mac GCR format?
>
> RMS

--
Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (330)792-2580
TT 4+4 Meg 32 Mhz 280 M HD 14.4k bps | 24hrs 14.4k bps v32 SupraFax
Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 3776. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <856725800_OASIS_@ping.be>
Source record: 127148

In article <33107daa82ed41@sn.no>
hallvart@sn.no (Hallvard Tangeraas) said:-

>I've been trying to set up "Thing" (vers. 2.09E),

v 2.09E ???. AFAIK the latest one is v1.09E. A typo I suppose.
>
>-Having opened all the windows I want (for each harddisk partition etc.)
>I save the setup, but when I restart "Thing" the next time no windows are
>opened!

The option "ignore open window position" in the setup/windows menu
must be activated if you want that at the next restart of Thing the
windows are displayed.
>
>-How do I display text files on the desktop, just like TOS does when double
>clicking any file which isn't PRG/APP/GTP/TTP/TOS?
>It seems as if I have to assign a program for each file-type, but I just
>want to be able to quickly and simply read the text file on the desktop.

For the most file types 1st-guide is a good choice. You can also
use looknsee (zeigsmir).
>
>-I'd like to add more icons/delete some of the icons I won't ever use from
>the "icon.rsc" file. Apparently this isn't a normal icon file such as used
>with TOS 2.06. I'm not able to edit them with "Iconjuggler" nor "ORCS".
>I've got loads of .RSC files with TOS 2.06 icons which I'd like to add to
>the "icon.rsc" file... how do I do this?

The icon.rsc file is a normal rsc file but it contains color icon
hence that ORCS can't edit then. However if you have Interface you
can add or delete icons at the fly. Remember sometimes you need to
edit the "icons.inf" file too.
>
>-I understand that I need to assign a program to the "Printer" icon, so
>that files can be printed. Which program would I need in order to use a
>Hewlett Packard "Deskjet 500" printer?

I never use the printer option of Thing but for ASCII, RTF or
Wordplus files Idealist is a very good choice. To print pictures
the best solutions IMHO is Imagecopy 4. You can assign the programs
in the Application menu (general and files)

Hope this will help
Martin

--

```
************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************
```

## 3777. Atari 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: bolnybop@aol.com
Message-ID: <19970223200901.PAA01303@ladder02.news.aol.com>
Source record: 127149

Atari 1040ST, color SC1224 monitor, mouse,joystick,mags, software and accessories. $200.00 + Shipping.

# 3778. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: Mike Weber <mweber@li.net>
Message-ID: <01bc21c8$8fbaefa0$d34badc7@mweber>
Source record: 127150

You must be crazy!!!??? If you think I'm gonna pay $50.00 for a tos image??? The ST is worthless nowerdays! You can't compare ST software to an IBM compatible... You guys are dreaming?? TOS images in my option are worth 2 cents... Anyway how is someone supposed to evaluate these emulators if they don't have the images!!! If that's the case then don't put out any demos!!!!

Michael Grove <mgrove@owens.ridgecrest.ca.us> wrote in article <5ep3e8$33j@ash.ridgecrest.ca.us>...
> Callum Baird Lerwick wrote:
> >
> > > Just get an old ST or TOS roms from Atari dealers, they still sell
> > > them you know.
> >
> > I think you all are a bit too paranoid about piracy, games are one thing
> > (legal copies can be found cheaply) but ROM chips? Consider that
> > emulators don't work well with older than TOS 2.06. A machine that
> > already has TOS 2.06 is probably going to go for at least $100-$150.
> > Upgrading a $30 TOS 1.x machine is gonna cost you about $100. I think
> > many people are interested in the ST who don't have one, and want to check
> > out STonX or GEMulator demo, but don't want to pay $150 to get ROMs. Or
> > people like me with limited cash who would rather go on to PC, rather than
> > upgrading their crap ST's to 2.06 so it can be emulated. Don't you want*
> > people to stay with the ST, emulated or not?
>
> We'll you could also look at it this way. If everyone that wanted to
> run TOS under Gemusucker, STunk, or TOSitAway, actually purchased the
> ROM's,
> it might just keep an Atari dealer in business for that much longer. A
> lot
> of these business go on month to month sales to keep their doors open.
> I wish I had more ROM chips than I do. With about 30 request a week, if
> everyone purchased a set for $50.00 a pair, ummm, $1500.00 is probably
> more
> than you make a month. And probably enough to keep a dealer interested
> in the TOS market long enough to import a few more new titles (yes,
> there are a few new apps coming this way).
> I remember once someone said that Derrik had called <all> Atari users
> pirates. It seems to me with the Gemusucker version that runs MagiC
> only needing a simple change to run a TOS image, it is a case of the

> pot calling the kettle black. Thanks Derrik, for selling and supporting
> (lots of laughter in the background) a product that performs such a fine
> job of vomiturition. The folkes at Microsloth must be proud of you.
>
> Mike
>

# 3779. Atari 520st

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: Jeff Thomas <Yanni@ix.netcom.com>
Message-ID: <01bc21c3$215fd840$3990b8cd@default>
Source record: 127151

Anyone,

I just purchased an Atari 520ST with monitor and two 3.5 drives. It came with NO software or manuals. I have no idea what operating system it uses, how to use it, and no power cables for the floppies. I paid $20 US dollars for it and bought it because I had never seen one and the MIDI ports on the back. Could any one help me to understand this unit, how can I get it running, where I can get copies of software IE MIDI, Games, ETC. I am an Atari lover. I currently have a 400, 2- 800, 600xl, 4- 2600's, 5200, 7800 and plan to purchase more. Thanks in advance for any information on the 520ST and how I might can get it up and running.

Thanks, Jeff Thomas
EMail Yanni@ix.netcom.com

# 3780. Re: formatting for a mac

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970223205249162060@tachyon.demon.co.uk>
Source record: 127152

Roger M. Selby <ae900@FreeNet.Carleton.CA> wrote:

> I'm trying to get some terminal software for an original mac - I'm assuming
> it's OS is not system 7. Why, is there software for the ST that mucks
> around with the mac GCR format?

Yeah, I seem to remember that there was something to do it, but I also
remember I never had much success with it :/ Your best bet will probably
be to check one of the Atari ftpsites in the disk or utilities section.
try sunsite.doc.ic.ac.uk/computing/systems/atari/umich for starters (UK
Mirror of the Umich site) or atari.archive.umich.edu if you can get on.

If you get *really, really* stuck I'm sure I can help out somehow :)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3781. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970223205251162160@tachyon.demon.co.uk>
Source record: 127153

Jo Even Skarstein <josk@ifi.unit.no> wrote:

> It is a normal resource-file, atleast I've got no problems editing it with
> Interface. Don't know why Iconjuggler doesn't work, but ORCS doesn't
> handle colour-icons as far as I know.

Isn't Iconjuggler mono icons only, though?

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3782. Re: Virus Problems with Atari.

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970223205252162236@tachyon.demon.co.uk>
Source record: 127154

Gareth Young <garethy@netcomuk.co.uk> wrote:

> Well, they are his symptoms. As I said earlier, any questions mail me/post
> to newsgroup and I'll get him to answer them and then I'll post them back.

Yep, it's Ghost-A, a very common bootsector virus. So common in fact
that any shareware/freeware virus killer will nobble it. Try ftp.cnam.fr
in the /pub/Atari directory for starters.

> where on the internet it is. Also, If it is on the Internet, tell me how I
> can transfer the files from my Amiga to his Atari.

If you have one of those Amiga utils which can write an MSDOS formatted
DS/DD disk, just dump it to that - the ST will read the DOS disk as
standard.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3783. Atari Computing W3 pages minor updates

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970223205253162321@tachyon.demon.co.uk>
Source record: 127155

I've made some minor changes to the Atari Computing website at
http://www.tachyon.demon.co.uk/ac/ as follows:

* Navigation bar added to the bottom of more pages.
* Some ugly source cleaned up.
* Two HTML errors fixed.
* New news items, which we couldn't fit into issue 3.
* Selected downloads from Reader Disk 3 - in this case, it's the
ST-Guide database files referring to issue 1, created by Norman Bland.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3784. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970223214453349953@tachyon.demon.co.uk>
Source record: 127156

Dear Netcom Postmaster and Abuse Monitor,

Despite repeated warnings in comp.sys.atari.st from those of us who
still believe that piracy is theft, the user named below still insists
that piracy is acceptable in a public newsgroup. The message contained
below (including full headers) is both encouraging and promising to
perform illegal activities.

Regards,
Frank Charlton (Former ST FORMAT Technical Editor, Online Editor Atari
Computing Magazine)

[posted to comp.sys.atari.st]
[mailed to postmaster@netcom.com, abuse@netcom.com]

> Path:
> news.demon.co.uk!dispatch.news.demon.net!demon!news.maxwell.syr.edu!cpk-ne
> ws-hub1.bbnplanet.com!cam-news-hub1.bbnplanet.com!news.bbnplanet.com!howla
> nd.erols.net!ix.netcom.com!news From: "tivegas" <tivegas@ix.netcom.com>
> Newsgroups: comp.sys.atari.st
> Subject: Re: Games
> Date: 23 Feb 1997 09:06:10 GMT
> Organization: Netcom
> Message-ID: <01bc2124$c43cf600$98de23c7@condor>
> References: <9702212229.AA11240@Microserve.com>
> NNTP-Posting-Host: lvx-nv4-24.ix.netcom.com
> X-NETCOM-Date: Sun Feb 23 1:06:10 AM PST 1997
> X-Newsreader: Microsoft Internet News 4.70.1157
> Lines: 46
> Xref: demon comp.sys.atari.st:46176
>
> Sure I know where you can get plenty of ST games, send me let me know wich
> kind ya like and i'll start sending them up to ya, As for that Maddog
> fellow don't listen to him the ST and most of software
> companies that supported it couldn't afford to enforce, that weak law!
> SIN,
> Tivegas WAREZ MASTER
>
>
> Mr.Maddog@Microserve.com wrote in article
> <9702212229.AA11240@Microserve.com>...
> > From: postmaster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens)
> >
> > "Mike Weber" <mweber@li.net> wrote:
> >

> > >>Ok now that I got Gemulator to work... Where can I find all those great
> > >>cracked games out there I once had for my Atari?
> > >
> > >Not here. Copyright violation is NOT looked on favorably. You want the
> > >games, buy them used - or new, from the vendors who ARE still in
> business -
> > >or find another method of stealing them.
> >
> > Even if you could get cracked games, they may not all run on
> > Gemualtor.
> >
> > Remember, this is primary for GEM applications. If there were such an
> > emulator to play games, then it should be made to prevent 'any'
> > pirating.
> >
> > What's with this free cracked stuff anyways? On the 8-bit newsgroup,
> > most of them are 'proud' to pirate games which to them is supporting
> > the 8-bit platform. I know a game designer who still makes money
> > from 8-bit games(third world countries and Russia who still use the
> > machines), and he does not like it one bit when you crack one of his
> > games.
> >
> > Eric Noss
> > a.k.a
> > Mr. Maddog
> >
> > mailto:mrmaddog@microsevre.com for private chats
> >
> > All solicitation, automatic or manual, is subjected to a fee of $500
> >
> >
> >

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3785. Re: Wanted ...info on Falcon Case and RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970223214456350130@tachyon.demon.co.uk>
Source record: 127157

Cmoore <cmoore@cyberport.com> wrote:

> if anyone has put their falcon in a new case, could
> you let me know how it went, and what you used, how about a new keyboard ?
>
> I would also like info on ram upgrade options.

You might like to check out the homepages of Titan Designs, a UK company
- they have details on both case upgrades and RAM expansions.

Try : http://ourworld.compuserve.com/homepages/TITANWEB/

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 3786. Wanted: Mega-STE

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: q-funk@eclypse.net
Message-ID: <5epno5$rf9$2@cti01.citenet.net>
Source record: 127158

```
==========================
I'm looking for a Mega-STE:
==========================
Preferably offers from within Canada (I'm in Quebec)
=============
specs wanted:
=============
* 4 Mb RAM
* TOS 2.06
* internal Hard-Disk controller (HD capacity not important)
* clean or mint condition
=========================
---
e-mail offer and details (condition of equipment, included goodies),
and specify the currency when quoting your offer.
---
Note that I do not need any monitor. I only need the machine.
============================================================
---
------------------------------------------------------------------
From: Martin-Eric Racine Reply-To: q-funk@eclypse.net Irc: Q-FUNK
Home: http://members.tripod.com/~Q_FUNK/ comp.sys.atari.st.stik
------------------------------------------------------------------
Existing Funkyware:
HTML3_UC.KRZ v1.05 W3C compliant HTML 3.2 Kurzel for Everest 3.5
------------------------------------------------------------------
Upcoming Funkyware: CAB_MAIL.PRG CAB_GOPH.PRG FORECAST.APP
------------------------------------------------------------------
"Necessity is the mother of invention. I wasn't born a STiK author;
I just had to become one when my Atari *looked* like it could still
show surprising usefullness in this age where everything everywhere
including your favorite songs got copyrighted by Micro$uck$" Q-FUNK
------------------------------------------------------------------
```

# 3787. Re: Atari ST & STe Difference?

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: asmolar@localhost.fast.net
Message-ID: <5eqes6$h6a@news1.fast.net>
Source record: 127159

On 22 Feb 1997 18:11:19 GMT, Guentcho Skordev <ut13@ab292.rz.uni-karlsruhe.de> wrote:
>LR172 (lr172@aol.com) wrote:
>> What is the difference in between a standard 1040ST & a standard 1040STe
>> and what year did they come out?
>
>Another question: what does the abbreviation STE mean? I know thera are also
>Mega ST and Mega STE.
>Bye,
>Guentcho

To answer both questions,

The ST came out in late '85/early '86. The STe came out in '90.

ST apparently stands for "sixteen/thirty-two" (The 68000 processes
32 bits internally, but only has a 16-bit external data bus -- the 68030
has a 32-bit external data bus, hence "TT")
The "e" in STe stands for "Enhanced".

The differences between a ST and STe are:

ST STe

TOS (original) 1.0 1.6x
colors: 512 4096
Hardware Scrolling: No Yes
Stereo DMA Sound: No Yes

Blitter Chip for
faster screen draws: No Yes

RAM configuration: Individual, unsocketed SIMM sockets,
DRAM, required a third- upgrade to 4-meg
party board to expand easily.
beyond 1-meg
256K TOS Sockets: No, requires a third Yes, plug in TOS 2.0x
party board to upgrade and change a jumper
to TOS 2.0x

RF Modulator: Only on STfm models Yes
(use TV set as
display)

Jaguar-style
joystick ports: No Yes
Stereo Line-out
port: No Yes

I think that covers everything.

## 3788. Gemulator classic: observations

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: Mark Slagell <sluggo@ames.net>
Message-ID: <33106443.3AD5@ames.net>
Source record: 127160
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

G.classic is set up and running here on a 133mhz '486 machine. It seems to be very good in terms of speed and quality of cpu and video emulation but troublesome in several I/O areas. I'd like to hear if others have observed (or solved) any of the following symptoms, which if any are known to be fixed in later versions, and which are likely limited to my hardware setup and/or TOS version (2.06). I haven't been able to get the Gemulator 96 demo to run at all, so I'm especially interested to hear from those who have.

1. Serial port: there is no DTR signal. Cannot talk to modem unless I have first sent "at&d0" (ignore DTR, for USR sportster 14.4 external) from outside Gemulator before entering Atari mode. But even then it goes unresponsive after connect.

2. Parallel port: errant characters are sent to the printer for no reason I can think of. Every now and then the laser printer spits out a page with a single capital "E" in the upper left corner.

3. Sound: the first keypress starts a continuous high-pitched tone, not too loud, from both channels (soundblaster clone, forte 16).

4. Floppy: media change is seldom recognized. I have to reboot when changing floppies.

# 3789. New Atari-support Web Page(s)!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: Dana Jacobson <71051.3327@CompuServe.COM>
Message-ID: <5eqiiq$3fg$1@mhafn.production.compuserve.com>
Source record: 127161

Attention all Atari user groups, Atari BBSs, and Atarians in general!!

I'm currently working on adding Atari support sites to my web page(s) and I'm looking for input from you. If your BBS or user group has a web site and you'd like it linked to, please send me the web address and any pertinent info regarding it. If you don't have a web site, but do have a user group "contact" person, please pass that along.

I'm also looking for interesting sites that support Atari users. These can be user sites, dealer sites, developer sites, and any other type of site that supports the Atari platform. Please send me any and all web addresses.

Please send all "entries" to me at: dpj@delphi.com

To check on the progress of the above-mentioned pages, drop by the following URL: http://people.delphi.com/dpj and follow the appropriate links of interest. I'll be adding Atari gaming links in the near future, along with other interesting items. Thanks!

-Dana

# 3790. WTB: Atari 1040 STe Service Manual

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: chimera7@erinet.com
Message-ID: <33111E4F.51D4@erinet.com>
Source record: 127162

Hello:

I need a copy of the Atari 1040 STe Service Manual.
If you have a copy to sell or know where I can get
one, please contact me.

Thanx

# 3791. Re: ST Informer: where is it?

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <RLN4JSI.greg_evans@delphi.com>
Source record: 127163

The bad news is Rod has ceased publication of ST Informer after Toad pulled its advertising. The good news is ther _may_ be life after death -- when I ordered Tax Wizrd '96 Rod told me he was talking to someone about buying the magazine. I don't know who it is or what the chances are but maybe...

Greg

## 3792. Looking for...

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: Richard Wegner <richardw@dmapub.dma.org>
Message-ID: <Pine.LNX.3.95.970223174603.15240C-100000@dmapub.dma.org>
Source record: 127164

I am looking for a public domain program called AMS2SNG.PRG. What it did
was convert the old 8 bit Advance Music System (AMS) I & II files into
Music Studio format. I have all the AMS songs from umich.edu and I like
them, but I would like to convert them so I can put titles to them so I
know what I am listening to.

---
Richard Wegner - richardw@dmapub.dma.org - Dayton Microcomputer Association

Web site: http://members.aol.com/PenneyGuy/richard1.html
---

# 3793. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-23 00:00:00 UTC
From: "chrisTiaN.a.h." <godpup@ix.netcom.com>
Message-ID: <33112AA9.573C@ix.netcom.com>
Source record: 127165

first off, i don't want anyone's TOS images, software, hacks, codes, etc... but this "argument" is so ridiculous, i just couldn't resist posting. the "stuff" about kicking people off for requesting "illegal" services is just korny as shit. sorry, but sounds like a bunch of overgrown kids throwing egos around. if someone was requesting a hacked version of CAF or something, and also wanted a hacked version of Emagic's NL, that would be a bit different. (why? because they're still being produced by companies which support multi-platform applications...) but these are "outdated," overpriced chips, that DO cost more than most of the atari machines you can find used. and if you're not "privileged" enough to own a machine that was fitted to "accept" higher TOS versions, you have to throw in some extra buckage for an upgrade adapter. as much money as i've "sunk" into my atari, i love it, and will continue to use it for my musical needs. could easily use my Pentium 120 Mhz, math co-processor, 1.2 Gb, 32 Meg, blah, blah, blah, to do the same. yes i paid for my TOS chips, and all the software i use that isn't PD. the only reason i'd pay for the damn TOS chips again, is because i simply prefer hardware over software. if TOS was made public domain, there'd be a lot of programs that people could now use, simply because they couldn't afford the upgrades before. thinking on the "elitist" level might make you look like a know it all smart ass, but it doesn't really help the atari "community" in general. this isn't a "call" to pirate everything. i'm speaking strictly about TOS. atari died. the users continue to support the platform. isolating people into groups of have and have-nots, based on the information contained on a chip that atari could probably give a shit about now, is time consuming, restraining, and quite pathetic. i am taking the atari "venders" into consideration. and if they TRULY cared about the platform, and not the money, the prices of the TOS chips, would be quite lower. i know the argument against this, is going to be that the vender has to "survive" on a platform which is "dead" so to speak, but most companies that support atari, also support PC's and Macs. so that argument is quite useless. well, i think something as pointless and numb as this conversation is on tv. guess i'm gonna go tune in...

chrisTiaN
--
" Winners don't do drugs...They just sell them. "

# 3794. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3311cb1c28f080@sn.no>
Source record: 127022

On Sun 23-02-97 18:20, Jo Even Skarstein (josk@ifi.unit.no) wrote:

>Hallvard Tangeraas (hallvart@sn.no) wrote:
>:
>: -Having opened all the windows I want (for each harddisk partition etc.)
>: I save the setup, but when I restart "Thing" the next time no windows are
>: opened! The window positions are however remembered as they come up as
>: before when I open them. Is this a limitation to the un-registered version,
>: or am I doing something wrong?
>
>There is an option for this in the "Setup/Windows"-dialog.

Could you tell me which one? A lot of the terms used there are pretty
confusing, and to try out all the different combinations will probably take
me a week to do ;-)
I've tried the ones that sound like they should do the job, but I still
can't get it right :-(

>: -How do I display text files on the desktop, just like TOS does when double
>: clicking any file which isn't PRG/APP/GTP/TTP/TOS?
>: It seems as if I have to assign a program for each file-type, but I just
>: want to be able to quickly and simply read the text file on the desktop.
>
>Install a viewer for all (*) programs, this will andle all file-types that
>don't have a specified viewer.

Oh, so I *have to* assign some kind of viewer for it then?
I was hoping to avoid it altogether to speed things up a bit. The desktop
slows the machine down enough as it is (using the replacement desktop is a
lot slower than using TOS) Hmmmmm..... makes me wonder- perhaps it would be
possible to customize some EPROM chips and use this desktop instead of the
old TOS desktop- I bet this would speed things up a bit!

>: -I'd like to add more icons/delete some of the icons I won't ever use from
>: the "icon.rsc" file. Apparently this isn't a normal icon file such as used
>: with TOS 2.06. I'm not able to edit them with "Iconjuggler" nor "ORCS".
>: I've got loads of .RSC files with TOS 2.06 icons which I'd like to add to
>: the "icon.rsc" file... how do I do this?
>
>It is a normal resource-file, atleast I've got no problems editing it with
>Interface. Don't know why Iconjuggler doesn't work, but ORCS doesn't
>handle colour-icons as far as I know.

Oh, so it's colour icons...
Is there any way to convert them into mono-icons, or make a new "icons.rsc"
file with mono-only icons. I have loads of icons for TOS 2.06 which I'd

like to use. I'm not really interested in buying "Interface" just for this purpose.

>: -I understand that I need to assign a program to the "Printer" icon, so
>: that files can be printed. Which program would I need in order to use a
>: Hewlett Packard "Deskjet 500" printer?
>
>Idealist would be a good choice. I believe 3.7 (Or 3.8?) is the latest
>version.

3.7 I think. I've got it here, so I'll try it out.
By the way, is there any CPX module around for the Deskjet 500?
I've got a really cool one for the DJ660C (a French module), but all I really need is something that allows me to "reset" the printer, and I don't want to take up another ACCessory slot. A CPX for this purpose would be nice.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3795. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3311cb1c290191@sn.no>
Source record: 127023

On Sun 23-02-97 19:23, Martin Byttebier (Martin.Byttebier@ping.be) wrote:

> In article <33107daa82ed41@sn.no>
> hallvart@sn.no (Hallvard Tangeraas) said:-
>
>>I've been trying to set up "Thing" (vers. 2.09E),
>
>v 2.09E ???. AFAIK the latest one is v1.09E. A typo I suppose.

Oops! Yes, I did mean 1.09e ofcourse.

>>-Having opened all the windows I want (for each harddisk partition etc.)
>>I save the setup, but when I restart "Thing" the next time no windows are
>>opened!
>
>The option "ignore open window position" in the setup/windows menu
>must be activated if you want that at the next restart of Thing the
>windows are displayed.

I just tried this and it didn't help. Perhaps there's a combination of
other parameters which won't let it work.

>>-How do I display text files on the desktop, just like TOS does when double
>>clicking any file which isn't PRG/APP/GTP/TTP/TOS?
>
>For the most file types 1st-guide is a good choice. You can also
>use looknsee (zeigsmir).

How about using the "ST-guide" ACCessory, as I've already got it installed
on the system? Or do I have to use .PRG or .APP programs only?

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3796. ST Fax 2.5

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Joseph M Hogan <hoganj@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970224115122.13238Q-100000@freenet>
Source record: 127024

Hello,

I am looking for peopel who use ST Fax. I have the latest version 2.5,
running it on a mega STe 4 off of a hard drive, using a Supra 144LC modem.

Sometimes while trying to fax people, I have problems after the first
page. The page will send just fine, but at the end of the page, the
software waits for a signal to tell it o go on to the next page.
Sometimes, ST Fax times out and hangs up. I know that these other
machines work, because I have to use a friends fax to send to document.

If anyone wouldn't mind exchanging a few pieces of e-mail to maybe help
me out, I'd really apprciate it.

Joseph HOgan

# 3797. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Sophie Delorme <sdelorme@netcom.ca>
Message-ID: <5esl3e$k0d@tor-nn1-hb0.netcom.ca>
Source record: 127025

In article <3309FFFD.3AEF@cfcsc.dnd.ca>,
Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:
>mdb@teleport.ee wrote:
>> Hi, everybody:
>> I have a IBM PC-based MIDI recording
>> studio. Recently I came across the problem
>> of exchanging MIDI files with an ATARI
>> ST1040 owner via 3.5" floppy disks.
>> Could you please advise if there's
>> any software for that?
>> Thanks in advance.
>> Sergei
>

I am very interested in this thread as I will be going through the same operation in the coming week (moving MTPro Atari files to PC) and I would like some claification on points raised by the last poster. Would also like to know if any version of TOS/DOS perform this task? If not, which ones will?

>
>it may need to write an IBM boot sector onto the Atari
>floppy.

Please give more detail on IBM boot sectors.

>If you format some DS/DD 3.5" floppy disks on your IBM,
>then ask him to copy his MIDI files to the disks,
>should be OK.

Format this disk to TOS or DOS?

Regards, Andrew

# 3798. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: flook@globalnet.co.uk
Message-ID: <3314d92e.939821@news.globalnet.co.uk>
Source record: 127026

On Tue, 04 Feb 1997 19:38:16 GMT, James@grunt.demon.co.uk (James)
spaketh thus:

I have a couple of questions/comments to add.

>Gemulator96 is an ST/STE/TT emulator
>Gemulator 3.6 (a.k.a. Gemulator Classic) is an ST emulator. It will
>use TOS images from 1.62+ but won't reliably (according to Darek).

I run GEM96 with TOS 2.04 (I think) and also tried it with 1.4 which
didn't work.

>U can get a demo of Gem96 but the current demo has the Atari disk
>format read option blocked but can run full screen. The older demo
>won't run full screen but will allow the Atari format option. I for
>one prefer full screen.
>I'm in the process of testing some games.....

How? I have the virtual drives and can access a few ST discs, but
can't get anything to run. I read somewhere that you need to put the
software onto the virtual drives. Is this correct/possible?

Also, if I try to change the RAM used by GEM it just crashes with
anything but 512K. The text I have seen states that the demo will go
to 2Mb. Any solutions?

Thanks.

Neil.


```
_ _ _ _
| \ | | ___(_) | NEIL AMISON
| \| |/ _ \ | | flook@globalnet.co.uk
| |\ | __/ | | http://www.members.tripod.com/~flook
|_| \_|\___|_|_| http://www.users.globalnet.co.uk/~flook
```


The 4 food groups - Coffee, ice cream, beer and pizza.

## 3799. PacifiST

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: flook@globalnet.co.uk
Message-ID: <3313d85d.730996@news.globalnet.co.uk>
Source record: 127027
Cross-posted to: comp.sys.atari.st,comp.emulators.misc

*Posted to comp.emulators.misc and comp.sys.atari.st
*Please reply in one group only

Yep, I've been comparing ST emulators.

Is PacifiST supposed to do anything? All mine does is look like an
Atari desktop. There is no hard drive access, no floppy access. I have
the TOS image OK and (I think) all the neccesary files.

Any help gratefully received.

Neil.


_ _ _ _
| \ | | ___(_) | NEIL AMISON
| \| |/ _ \ | | flook@globalnet.co.uk
| |\ | __/ | | http://www.members.tripod.com/~flook
|_| _|___|_|_| http://www.users.globalnet.co.uk/~flook


The 4 food groups - Coffee, ice cream, beer and pizza.

## 3800. Ghostlink

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: flook@globalnet.co.uk
Message-ID: <3312d76f.493061@news.globalnet.co.uk>
Source record: 127028

Can anyone help me with a few problems using this program?

ST software.

Run STmaster.prg and following the instructions for the standard aux port. However I am unsure what to set the drives to. Local - will C do the job? What about the other drives (the PC I guess)?

PC software.

This is the tricky bit. ;-)

My PC has 4 com ports. Mouse on 1, internal modem on 2. 3 and 4 spare. Is it possible to get the ST linked via null modem to COM 4 (same interrupt as modem)?

The software only lists 2 com ports and always hangs after I press escape. BTW, what speed should work?

Thanks muchly.

Neil.


```
_ _ _ _
| \ | | ___(_) | NEIL AMISON
| \| |/ _ \ | | flook@globalnet.co.uk
| |\ | __/ | | http://www.members.tripod.com/~flook
|_| \_|\___|_|_| http://www.users.globalnet.co.uk/~flook
```


The 4 food groups - Coffee, ice cream, beer and pizza.

# 3801. Re: formatting for a mac

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3312070D.2708@cfcsc.dnd.ca>
Source record: 127029

Frank Charlton wrote:
> Roger M. Selby <ae900@FreeNet.Carleton.CA> wrote:
> > I'm trying to get some terminal software for an original mac - I'm assuming
> > it's OS is not system 7. Why, is there software for the ST that mucks
> > around with the mac GCR format
> Yeah, I seem to remember that there was something to do it, but I also
> remember I never had much success with it :/ Your best bet will probably
> be to check one of the Atari ftpsites in the disk or utilities section.
> try sunsite.doc.ic.ac.uk/computing/systems/atari/umich for starters (UK
> Mirror of the Umich site) or atari.archive.umich.edu if you can get on.
> If you get *really, really* stuck I'm sure I can help out somehow :)
> ATB, Frank.

there's a program called "Transverter" which will both join together and seperate the 2 parts of a Mac
file(resource fork and data fork). But the Atari disk will not be read by an early Mac unless you have
the special drive and cable(forget the name now). best to use a serial link between the Atari and Mac
and "download" it :^)
Also: there are programs for the Mac, such as _DOS Mounter_ which will read Atari/IBM disks.
but you still have to get it onto the Mac somehow! :^)
good luck.bonne chance
P.S. you could muck around with DCFormat, I think it had a way to format MFS or/and HFS disks.

# 3802. Re: Gemar

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199702241615.a27368@do2.maus.de>
Source record: 127030

P> FS> And it is also possible to build an adaptor for the old 30pin-frak.
P> FS> Anybody interested in the developers email address?

P>Yes pleasey, i certainly am.

O.K. Here it is. Write to: roland_skuplik@do2.maus.ruhr.de

Tschuess
Frank

## 3803. Re: Speeding up CAB?

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199702241628.a27369@do2.maus.de>
Source record: 127031

MK>> afterburner is fast I don't want to live without NVDI.

MK>I think you missed one word Frank. :-)

Oh, no, where are my glasses? :-)

MK>NVDI any longer with Fast-RAM, but who would like to be without it?

I guess no one would even if he will not have enough money left to afford spectacles.

Tschuess
Frank

# 3804. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33120E28.507C@cfcsc.dnd.ca>
Source record: 127032

Hallvard Tangeraas wrote:
>
> I've been trying to set up "Thing" (vers. 2.09E), but have encountered a
> few problems which I can't figure out....

> -I'd like to add more icons/delete some of the icons I won't ever use from
> the "icon.rsc" file. Apparently this isn't a normal icon file such as used
> with TOS 2.06. I'm not able to edit them with "Iconjuggler" nor "ORCS".
> I've got loads of .RSC files with TOS 2.06 icons which I'd like to add to
> the "icon.rsc" file... how do I do this?

Hi again Hallvard!
try: ftp://ftp.cnam.fr/pub/Atari/Utilities/rsc.zip
Atari RSC editor. very good!
with thanks too K.Ellis

> HallvardP.S. your pages look really sharp.

# 3805. Re: HELP: Nedd Atari ST/Mega/TT Info

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33121413.20A@cfcsc.dnd.ca>
Source record: 127033

Anthony Bufort wrote:
>
> Hello all...
>
> I'm a little old 8-bitter, Atari, of course, who's finally
> looking to upgrade to a more modern machine. :)
> What I really crave is a Cyrix, but that's a ways above my budget
> for the time being. I love most things Atari, and I thought why not
> check out the Atari 16-bit line as an interim alternative to my final goal.
> BUT I NEED INFO!!!
>

I'd go with a Falcon(2nd hand)(300-500$??) but if not I'd go with an STe
(1040 or Mega) BUT I've heard of new memory boards out
that can upgrade the 1040ST's and MegaST's past 4MB! So it's a tos up.
with the STe's you get more colours, blitter chips, zzounds! etc. but you're
stuck at 4MB RAM, whilst with the ST's you're stuck at 512 colours, no blitter
(though NVDI would speed things up considerably!)

> The FAQ doesn't seem to have the kind of info I'm looking for. I guess
> one could say it's in the realm of the very basic. What are the
> differences between the machines? Can one surf the net reasonably fast
> on an Atari? Are these machines potentially compatible with Macintoshes
> in some way? What's the best or most commonly used OS out there for the
> Ataris? I've heard some things, but I need a clear breakdown.

Well TOS it is, followed by Magic, and MiNT.
for InterNET apps; check out CAB/STiK, TAF's Xwindows Chimera, WebSpace,
and soon to come Termite.

> I think I MIGHT be interested in a 1040 ST, but I don't know if it will
> have enough memory/speed/whatever to be able to do the kinds of things I
> want on it. Mostly, I want to use it for internet applications and the
> like (NETSCAPEish and TELNETtish sort of stuff). Any tips of the best
> word processor around would also be appreciated.

> Thanks you in advance,
> Tony :)

the following stolen from tony smolar [asmolar@localhost.fast.net]
(thanks tony~!)

The ST came out in late '85/early '86. The STe came out in '90.
ST apparently stands for "sixteen/thirty-two" (The 68000 processes
32 bits internally, but only has a 16-bit external data bus -- the 68030
has a 32-bit external data bus, hence "TT")

The "e" in STe stands for "Enhanced".
The differences between a ST and STe are:

ST STe

TOS (original) 1.0 1.6x
colors: 512 4096
Hardware Scrolling: No Yes
Stereo DMA Sound: No Yes

Blitter Chip for
faster screen draws: No Yes

RAM configuration: Individual, unsocketed SIMM sockets,
DRAM, required a third- upgrade to 4-meg
party board to expand easily.
beyond 1-meg
256K TOS Sockets: No, requires a third Yes, plug in TOS 2.0x
party board to upgrade and change a jumper
to TOS 2.0x

RF Modulator: Only on STfm models Yes
(use TV set as
display)

Jaguar-style
joystick ports: No Yes
Stereo Line-out
port: No Yes

I think that covers everything.

good luck.bonne chance

# 3806. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3311E4D6.41C67EA6@fir.fbc.com>
Source record: 127034
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Russ,

Remember, Steve Jobs left Atari and started Apple in 1976, the Atari 400/800 were specifically designed by Atari to beat the Apple ][e. What the Apple ][ lacked in graphics and sound it more then made up with SLOTS!!! Something the Atari's seriously lacked, yes it is true that a few OS boards came out, a few different RAM and RAMdisk boards and even 2 80 column cards (one with color RGB for that matter) I ever recently looked at a photo of what might have confirmed rumors that a long time ago someone designed a 300 baud modem for an 800 slot. These slot however were installed sideways and weren't ever truly taken advantage of. Atari also lost its sight as for what computer it wanted to compete against and instead of producing a 1200XL with more features and better expandability and slots, detachable keyboard, it decided to go after the Commodore 64 and started producing inferior versions of the 800 with little more then cutsy bells and whistles thrown in. Away went the best feeling keyboard, away went the slots, away went the future.

Curt

# 3807. Re: Wanted ...info on Falcon Case and RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: escher@netcomuk.co.uk
Message-ID: <3311ee9d.627518@nntp.netcomuk.co.uk>
Source record: 127035

On Sun, 23 Feb 1997 21:44:56 +0000,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>Cmoore <cmoore@cyberport.com> wrote:
>
>> if anyone has put their falcon in a new case, could
>> you let me know how it went, and what you used, how about a new keyboard ?
>>
>> I would also like info on ram upgrade options.
>
>You might like to check out the homepages of Titan Designs, a UK company
>- they have details on both case upgrades and RAM expansions.
>
>Try : http://ourworld.compuserve.com/homepages/TITANWEB/
>
>ATB, Frank.

I had Sunrise Electronics re-case my Falcon, but this was mainly
because I wanted a 19" rack unit. They did a great job, part of which
was to replace the nasty little 3.5mm jack with big, proper 1/4" ones.
They did a neat thing with the old Falcon case - they just cut the
back off and welded the back-panel to the keyboard and stuck a 5-pin
DIN connector on. It looks like a PC keyboard, but with the familiar
trapezoid function keys!

If you're looking for a rack-mounted case, try them. If you want the
Falcon MkX case, I think Titan are the people to ask. When I made my
enquiries, the Titan and Sunrise options were about 250 UKP each,
virtually the same price.

Regards,

Jim

# 3808. Re: FS: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5esif6$ck3@ornews.intel.com>
Source record: 127036

In article <Pine.SGI.3.91r.970221153241.24175A-100000@freenet>,
Callum Baird Lerwick <lerwick@freenet.msp.mn.us> wrote:

>Damn I hate pine. Seems it like to send personal Email to newsgroups if
>it contains a Newsgroups: line...

Easily fixed. Use the cursor keys to put your cursor on the Newsgroups:
line, then hit CTRL-K to erase the newsgroups.

Viola! Email-only.

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----------ftp://ftp.teleport.com/users/atari----------

# 3809. Re: Why so few hacks?

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <856815050_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 127037

In article <yvvybce2xco.fsf@emw.ericsson.se>
Magnus Kollberg <emwoll@emw.ericsson.se> wrote:-

>BTW. I have a Black Scorpion as my boot logo (not on power on though). :-)

I've got one of those too Magnus. Now how did we manage it...? :-)

Another DL special no doubt.

Rich.

--

---
Richard Elwell rich@rjelwell.demon.co.uk
---

# 3810. Re: Ghostlink

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <331223ED.71E5@cfcsc.dnd.ca>
Source record: 127038

flook wrote:
> Can anyone help me with a few problems using this program?
> ST software.
> Run STmaster.prg and following the instructions for the standard aux
> port. However I am unsure what to set the drives to. Local - will C do
> the job? What about the other drives (the PC I guess)?

map your X drive(newly created on the desktop) to the PC's C:\ drive, or
D:\ drive, whichever PC drives you want to have access too.

> PC software.
> This is the tricky bit. ;-)
> My PC has 4 com ports. Mouse on 1, internal modem on 2. 3 and 4 spare.
> Is it possible to get the ST linked via null modem to COM 4 (same
> interrupt as modem)?
> The software only lists 2 com ports and always hangs after I press
> escape. BTW, what speed should work?

use com 2 on the null modem(you won't be using your modem and Ghostlink
at the same time, will you? if so, try your modem at com3).
as for speed, experiment, when you hit he right speed your will see
communication text scroll by lickety-spit!

> Thanks muchly.
> Neil.

good luck.bonne chance

# 3811. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33122120.72F8@cfcsc.dnd.ca>
Source record: 127039

Sophie Delorme wrote:
>
> In article <3309FFFD.3AEF@cfcsc.dnd.ca>,
> Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:
> >mdb@teleport.ee wrote:
> >> Hi, everybody:
> >> I have a IBM PC-based MIDI recording
> >> studio. Recently I came across the problem
> >> of exchanging MIDI files with an ATARI
> >> ST1040 owner via 3.5" floppy disks.
> >> Could you please advise if there's
> >> any software for that?
> >> Thanks in advance.
> >> Sergei
> >
>
> I am very interested in this thread as I will be going through the same operation in the coming week (moving MTPro
Atari files to PC) and I would like some cla...?

> >it may need to write an IBM boot sector onto the Atari
> >floppy.
>
> Please give more detail on IBM boot sectors.

many Atari disk formatters can write an IBM boot sector onto
the floppy disk, without formatting the floppy, or during/after
formatting the floppy. I think DC format is one, FastCopy another,...
>
> >If you format some DS/DD 3.5" floppy disks on your IBM,
> >then ask him to copy his MIDI files to the disks,
> >should be OK.
>
> Format this disk to TOS or DOS?
> Regards, Andrew

well, if you format a floppy disk on an IBM it can _only_ AFAIK
format it to DOS. Although there are some extended sector/track
DOS only formatters out there.
good luck.bonne chance

# 3812. FS: Spectre GCR 3.0 $75

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-2402971246400001@i465.oro.net>
Source record: 127040

Great condition. $75 plus freight. Includes 128k Apple ROMs, Manual,
floppy cable, the cartridge, and Spectre 3.0 Software.

Tom

# 3813. Re: FS: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: "Thomas A. Lamparty" <lamparty@concentric.net>
Message-ID: <33120219.79BC@concentric.net>
Source record: 127041

The version of PINE that I normally use asks if you want to post to
group, e-mail reply or both! Of course you can get it bounced if you
don't notice the spam block in the address of some people 8^)

Rich Tietjens wrote:
>
> In article <Pine.SGI.3.91r.970221153241.24175A-100000@freenet>,
> Callum Baird Lerwick <lerwick@freenet.msp.mn.us> wrote:
>
> >Damn I hate pine. Seems it like to send personal Email to newsgroups if
> >it contains a Newsgroups: line...
>
> Easily fixed. Use the cursor keys to put your cursor on the Newsgroups:
> line, then hit CTRL-K to erase the newsgroups.
>
> Viola! Email-only.
>
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> email for subscription details and further information
> Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
> --------------------ftp://ftp.teleport.com/users/atari---------------------

--
Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (330)792-2580
TT 4+4 Meg 32 Mhz 280 M HD 14.4k bps | 24hrs 14.4k bps v32 SupraFax
Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 3814. Atari ST mouse

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Simon Smith <simons007@earthlink.net>
Message-ID: <5esvjs$f88@news.microsoft.com>
Source record: 127042

I just dragged my ST out of storage but I can't find the mouse.

Does anyone know any stores in the Seattle area that would sell Atari mice?
How about mail order?

Thanks
Simon

## 3815. ELSA Manager

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: ian@itkt.demon.co.uk
Message-ID: <856822340.3590.2@itkt.demon.co.uk>
Source record: 127043

How anybody please this game am I the only person in England to play this game. If so have your ever get out of the Third Division so I had not finish any high then Bottom

Thanks

Ian

## 3816. Page stream drivers

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: d92jk@efd.lth.se
Message-ID: <5et9ct$fl4$1@news.lth.se>
Source record: 127044

I have got Page Stream 2.2 and a hp deskjet 550c. The problem is that
I haven't got a driver for my printer. I have to use the hp laser driver
and then I can't get any colours. Does anyone know where I can find
drivers for Page stream 2.2.

Johan (d92jk@efd.lth.se)

# 3817. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <5853605_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 127045

In article <5erqlv$c4a$1@newsserver.rrzn.uni-hannover.de>
and@sun1.imr.uni-hannover.de (Andreas Kromke) wrote:-

>please@no.spam.mail.here (please@no.spam.mail.here) wrote:
>: Andreas is here to answer some issues, and obviously he understands a lot of
>: issues surrounding Magic, but it's clear that he's not responsible Magic
>: itself - just MagxDesk.
>
>No, that's wrong.
>
>: Can anyone tell us what is happening to Magic on the Atari side of things? We
>: can all guess that MagicPC and MagicMac are being actively developed, but
>: what about Atari specific issues? Are we only going to get the dregs of the
>: upgrade benefits from the other two?
>
>Every version of MagiC is available for Atari, Mac and PC and will be.

Yes, but people in this group keep reporting problems with MagiC such as
booting failure, memory protection failure, and DSP lock ups.

And the question is (as above), 'what is happening with MagiC?'.

Is it still being developed? Are you planning on releasing any
patches/fixes, new versions etc? This question is always avoided and never
answered!! See your above comment, Andreas. No answer about Atari specifics.

I posted in here a few weeks ago asking where I can get an upgrade from 5.03
to 5.04. No replies. Surely, you could make a patch available, so that
existing users can upgrade to the latest version?

Regards, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

## 3818. DAs Vector Pro

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <3312341F.79AA@cadvision.com>
Source record: 127046

Has anyone got a used copy of DAs Vector Pro for sale? Email me if you know of one for a decent price and thanks!

Keith

# 3819. Re: Spreadsheet required

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <331232B9.778F@cadvision.com>
Source record: 127047

Harry..... it appears LDW will do just as good a job at Lotus conversions as Texel could do.... last I read here from Mr. Much was that it only handled WK1/WKS files. That's *OLD* Lotus files! I wanted Texel to be able to print my GDOS/Speedo/NVDI printer (in my case, an SLM605) and I suppose I can handle Texel if that's all it does but jeez I was hopin' n prayin' there would be some decent import/export facilities for Lotus/Excel. It appears not at this stage!

Keith

# 3820. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <856757378_OASIS_@nordnet.fr>
Source record: 127048

In article <856468046_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk (Guy Harrison) said:-

>>: 3) How do you get Oasis 1.34 to work under Magic?
[snip]
>Your second problem arises when you re-enable MagiC. Oasis stops
>executing Nos when you click on "internet". You circumvent this by
>doing all you want to do in Oasis then quitting it and running Nos
>directly from the desktop. The exact details of this depend on your
>desktop. Basically, you need to install Nos singletasking (it can run
>in a vt52 window but as Nos itself multitasks this can make things
>rather unstable) and pass it a command line of ...
>
>-d F:\OASIS\ -s 40 startup.nos

The best way to do that is without any command line, set an
environment variable NOS_ROOT=F:\OASIS (without trailing backslash). When
NOS is run from desktop it receives all environment variables normally,
it's only when it's run from Oasis internet menu that environment is
empty... an Oasis bug (Oasis can be patched, see my article of 15 Jan 1997
<853354824_OASIS_@nordnet.fr> for that).

Other parameters are not really used, as the "-s 40" is the default
maximum number of sockets, and the startup.nos will be found automatically
in F:\OASIS\...

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

# 3821. STiK and Mega Ste Modem 2 at 38,400

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29968_please@no.spam.mail.here>
Source record: 127049

*Hi Mark*, on 21 Feb 97 you wrote: ...respect, brethren

a>
a> Ok, I have STik Running fine on my Mega Ste when I use Modem 1 at 19k2.
a> I have HSmodem installed, and switched from MFP to SCC after the
a> loader. I can connect to my provider with Stalker at 38,400, and I get
a> the 28,800 connect message, and around 3200 cps on dl's.
a>
a> When I reconfigure STiK to use Modem 2 at 38,400, it seems to connect
a> OK, but I never get any info DL'ed into the computer. CAB just stays
a> on the locally-loaded home page.
a>
a> Any ideas?

On my Mega STe using Modem 2 the only port specific settings I can see are:

SERIALPORT = Modem 2
CDVALID = TRUE

Is that what you have?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3822. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29964_please@no.spam.mail.here>
Source record: 127050

*Hi Martyn*, on 20 Feb 97 you wrote: ...respect, brethren

e>
e> Roy Goring wrote:
>> Also Stoop 2 is around, 'cos I'm using it, but I don't know where you
>> can get it from :-(

No doubt you got it direct from CiX in December before you closed your
account. You may remember that Phil popped up around that time and addressed
the Stoop 2 limitations left over from before his falcon problems.

e> That's interesting. It kinda flys in the face of the dead Falcon so
e> end of Stoop development story. Where did you get it from?

Did my last message on this subject get out? I'm sure I answered this fully
before... Here's that info again...

################################################################################
Date: 12 Feb 97 19:07:12
From: Harry Sideras
To : etlmntd@etlxdmx.ericsson.se
---------[COMP.SYS.ATARI.ST]-----------------------------------------------
e>
e> David Rutherford wrote:
>> Does any one know where I can get a version of stoop which is over
>> 1.05. I've looked everywhere. Someone said that there was a version 2
>> out, but I am still unable to find it anywhere on the net, could
>> someone please help.
e>
e> The author of Stoop (whose name escapes me)...

Phil Hodgkins.

e> ...had his Falcon die on him so AFAIK, development stopped at v1.05.
e> He even publicly announced a key for the program to make it free so it
e> looks like that was the end.

He finally got his Falcon back in December (after 8 months of being fixed)
but he'd already gone PC and has now sold it. On CiX he arranged that
someone recompile it without the crippleware restrictions removed and it's
available in the CiX file-lists in atari.st/files96.

I'm surprised this hasn't made its way through Fanfiles on NeST or anywhere
else on the Net. Check with Colin F-M at 42BBS.

################################################################################

Also, I've read Frank's comment that it was a CiX-only release. It may have
been in the very early stages, but my file list doesn't state that at all now

System extensions (File selectors, AES enhancements, clocks etc)
==========================================================================
[cut]
stoop2b1.zip 119331 Stoop v2 beta, boot manager for Falcon etc [SS]

I'll get a new file list and see what it says about distribution.

If I grab it can someone suggest a good ftp site to upload it to?
Alternatively, I guess I could post it to alt.binaries.atari (just to put
something in there other than spam...). Rich, can you EMail me to confirm
the procedure?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 3823. Re: Newsie

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29966_please@no.spam.mail.here>
Source record: 127051

*Hi Mike*, on 20 Feb 97 you wrote: ...respect, brethren

m>
m> John M Rojewski wrote:
>> On 17 Feb 1997 19:46:46, Lars Kramer Kristensen wrote:
>> >I cannot seem to watch jpg pictures via Newsie, does anybody have a
>> >solution?
>>
>> I installed the BrainStorm JPEG decoder that was part of the CAB_OVL.
>> It only works on a Falcon though. And I seem to have some problems
>> with the JPEG.ACC getting stuck asking for another picture. Sometimes
>> I have to reboot to get out.
>>
>> But when it works, it works nicely.
m>
m> I've been using JPEGV222.PRG and it works very well. You also get a
m> "full size" picture. It seemed to work under MagiC as well until that
m> fatal hard disk problem..... :)

I've missed something here... How is this done? Where can I get any of
these files (locations needed)? Do they work on anything less than a Fal

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3824. For Sale..(Canada)

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Gilles Charron <s1383700@uottawa.ca>
Message-ID: <Pine.A32.3.91.970224200953.825202B-100000@aix2.uottawa.ca>
Source record: 127052

Now that I will be a proud owner of a Falcon, I will have the following
systems for sale:

- 520ST fm upgraded to 1MB with external 720kB disk drive,
TOS 1.0, mouse and SC1224 Color monitor.
- ICD Host adapter with 64MB Hard drive (in a metal casing)
(Hard disk still running but I suggest getting a newer
one. Any SCSI drive will do!).

- MEGA ST4 (4 MB of ram) with TOS 1.4, blitter Chip,
mouse and SC1224 Color monitor.
- Megafile 60 (64MB Hard drive).

- 4 to 5 joysticks

These systems are in great condition, the only reason for selling is that I
have upgraded to a Falcon.

A few applications:

EZ art professional, Pc-ditto, Dc Desktop, Squish II, Data Diet V2

MIDI applications:

Concerto, Replay sampling cartridge and software

I also have the following games for sale:

Pro tennis Tour; Out run; The games (olympic);
Test drive II (the duel) with scenery disk and Car disk;
Winter challenge; Summer challenge; California games;
international championship Athletics; Jahangir Khan Squash;
Kick off 2; Operation thunderbolt; Leatherneck; Tv sports Football;
Populous with The promised lands Disk; Elite; Voyager;
Micro League Baseball; A day at the races; Space Ace; Vegas Craps;
Vegas Gambler; Archipelagos; Lombard Rally

And more, Make me an offer!!

# 3825. Re: Atari For Sale-The Big List

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Daniel Fangmann <dfangmann@msn.com>
Message-ID: <01bc22d8$dcbd3900$c2062399@default>
Source record: 127053

Following for sale:

MEGA STE/4MEG(removable SIMMS), TOS 2.06, 52MEG internal Quantum, Golden Image cordless trackball, Atari Mouse,
asking $250. With AlberTT VGA card, $350.

SLM804 Atari Laser, recently changed drum, works great with Atari Works!,
asking $150.

SC1224 Atari Color Monitors, refurbished $55(original box); used $45(good condition).
SM124 Monochrome monitor, used, works great, $50.
PCM124 Atari PC Monitor, new, 9pin connector, original box, asking $55.

SCSI TOWER: 85meg Seagate HD, Sony CDU-541 CD DRIVE, ICD 155MB tape drive(5 extra tapes), 540 meg FUJITSU(new) HD, 50meg Seagate HD(new), 50meg
SeagateHD, 6 SCSI devices in all, wired together in one new case with powersupply/fan with single output to LINK 2 SCSI Adapter, included with cable: recently constructed asking $550

Tower will boot automatically to any ST/STE without internal hard drive.
Full instructions to install to MEGA /ST/STE/TT with internal hard drive.
ICD driver software, tape backup software and ExtenDOS pro included!

1040 STF's, 1 meg, good used condition, tested, $65.

Plenty of software with original box/docs to be sold soon!

Jaguar Game System with CD Player, 2 controllers, Raiden, Highlander CD, Braindead 13 CD, Tempest 2000 Soundtrack CD, Blue Lightening CD, MYST Demo CD, Vid Grid CD, like new, asking $150.

Aerochopper R/C Aircraft/Helicopter Flight Simulator.
Includes actual Futaba 'Conquest' 4 channel controller that plugs into the
cartridge slot on an Atari ST. Software, manual and original box included.
Excellent program for a 1 meg Atari.
asking $125.

Buyer pays shipping costs. Ship via UPS COD to USA and US Post Office to Canada ONLY!! Dan F.

software list to follow...
All prices is US dollars.

>

# 3826. Re: Atari For Sale-Big List 2

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Daniel Fangmann <dfangmann@msn.com>
Message-ID: <01bc22d9$6b1de460$c2062399@default>
Source record: 127054

Following Software Titles For Sale:

Atari CD Master/Audio CD Master 4
includes following drivers:
INFOPEDIA v2.0 , Time Almanac 90's, Time Almanac 95, UFO I & UFO II, Space Missions, 1995 Auto Almanac, MPC Wizard v2.0.
includes following CD's:
Time Almanac 90's Time 95 Almanac UFO II
Space Missions MPC Wizard v2.0 INFOPEDIA v2.0
whole package costs: $125

SARA CD Driver for Grolier CD Release 6, CD included: $50

Suzy B's CD 1GB DATA: $20

ST Format Magazines, August '95 thru Sept'96(final issue)
includes cover disk and wonder disks for all issues
complete set, 14 issues: $100

ST Informer Magazine, May '96 with Welcome Disk and PD disk # 97: $5

Productivity Software: original box/doc's included:

The Music Studio-Activision, incl. song file disks:$5
First Word Plus v3.15/2disks & v3.200TT/1disk:$10
Flash II v3.0-Sunsoft: $20
Photo Show STE v2.3 w/Photokina Portfolio Player CD-It's All Relative: $5
Data Diet 1.0: $10
Regent Word II Word Processor:$5
EZ Test Writer v1.52:$5
Diamond Back 3 Backup: $30
Pagestream 2.2 SE & Pagestream Assistant:$40
Hard Disk Sentry-Chro-Magic:$15
LottoDDS-Missionware:$10
Typing Tutor/Word Invaders-Academy Software:$5
PrintMaster Plus v1.0 & PrintMaster Library #2,#9 plus...
ArtGallery Fantasy and Gallery I & II:$15
Most Shareware Viewer:Free w/order
Atari Works v1.2:$20
SPEEDO GDOS 5:$40
Winning Pictures Viewer/4mg & color monitor req-it's all relative:$5
Cyrel Serial Mouse Manager:$5
Multi-Desk-Unlimited desk accessory power!:$5
Neo Desk 3 v3.02 & 3.01/3.02/3.03 to 3.04 upgrade patch program & Neo Desk Accessories Vol:$20
Warp 9 software accelerator & Warp9 extend-o-pack:$20

Mouse Boot v3.d-SRL SYS:$5

GAMES: $5ea. unless noted: all have original doc's/box

MOEBIUS-Origin Systems
Warship-SSI
LED STORM-Capcom
Read-a-Rama-2disks
Eliminator-Hewson
Last Duel-Capcom
Transputor-AS
Phantasm-Exocet
Karateka-Broderbund
International Ice Hockey-Impulze
Goldrunner II-Microdeal
Pac-land-Grand Slam
Zero Gravity-Microdeal
Devon Aire-Epyx
Roadwar 2000-SSI
The Pawn-Rainbird
Championship Wrestling-EPYX
Planet of Lust-Free Spirit TOS 1.0 only
STAR QUAKE-Terrific Software
Prime Time-First Row
Dive Bomber-EPYX
Carrier Command-Rainbird
Battlezone-Atari
Alcon-Taito
Renegade-Taito
Arkanoid-Taito
Swiftar-Accustar
The Sentry-Firebird
Mercenary-DataSoft
Project Neptune-Epyx
Metro Cross-Epyx
Battleship-Epyx
Pinball Wizard-Accolade
Final Assault-Epyx
Starglider-Rainbird
F15 Strike Eagle-Micropose
Jewels of Darkness-Firebird
Silicon Dreams-Firebird
Typhoon Thompson
Red Lightening-SSI
Hollywood Hustler-Desert Star***$20
Dragon Scape-Free Spirit
Substation-Chro-Magic***$20
Mixed Up Mother Goose-Sierra***$10
B-17 Flying Fortress-Micropose***20
Wishbringer-Infocom
Space Quest-Sierra

The Black Cauldron-Sierra/Disney***$10
Fun School 3***$15
Zynaps-Hewson
Dog Fight-Micropose***$20
Crash Garrett

Buyer pays shipping. Payment Check/Money-order or COD.
Dan Fangmann
> dfangmann@msn.com

Ship to USA & Canada ONLY.
All prices in US dollars.

# 3827. Re: ARJ

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <856819104@p24.f101.n323.z205.mbh.org>
Source record: 127055

Magnus Kollberg wrote:

>> are distributed as self extracting archives. Anyway, if you need the
>> newest distribution of ARJ ST (current is 9.97A rev 3.101), please
>> send a request to: mr_ni@mst.tn.utwente.nl
>> And I will send you the complete ARJ ST distribution.
>
> Talking about ARJ, is the shell ready or wont there be any specific for
> ARJ?

A preview of the shell was released at the Atari Messe in Neuss, Germany. The only copy I gave away has found it's way over the world under the name ARJ_997B.* . I didn't make it a major release becauseit will only work on computers with 4Mb or more (maybe on 2 Mb machines, didn't test that). This is due to the new compression engine. While atempting to write better code I alway work on the biggest, best and fastest engine. When I think it's finished I start working on versions for computers with less memory (at the cost of compression speed and ratio). In ARJ 9.97B only this version was ready.

Now back to the shell: the one released works, but anyone can see a lot of coding still has to be done on that one. It also doesn't support the new LZH compatible compression mode of the TTP. Last months I spend most of my time coding a game, the only thing a did on ARJ was some work on the depack routines, so it's still in the same state as it was in november. But don't despair, I am getting quite bored by game programming now, so I will be quite happy to continue with ARJ when the games is totally finished.

Bye, Hans Wessels

# 3828. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <5et7cn$3nb@lira.i-way.co.uk>
Source record: 127056

jacquesa@cs.man.ac.uk (Anthony Jacques) mumbled indistinctly:

>>BTW. Has anyone heard from Craig at all?

>Nope, I haven't. ;-/

>I tried to get him to say something by posting to the XaAES mailing list,
>but no response. :-|

>Anyone?

Sorry, I've been out of the country since December (pretty much
continually) - first Ireland, then Hong Kong. Well, I'm back in
England now...

Bought a Nintendo64 in Hong Kong, gotta say that the gfx
are stunning :)

What's happened with XaAES recently? Well, not much really,
although I've picked it up again since I got back. Still having
problems with menus :(
I replaced the menu handler with one that uses object tree's
correctly, but Lattice C puts PROGDEFS into a menu. I know
for a fact that my progdef support code works with other programs
(the desktop in Thing is one big progdef, and several other programs
using them work as well). Well, the Lattice ones crash XaAES for no
apparent reason (Privellage Violation). I'll trace it, but not quite
yet...

>Anthony

So, still trying - I'll get back to the world when I've made some
progress.

Craig.
F030/VECTREX/PSX/TwoWayTV :a developer to them all

# 3829. Wanted: 1040 ST internals info

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <3311DB8F.41C6@jaleo.idecnet.com>
Source record: 127057

Hello everybody,

in order to upgrade the RAM of my 1040 STfm I need to know some data,
such as speed, pins etc. of the SIMMs, as there is not Atari dealers at
this side anymore and I guess I wil have to try my luck in some PC
shops. Any other idea to upgrade is always welcomed!

Thanks in advance!

Martin

martin@jaleo.idecnet.com

# 3830. Re: CAB Help me keep hope

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199702242031.a28595@do2.maus.de>
Source record: 127058

GP>Err. CAB is shareware. If you don't like it and use it, don't pay for

There are rumours that CAB 2.0 will see the light of day as a commercial version.

Tschuess
Frank

# 3831. Re: anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5er49e$o8n@scanner.worldgate.com>
Source record: 127072

Stephane Landier <slandier@icon.co.za> wrote:

>I don't want to interfere, but I just wanted to point out one thing :
>the ST game market is DEAD. Games for old systems such as C64, Amstrad
>CPC & AMIGA are available on the net because it doesn't harm the
>authors.
>So why fighting over a few 10 year old games ?

Because some people still carry this software for sale in their stores
and need to make a living in order to continue to carry Atari product.

All the best,
Chris @ Computer Direct

# 3832. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29963_please@no.spam.mail.here>
Source record: 127073

*Hi Steve*, on 18 Feb 97 you wrote to *Gary Priest*: ...respect, brethren

SS>
g>> It seems to me that, it's just laziness that MagiC doesn't come with
g>> memory protection (at least as an option).
SS>
SS> You'll not get me to argue the toss with you there.
SS>
g>> Look, if a third party can provide it (Uwe) then it should be provided
g>> as standard!!
SS>
SS> I dont see why a a seperate 030, /non/ outside compatible version
SS> /with/ memory protection, albeit with whatever overheads come with the
SS> turf, cant be made available for owners of fast machine or sadists.
SS> 8~))

We make all these complaints and figure out whatever solutions we can, but no-one at all seems to be able to say whether any development is going on with Magic to resolve these issues.

Andreas is here to answer some issues, and obviously he understands a lot of issues surrounding Magic, but it's clear that he's not responsible Magic itself - just MagxDesk.

Can anyone tell us what is happening to Magic on the Atari side of things? We can all guess that MagicPC and MagicMac are being actively developed, but what about Atari specific issues? Are we only going to get the dregs of the upgrade benefits from the other two?

We can all guess that the answer is 'yes' but does anyone (with access to the Mausnet, perhaps) really know?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3833. UK: For Sale.

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29976_please@no.spam.mail.here>
Source record: 127074

The following items are for sale:

VideoMaster digitiser and colour splitter for the Falcon. 40 UKP

Clarity Falcon, direct to disk sampling package with DSP clock
cartridge. 40UKP

MagiCMac 1.23, turn any Mac (68030 or better, or a PowerMac!) into an
Atari compatible mean machine. 50 UKP

Calligrapher Gold. WYSIWYG wordprocessor. 20 UKP.

View II, file viewing program. Designed for integration into the desktop.
Handles many file types (SEQ, pictures, samples, text, etc.) 5 UKP

Timeworks 2 plus two manuals on Desktop Publishing with it. 15 UKP
(inc. P+P).

Epson FX80 emulation cartridge for DeskJet, Deskjet+ and Deskjet 500.
12 UKP.

E-Mail me with any offers for items you may want.

Spencer

spencer@mettav.demon.co.uk

--

Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 3834. Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29965_please@no.spam.mail.here>
Source record: 127075

```
f>
h>> Weren't you the lucky one! The first time I looked for an archiver
h>> online (many years ago) the ARC file was ZIP'd, the ZIP file was
h>> LZH'd, the LZH file was ZOO'd and the ZOO file was ARJ'd. I never
h>> found the ARJ executable! B^{)
f>
f> Well I saw an ARJ som while ago, but I think it was ARC'ed :-)

Aha! B^{)

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 3835. Re: Spreadsheet required

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29967_please@no.spam.mail.here>
Source record: 127076

*Hi Keith*, on 20 Feb 97 you wrote: ...respect, brethren

n>
n> Neil... LDW v2 works fine on the TT in all resolutions. It only
n> converts to WK1 format for Lotus so I hardly think all the Lotus level
n> 5 stuff would translate all that well. I hear Texel is *almost* ready
n> for release and does both Lotus & Excel import/export. Unfortunately,
n> Texel has been RSN for some time!

You're telling me. I paid for it 5 months ago... B^{<

Did you get this Texel information from a German source or from the UK?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 3836. Test

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29969_please@no.spam.mail.here>
Source record: 127077

*Hi Jesper*, on 21 Feb 97 you wrote: ...respect, brethren

k>
k> Test with Newsie 0.70
k>
k> Please ignore

Not likely! <g>

Where is it available from? Is there a mailing list or summat?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 3837. Re: MagiC4

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <29970_please@no.spam.mail.here>
Source record: 127078

*Hi Uwe*, on 18 Feb 97 you wrote: ...respect, brethren

u>
u> Dwmoar wrote:
>> I have removed everything from the auto folder except the magic boot
>> program, also have removed all ACC's from the root directory, still
>> with the same results of crashing. Is there a problem with the MagiC4
>> software? Thanks for any help or suggestions.
u>
u> Probably your hard disk driver doesn't run with MagiC. For a test you
u> can try the demo version of HDDRIVER available from acp5.chemie.uni-
u> kl.de/pub/atari.

That rings a bell...

IIRC Magic4 didn't like ICD driver software if the partition scheme being
used was not marked as AHDI compatible.

The solution would be to either get a new driver (AHDI, HDD etc) or back-up
and repartition with a more recent version of ICD that gives the AHDI
compatibility option.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 3838. Falcon w/ 16megs FS

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: michaelk@pacifier.com
Message-ID: <5ergi4$ne0$1@news.pacifier.com>
Source record: 127079

Atari Falcon 030 TOS 4.04
16 Megs Ram (factory upgrade)
84 meg IDE Hard Drive
Bass boost & Input gain "fixes" to audio jacks
Mouse Included
Compo Digital Audio Interface : allows high quality digital recording
via DSP Port with included software -- record direct from cd or use your DAT
Deck
Midi Cables

Software:

(manuals included)
Dr. T's KCS OMEGA
MusicoM: Compo's Hard Disc recording software -- can record to IDE Drive
Photo Show Pro 2.31
Image Copy 4.0
Stalker
Falcon System Discs
True Paint
Diamond Back III
Pagestream

& more...

Best Offer over $500

Buyer pays all shipping costs

BTW: I live in Vancouver, Washington NOT Canada

# 3839. Re: MiNT & Minix & HD Driver - partitioning problem

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <331149AD.7AB7@ooc.de>
Source record: 127080

Michael Clemmetsen wrote:
> I have HD Driver 6 which has a "zero partition" option. Will
> this do what I want it to, i.e. re-create a TOS partition whatever it finds or does it expect an existing TOS filesystem and just zeros the TOS FATS?

This option expects a TOS filesystem and zeros FATs and root directory.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 3840. Re: Large files from Falcon to PC

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Aardvyrk <aardvyrk@*dont.spam*.cris.com>
Message-ID: <5erjgj$len@chronicle.concentric.net>
Source record: 127081

Jim Hanner wrote:
>
> Fellow Atarians,
>
> How can I transfer a number of large .aif files from a Falcon to a PC?
> I'm trying to get some of my files onto a PC which has a CD-writer
> with mastering software.
> I've seen PCs at work "talking" happily through null-modem cables, so
> surely the Falcon can chat to the PC?
> If it can be done without the cost of a removable drive or the
> expensive CD-recorder software, I'd love to know how.
> BTW - the PC has a SCSI card.

Other options to consider are Ghostlink, which would probably work
running
full-time on a Windows PC. This allows the PC to act as a server, and
file manipulations are possible from the ST. Serial xfer. My highest
speed=57600. Available from Umich and cnam, among others...

PARCP, which looks really neat and fast, but I don't have a bi-parallel
port
to test the thing on, and I'd have to build a special cable anyway.
Supposedly
much faster than serial communications. Can't remember the web page...
a search should find it.

You have a SCSI card on the PC. I've never tried this, but I can't see
any
reason why you couldn't just make your partitions on the ST SCSI drive
readable
by a PC, power down, then hook the drive up to the PC, copy the files
from the
drive.

There was a thread a little while back on keeping everything on
simultaneously,
using drivers that can handle SCSI arbitration, but there seemed to be
too much potential for errors/corruption if everything wasn't perfectly
arranged.

The SCSI hookup seems like the easiest for large files... Short of a
removable Jaz or Zip, that is, which would still use the same concept.

Good luck and all that.
Aardvyrk

# 3841. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5equp2$2if@einstein.ebicom.net>
Source record: 127082

: >Atari is dead... They got bought out by another company... Anyone have
: >those tos images ?? I can't find them anywhere!

Yeah...John Lennon is dead to...but that don't make it right copy his
records and give-um away. A Beatles record still cost around 15 bucks,
and it's still worth it (to many...guess not all). Same with TOS...
So...buy some ROMS from someplace and make your own images.

## 3842. PRHELL and Usenet newsgroups

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5ern4i$75g@scanner.worldgate.com>
Source record: 127083

Is there some way that I could import certain newsgroups into PRHell BBS?
Put simply, I can get the messages using Newsie, but once I have set everything
in PRHell, it won't recognise them. The docs list comp.sys.atari.st.de as an
example, but it simply will not work. Is there some way I can fix this? It's
one reason that our user group is upgrading to this software. Thanks for
any help.

Leslie

## 3843. KillThings

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E63o8L.Av5@cee.hw.ac.uk>
Source record: 127084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Hi All!

First some bad news. KillThings (Doom clone) is no longer being developed by DigiTallis (Boo hoo! :(

Some Good news. The source code and executables are now on the DigiTallis Web site as PD! :)

I have down loaded it and I think I might be able to finish the coding! (Just got to define a level file spec, put in level loading routs, add game logic, finish off the level editor, etc, etc. A big job, but once I define the level specs, then It should be a lot easier. Tell you what though, perhaps some other programmers out there would like to lend a hand? If we can define a common level file format, then we can all work together to get the game finished!)

Yeah!

Bye for now!

Brian!

# 3844. Re: anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <331154fe.2030421@news.demon.co.uk>
Source record: 127085
Cross-posted to: comp.sys.atari.st,alt.flame,alt.newbie

On Sat, 22 Feb 97 18:32:02 GMT, jaubrey@jaubrey.demon.co.uk (James Aubrey)
wrote:

>You made a grave mistake there, asking publicly for pirate software,
>did you know, that because of scum like you, developers no longer
>produce software for the ST. If I ever met you, I'd punch you out,
>and I'm *not* a violent person!

And there was me thinking that games stopped getting produced for the ST
because:

a) the PC became a decent machine
b) good consoles arrived
c) Atari had no idea how to market a good machine
d) Atari had no idea how to make a good machine better
e) Atari had no idea, full stop

I doubt piracy ever even made a dent in developers' pockets. Most people who
pirated would never have bought the damn games anyway - how is that a loss to
the developer?

Old argument anyway, and boring...
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 3845. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33115618.2312286@news.demon.co.uk>
Source record: 127086

On Sun, 23 Feb 1997 21:44:53 +0000, frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>Dear Netcom Postmaster and Abuse Monitor,
>
>Despite repeated warnings in comp.sys.atari.st from those of us who
>still believe that piracy is theft, the user named below still insists
>that piracy is acceptable in a public newsgroup. The message contained
>below (including full headers) is both encouraging and promising to
>perform illegal activities.
>
>Regards,
>Frank Charlton (Former ST FORMAT Technical Editor, Online Editor Atari

Ah, would that be the same ST Format that accepted 'contact ads' for quite a while?
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 3846. Re: magic pc emulator demo

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: ACA126@news.salford.ac.uk
Message-ID: <5es9ud$d3k_001@salford.ac.uk>
Source record: 127087

In article <330df9c6.4576886@news.interpac.be>,
haywards@mail.interpac.be (andy) wrote:
LR>
LR>please could someone help me to get the demo to work as i do not
speak
LR>german and there is no english doc.
LR>what are the steps to take ?
LR>

Well you don't say what's going wrong really. but you do need Windows 95 (and a PC a little speedyer than a 486 DX4 100) and it should tun with no problems. If you do have a slow(er) computer then try just running the demo in ST high rez.

Leon L Robinson
Still running at 8MHz and proud

# 3847. SLM 804 'Not Detected'

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: postmaster@bassment.demon.nl
Message-ID: <856778844_OASIS_@bassment.demon.nl>
Source record: 127088

Hi everyone!

I'm having trouble getting an SLM804 laser printer to work. Naturally I switch it on before the computer, have connected all cables correctly and there's no device conflict.
Nevertheless, none of the software I have for it (Diablo emulator, FX80 emulator, Calamus printerdriver and the TEST.PRG supplied with the Diablo emulator) is able to "detect" the printer, they all give messages like "printer is off line or not connected" or "SLM804 not detected". The controller LED flashes everytime a program tries to send something to the printer though.

Is there a definite way to see if the controller is busted? Shouldn't the TEST.PRG be able to print without any other driver-software installed, in other words, is this a hardware problem? Any help is greatly appreciated!

Thanx,

Maurits.

--

Change is inevitable, except from a vending machine.

=----------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=----------------------------------------------------------------------=

# 3848. Re: Baracuda

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvene64k37.fsf@emw.ericsson.se>
Source record: 127089

ac_green@postoffice.utas.edu.au (Anthony Green) writes:

> >> > clearly stated that he had "Bought" Atari.
> >> >
> >> > I don't know what to make of this guy. Either he is genuinely serious
> >> > or he is genuinely insane...
> >>
> >> Who are we talking about here, Chris? This could be interesting... :)
> >
> >Steve Cohen (sp?) president at Wizztronics.
> >
> >//Magnus Kollberg
>
>
> Could someone please post the original article in this, from this snippet it
> sounds too weird for comprehension.

I havn't got it, but what it basicly said was.

Steve Cohen of Wizztronics had called Chris Krowchuk of Computer Direct on
his toll free number (he couldn't afford the cost of the phonecall ;-))
saying that he had bought Atari (still can't afford to pay for the phonecall
but he said that he had bought Atari) and that they would sell a $1500 Falcon
compatible computer. As Steve used the toll free phonenumber, Chris didn't
want to talk to long with him as he had to pay for the phonecall, so he didn't
ask anything more about the deal or computer.

:-)

I guess we have to wait until the moon fall down to hear who is mad or not.
Maybe it's all true? It could be.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3849. Re: FALCON=SYNTH ?

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv4tf24js6.fsf@emw.ericsson.se>
Source record: 127090
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Stephane Landier <slandier@icon.co.za> writes:

> 
> Hello,
> 
> Just one silly idea :

It's not silly at all.

> I don't use my Falcon anymore, as I now use a -PC- (I know ;-)...). But
> it still has a 80MB HD, 4MB RAM a DSP & Midi I/O. That's all it takes to
> have a Multitimbral synth doesn't it ? So is there a software out there
> to do that emulation ?

Not what I know of. If you find one, please tell me ASAP. :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 3850. jpegv222.prg

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5ers84$4r9$1@kiyoko.communique.net>
Source record: 127091

->I've been using JPEGV222.PRG and it works very well. You also

Is that the one by David Oldcorn? Would you know of his current email address? The version and docs I have are from 1994.

Thanks,

Dave


_____
/ /
||||||||||||||||====]: d@mail.sstar.com
____\

## 3851. Newsie .70

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5ers86$4r9$2@kiyoko.communique.net>
Source record: 127092

```
->
->Test with Newsie 0.70
->
->
->Please ignore
```

OK, I'll bite. Whats new and where did you get it? :-)
Dave

```
_____
/ /
|||||||||||||||====]: d@mail.sstar.com
\____\
```

# 3852. Re: Why so few hacks?

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5ers89$4r9$3@kiyoko.communique.net>
Source record: 127093

->I am surprised how few hardware hacks there are out there for the Atari ST.
->At least in english. If you can read german it's a different story. Anyone

Its just my opinion but I think Americans, when we get tired of using
a machine, would just rather buy a newer, better or different machine.
You know, like a new car every 5 years or so. But the Germans would
rather fine-tune the machine they have now. Its more efficient, eh?

->know about some good hardware hacks on the internet for the st that are in
->english? Like building a harddrive interface, or adapting IBM high density
->drives. I'm talking about build yourself projects not stuff you buy.

I'd like to do some hacks myself. The one where you modify and
burn TOS 4.04 into EPROMS (with the Star Trek logo instead of
the Atari bootup logo) would be cool to do. But the problem is you need
to have a bunch of technical talents to do it. Patching TOS is easy, but
etching PCB boards is hard, at least for me. And if the plans are in
German, you need another talent (or another person on your team). The
days of Atari clubs, with members pooling their knowledge are over.

Dave

_____
/ /
||||||||||||||||====]: d@mail.sstar.com
____\

# 3853. Re: anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Head Librarian <krtanner@m-net.arbornet.org>
Message-ID: <199702241108.GAA06274@m-net.arbornet.org>
Source record: 127094
Cross-posted to: comp.sys.atari.st,alt.flame,alt.newbie
Body handling: HTML body converted to readable text

damien@jetman.nojunkmail.demon.co.uk (Damien Burke) wrote:

[...]
> Old argument anyway, and boring...

Indeed.

Now take your "My computer is better than your computer" kiddie
trolls out of alt.flame, and kindly fuck off.

--
Kristian M. Tanner

# 3854. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5erqlv$c4a$1@newsserver.rrzn.uni-hannover.de>
Source record: 127095

please@no.spam.mail.here (please@no.spam.mail.here) wrote:
: Andreas is here to answer some issues, and obviously he understands a lot of
: issues surrounding Magic, but it's clear that he's not responsible Magic
: itself - just MagxDesk.

No, that's wrong.

: Can anyone tell us what is happening to Magic on the Atari side of things? We
: can all guess that MagicPC and MagicMac are being actively developed, but
: what about Atari specific issues? Are we only going to get the dregs of the
: upgrade benefits from the other two?

Every version of MagiC is available for Atari, Mac and PC and will be.

--

-------------------------
ANDREAS KROMKE

.....................................................
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

# 3855. Re: MagiC 5 and memory protection

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvlo8e4mr6.fsf@emw.ericsson.se>
Source record: 127096

Peter_Hellinger@n.maus.de (Peter Hellinger) writes:

> MagiC has an id code at the end of a memory block. If an program writes over
> the end of the memory block - which is a bug - MagiC detect this, and
> termniates the owner of the _overwritten_ memory block - not the "bad guy".
> In the case the block belongs to the operating system, you have to reboot.
> The MagiC methode works with all CPUs, from 68000 up to 68060.

Ehh... so this is what they call "memory protection"? I would call it "memory
detection" or something similar. Doing it this way it doesn't do any good at
all! You still has to reboot the computer.

> MiNT works in another way: It use the PMMU to watch the memory. If a program
> uses memory that it doesn't own, MiNT get this and terminates the process,
> who is illegal writing or reading from a memory block, it doesn't own. For
> this methode you had to have a PMMU, only with CPU from 68030 and up
> available.

And why not incorperate a version for 030 and up then? There are alot of
Falcons and TT out there. Is it because they think the market is to small?
I guess it wouldn't work on MagiCPC or MagiCMac either (maybe the 030/040
MACs) and maybe that is what 2B are working most on now days.

I still think they shouldn't call it memory protection as in the wasy I
see it, it isn't. Meybe we could sue them for false marketing? ;-)

> From my point of view MagiC could not prevent the damage of data or program
> code while the id code of the memory block is leaved intact; and it teminates
> IMHO the wrong program..

I'm not sure what you ment by that, but I do agree with you that MagiC terminates
the wrong program. It commits suicide! :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3856. Re: Atari superjunky!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvk9ny4mds.fsf@emw.ericsson.se>
Source record: 127097

hallvart@sn.no (Hallvard Tangeraas) writes:

> >Check out Pac-Man On E's for your STe. It's the closest to the
> >orginal idea with a few extras to make it cool.
>
> Yeah!! I'd like to try that out. Had a look around, but couldn't find it-
> at least not at Cnam. Any idea what the archived filename is?

IMHO. Pac Man in E's stinks. If you have got a Falcon you _must_ get
Pac Theme. It's the best Pac Man clone I have ever seen or played. The graphics
are excellent. The sound is great and it plays very well indeed. One if the
best games available for the Falcon. It even runs beutifully on my
Afterburner040 under MagiC or whatever you try it on as long as it's a
falcon of some sort.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3857. ARJ was: Re: Atari 520 st

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvviv3i4mbg.fsf_-_@emw.ericsson.se>
Source record: 127098

Hans Wessels <mr_ni@mbh.org> writes:

> Strange, to prevent such bootstrapping problems archivers usually are
> distributed as self extracting archives. Anyway, if you need the newest
> distribution of ARJ ST (current is 9.97A rev 3.101), please send a request to:
> mr_ni@mst.tn.utwente.nl
> And I will send you the complete ARJ ST distribution.

Talking about ARJ, is the shell ready or wont there be any specific for ARJ?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3858. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvhgj24kx5.fsf@emw.ericsson.se>
Source record: 127099

frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) writes:

> 
> Despite repeated warnings in comp.sys.atari.st from those of us who
> still believe that piracy is theft, the user named below still insists
> that piracy is acceptable in a public newsgroup. The message contained
> below (including full headers) is both encouraging and promising to
> perform illegal activities.

There has been alot of talk about old games software for the Atari.
As you all say there are still companies selling some of them, but
there are also millions of games that noone cares about anylonger.

I know this would be realy hard, but wouldn't it be possible to find
those games that companies doesn't care about anymore and make them
available somewhere free for download? There must be _alot_ of
games which could be placed here. I guess it would be rather hard
to find out which though, but I think it could be a realy good idea
if it was possible. Not only for us, but for our platform as well.
People could start discoverng all those games again and people
could actually be interrested in getting an atari becuase of
all those old but still very good free games.

And if we are lucky the ball could start rolling again as more
people would be interrested in the old atari as a lowcost
option for people who doesn't care if the games look like they
do on the SuperNintendo or high spec PC and we might even get
some new! Hehehe... believe that if you like. :-)

It can't be very hard to find which games which couldn't be placed
here as they can't be that many who are being sold these days, or?

Possible?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3859. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvg1ym4ko8.fsf@emw.ericsson.se>
Source record: 127100

"Mike Weber" <mweber@li.net> writes:

> away???.... All I'm looking for are those great old ST games that are
> either worthless or blowing in the dust. Plus most of these game companies
> don't even exist anymore! All the 8 bit stuff is available for download...

Yeah, I think he has got a point there. Don't just jump on him, but think.
I think he might be correct in one or two places.

And what about all those companies that doesn't excist anymore? Can someone
realy still claim the rights for it? Maybe they can, I have no idea, but
it could be worth looking into.

Also writing to some of the companies who still are in buisniess and ask
if it would be alrigt to release them as freeware. They could actully
gain some of it as well. Let people play their old games and get
interrested in their new. Noone can buy most of the old games nowdays
anyway.

//Magnus Kollberg

# 3860. KEMD_rev2.zip available./

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970224062837.15077B-100000@usr07.primenet.com>
Source record: 127101

I am pleased and proud to annouce that KEMD revision 2 is available on
my homepage and soon on several ftps.
what's new?:
hmm deeper comments, 2 changes that will allow you to set your local
network easier, the AEs 4.1 instead of the AES 4.0. 3 German sentence
that were not translated but are now.
Well and maybe other little things like that.
" for those who don't know what KEMD is: KEMD= KGMD but english, KGMD
being the Mint distribution kit from Knarf. With it you can get PPP, a
full unix environment and a stable multitasking OS. You have the
possibility to have your own network, and communicate with the world
directly, your own local ftp, telnet, http etc."
Requires at least 4 meg to install it correctly and at least a 36 meg
harddrive. The faster ther bigger, the better :) "
bye.

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 3861. Re: Quartet -> .MOD ???

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5ertls$ffk@m1.cs.man.ac.uk>
Source record: 127102

In article <5edbil$n66$76@s3.iway.fr>, cciren@iway.fr (besseiche frederic) writes:
>is there exist a prog to convert quartet tune (.4v) to .MOD format
>file ?
>
>help me, i have more than 100 tune to convert ...

This would be pretty hard because the formats are so different - Quartet stores the samples in a separate file, the song data commands probably don't all have exact equivalents in *.MOD format and the samples will need retuning too (Quartet uses a different base frequency) which will make them sound crap etc you get the idea :-/

Are they particularly good tunes? Standard trackers are pretty easy to use so you could spend those boring Sunday afternoons to convert them manually :-)


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 3862. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5eru4t$fo2@m1.cs.man.ac.uk>
Source record: 127103

In article <yvvzpx03j62.fsf@emw.ericsson.se>, Magnus Kollberg <emwoll@emw.ericsson.se>
writes:
>jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>
>
>> ------------------------------------+-----------------------------
>> * * * NEWSFLASH: KP SACK due for imminent release. * * *
>> ------------------------------------------------------------------
>
>What's this? :-)

Read my WWW pages. :-)

Its a utility that all GEM programmers should have because it tells you
how to add about 2 lines of code which gives support for system-wide
sound effects (using SAA files) - its Kosmik Phish SAA Construction Kit.
Damn cool, and should be in all modern GEM programs. :)

We have had a slight problem (not our fault but I have fixed it) which
has slightly delayed release. Should be available on friday though?

>BTW. Has anyone heard from Craig at all?

Nope, I haven't. ;-/

I tried to get him to say something by posting to the XaAES mailing list,
but no response. :-|

Anyone?

Anthony

--
------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+-----------------------------
Arse. KP Sack is complete, but we cannot distribute it yet...
------------------------------------------------------------------

# 3863. Re: anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33117fe1.13010942@news.demon.co.uk>
Source record: 127104
Cross-posted to: comp.sys.atari.st,alt.flame,alt.newbie

On Mon, 24 Feb 1997 06:08:57 -0500 (EST), Head Librarian
<krtanner@m-net.arbornet.org> wrote:

>Indeed.
>
>Now take your "My computer is better than your computer" kiddie
>trolls out of alt.flame, and kindly fuck off.

I had not noticed the newsgroups that was going too; followups trimmed.
You will note I did not start the thread either, but thanks for your reasoned
and calm response anyway.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

## 3864. ST-Guide 1.5

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <33118288.2781E494@etlxdmx.ericsson.se>
Source record: 127105

Hi all

Does anyone know where I can FTP an English version of ST-Guide v1.5? I
believe it's available but can't find it anywhere.

regards
Martyn

# 3865. Re: KillThings

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Rene Kint <itsux@xs4all.nl>
Message-ID: <33120855.23A6@xs4all.nl>
Source record: 127106
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Brian Thomas Innes wrote:
>
> Hi All!
>
> First some bad news. KillThings (Doom clone) is no longer being
> developed by DigiTallis (Boo hoo! :(
>
> Some Good news. The source code and executables are now on the
> DigiTallis Web site as PD! :)
>

Brian,

do you mind telling me the URL of the Web site?

R.

# 3866. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: rick_ellis@vnet.ibm.com
Message-ID: <5es1sb$t3g@zen.hursley.ibm.com>
Source record: 127107

Someone could always contact the game authors (or whoever owns the game copyright) to ask permission
to distribute their games on the net. I know this has been done for the ZX Spectrum games floating
around on the web.
Obviously if authors don't want their games freely distributed then they shouldn't be, but I should think there are a few authors out there who would love to see their games distributed.
This is just a suggestion to avoid all the "pirated games" posts on here.

*8^)

# 3867. Re: Why so few hacks?

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvybce2xco.fsf@emw.ericsson.se>
Source record: 127108

d@mail.sstar.com (Dave Gostl) writes:

> I'd like to do some hacks myself. The one where you modify and
> burn TOS 4.04 into EPROMS (with the Star Trek logo instead of
> the Atari bootup logo) would be cool to do. But the problem is you need

Do you have info on how to do this TOS patch into PROM?

BTW. I have a Black Scorpion as my boot logo (not on power on though). :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 3868. Family Tree bug

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5es3qm$9j4@lyra.csx.cam.ac.uk>
Source record: 127109

There was a minor bug in Family Tree 2.27.

It only affects medium res users, and only English ones. I'm not sure why
but the resource file included in the archive was wrong and doesn't work.

I have just uploaded a corrected archive to cnam, it should appear in a day
or two. If you have already downloaded a version with the wrong resource
file in, a corrected gen_8x8.rsc is available for download from my
computer, mnb20.pet.cam.ac.uk

--
* Mark Baker (markb on irc)
* Preferred email addresses: mnb20@cam.ac.uk mbaker@iee.org

# 3869. Re: Large files from Falcon to PC

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5es43p$9j4@lyra.csx.cam.ac.uk>
Source record: 127110

In article <5erjgj$len@chronicle.concentric.net>,
Aardvyrk <aardvyrk@*dont.spam*.cris.com> writes:

>You have a SCSI card on the PC. I've never tried this, but I can't see
>any reason why you couldn't just make your partitions on the ST SCSI drive
>readable by a PC, power down, then hook the drive up to the PC, copy the files
>from the drive.

There is a reason. The partition table is in a different format. Although
the data within the partitions is compatible, without the right partition
table the discs won't be readable.

HDdriver 6 has the option to use a PC compatible partition table instead of
the normal atari one used by other drivers and older releases of HDdriver.
However I don't know whether it's possible to switch an existing drive to it
without reformatting. If you have a scsi disc on the PC, you could use that
with HDdriver 6.

# 3870. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvwwry2wna.fsf@emw.ericsson.se>
Source record: 127111

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>
> >What's this? :-)
>
> Read my WWW pages. :-)

I have. :-)

> Its a utility that all GEM programmers should have because it tells you
> how to add about 2 lines of code which gives support for system-wide
> sound effects (using SAA files) - its Kosmik Phish SAA Construction Kit.
> Damn cool, and should be in all modern GEM programs. :)

Well, as I have done my own code (based on yours ofcourse) I only have
to add one line of code to get sound effects (okey 2 lines, one
more at startup to load the sound). :-)

Anyway, cool!

> We have had a slight problem (not our fault but I have fixed it) which
> has slightly delayed release. Should be available on friday though?

Do you ask me? I have no idea when it will be available. :-)

> >BTW. Has anyone heard from Craig at all?
>
> Nope, I haven't. ;-/

Neither have I.

> I tried to get him to say something by posting to the XaAES mailing list,
> but no response. :-|
>
> Anyone?

It looks like noone has heard from him since last year. :-\

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3871. Re: SLM 804 'Not Detected'

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <5es4de$kbk@preeda.internex.net.au>
Source record: 127112

I would suggest that you try to get the SLM 804 working with Calamus first
and then try other things like Diablo. This will at least prove if the
printer is ok. Then you can experiment. Good luck,
Julian

--

/| |\ o _, /�� o |\ |\ _ |
| | | | |/ | / | /|/| ( _ | |/ |/ / _|/�/�|
\|/ \/|_/|_/|/\/|_/ | |_/ _/ |/|_/|_/_/ | \/|_/
(| julian@connexus.apana.org.au |) |)

# 3872. WTB:RAM upgrade for ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: kempokenc@aol.com
Message-ID: <19970224132701.IAA08999@ladder02.news.aol.com>
Source record: 127113

Looking to buy a RAM upgrade for either a 520STm or 1040STf. If you have one you are looking to sell for quick cash, let me know. Prefer a solderless one. Thanks,
Ken

# 3873. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33119e15.20743490@news.demon.co.uk>
Source record: 127114

On 24 Feb 1997 10:23:34 +0100, Magnus Kollberg <emwoll@emw.ericsson.se> wrote:

>I know this would be realy hard, but wouldn't it be possible to find
>those games that companies doesn't care about anymore and make them
>available somewhere free for download?
...
>It can't be very hard to find which games which couldn't be placed
>here as they can't be that many who are being sold these days, or?
>
>Possible?

Such a good idea has no place in this newsgroup :)

We can but try, I'm certainly willing to be part of such an effort.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 3874. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvvi7i2tu5.fsf@emw.ericsson.se>
Source record: 127115

rick_ellis@vnet.ibm.com writes:

> 
> Someone could always contact the game authors (or whoever owns the game copyright) to ask permission
> to distribute their games on the net. I know this has been done for the ZX Spectrum games floating
> around on the web.
> Obviously if authors don't want their games freely distributed then they shouldn't be, but
> I should think there are a few authors out there who would love to see their games distributed.
> This is just a suggestion to avoid all the "pirated games" posts on here.

Yes I agree. The problem might be to get hold of most people and those companies
who still excist from the good old days wont probably even bother to answer.

But I still think it could be worth it and and if we can't get hold of them all,
only some of them would be a start. There are _many_ old games for the ST.

And how is it with the companies that doesn't excist anylonger? Do they still have
the copyright of the game?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3875. ATARI RETIALER GONE OUT OF BUSINESS.

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: modemkid@gate.net
Message-ID: <3311a09f.758223@news.gate.net>
Source record: 127116

Atari retailer closed down. Left with 1000's of ST software. Mostly games, some productivity, no newer software. These items are 2+ years old. But brand new in the package. Make up your list of wants and needs and email at modemkid@gate or call 561-464-0019. Between the hours of 1pm-9pm est. Ask for Gary. No ST lists. Have your list ready.

# 3876. HELP: Nedd Atari ST/Mega/TT Info

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: ajbufort@mail2.sas.upenn.edu
Message-ID: <5es81j$om@netnews.upenn.edu>
Source record: 127117

Hello all...

I'm a little old 8-bitter, Atari, of course, who's finally
looking to upgrade to a more modern machine. :)

What I really crave is a Cyrix, but that's a ways above my budget
for the time being. I love most things Atari, and I thought why not
check out the Atari 16-bit line as an interim alternative to my final goal.

BUT I NEED INFO!!!

The FAQ doesn't seem to have the kind of info I'm looking for. I guess
one could say it's in the realm of the very basic. What are the
differences between the machines? Can one surf the net reasonably fast
on an Atari? Are these machines potentially compatible with Macintoshes
in some way? What's the best or most commonly used OS out there for the
Ataris? I've heard some things, but I need a clear breakdown.

I think I MIGHT be interested in a 1040 ST, but I don't know if it will
have enough memory/speed/whatever to be able to do the kinds of things I
want on it. Mostly, I want to use it for internet applications and the
like (NETSCAPEish and TELNETtish sort of stuff). Any tips of the best
word processor around would also be appreciated.

Mostly I'm nervous because I don't want to buy a machine that does less
when for a few more bucks I could have had a machine that does/has more.

Thanks you in advance,

Tony :)

# 3877. Re: Where to post Atari items for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5es811$rb5$1@macaw.cyberport.com>
Source record: 127118

You are in the right newsgroup ...Post away !!

but email me first with any really good deals <g>

In article <330D5E54.52FA@harborcom.net>, scottboesken@harborcom.net says...
>
>What is the best news group to post Atari ST Items that I have to sell.
>Does this news group allow items for sale. I've seen items for sale
>here,
>is that acceptable?
>Hey, any help would be great.
>
>Thanks, Scottboesken@harborcom.net

# 3878. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvu3n22ora.fsf@emw.ericsson.se>
Source record: 127119

damien@jetman.nojunkmail.demon.co.uk (Damien Burke) writes:

> >I know this would be realy hard, but wouldn't it be possible to find
> >those games that companies doesn't care about anymore and make them
> >available somewhere free for download?
> ...
> >It can't be very hard to find which games which couldn't be placed
> >here as they can't be that many who are being sold these days, or?
> >
> >Possible?
>
> Such a good idea has no place in this newsgroup :)

I guess not. :-)

> We can but try, I'm certainly willing to be part of such an effort.

I guess that is a "problem" as well. Who will do it and how should we do
it? :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3879. Re: MagiC 5 and memory protection

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5esc52$g97$1@newsserver.rrzn.uni-hannover.de>
Source record: 127120

Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
: I still think they shouldn't call it memory protection as in the wasy I

Who are "they". Please specify!

--

-----------------------
ANDREAS KROMKE

.....................................................
Fragen Sie nicht, was Ihr Computer fuer Sie tun kann.
Fragen Sie, was Sie fuer Ihren Computer tun koennen.

# 3880. Re: Virus Problems with Atari.

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: fvdakker@mrose.nl
Message-ID: <8568253954708@wise.mrose.nl>
Source record: 127121

GA>I am an Amiga User, and have been for 4-5 years. However, a friend at
GA>College (Or high school for you Americans.) owns an Atari 520 STe (1 Meg)
GA>and has been having some virus problems with it. He claims that it is a
GA>"Ghost Virus Varient" altough I know that viri can often be pretty similar

A well-known virus :-)
UVK (ultimate Virus Killer) is the best to get rid of it IMHO.
There are some (old) vkillers that can remove it too. Look for it at the
ftp-sites
of hensa, umich and others. I don't know where you can get them in the
uk, since I don't live there. You could try hisoft...
Ask for addresses here...
(To all: is there a site with all the addresses of
Atari-shops/companies??)

Greetings,

Frits.
Frits van den Akker JFA Software Program
fvdakker@mrose.nl Program@STR
<A HREF="http://www.mrose.nl/program/">Homepage</A>
MtnMail V1.04:
No Taglines Available.

## 3881. FS: PageStream 2.1

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: jpasquini@aol.com
Message-ID: <19970224034000.WAA14557@ladder02.news.aol.com>
Source record: 127166

I have PageStream 2.1 for sale. Original disks and manuals. Asking $35+shipping.

## 3882. FS: Flight Simulator and scenery disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: jpasquini@aol.com
Message-ID: <19970224034000.WAA14550@ladder02.news.aol.com>
Source record: 127167

I have SubLogic's Flight Simulator and Scenery Disks 7, 9, 11, Western Europe and Japan for sale. Asking $25+shipping for everything.

## 3883. FS: El Cal

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: jpasquini@aol.com
Message-ID: <19970224034000.WAA14673@ladder02.news.aol.com>
Source record: 127168

I have El Cal: The Elementary Calculator for sale. Asking $15+shipping.

## 3884. Re: ST Informer: where is it?

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: ut13@ab292.rz.uni-karlsruhe.de
Message-ID: <5er23o$1r0$1@nz12.rz.uni-karlsruhe.de>
Source record: 127169

greg_evans@delphi.com wrote:
> pulled its advertising. The good news is ther _may_ be life after
> death -- ...
Or file after death .->

--
Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997

## 3885. FS: ICD drive cable

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: jpasquini@aol.com
Message-ID: <19970224033901.WAA14479@ladder02.news.aol.com>
Source record: 127170

I have an ICD 19pin hard drive cable for sale. For connection to the DMA port of an ST. Asking $12+shipping.

# 3886. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-24 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5eqsvc$b7c@ash.ridgecrest.ca.us>
Source record: 127171

>You must be crazy!!!??? If you think I'm gonna pay $50.00 for a tos
>image??? The ST is worthless nowerdays! You can't compare ST software to an
>IBM compatible... You guys are dreaming?? TOS images in my option are worth
>2 cents... Anyway how is someone supposed to evaluate these emulators if
>they don't have the images!!! If that's the case then don't put out any
>demos!!!!

Then why is it that you want it so bad?
Are you just a clepto?
If ST software is worthless, then why even bother?

As far as the emulators are concerned, call the support
number that comes with one:)

Gemulator or any of the other emulators are not going to
make a dent in the TOS software market.
The people that want to run the emulators usually are those
that find something missing in their life and want to return
for a taste. Ruby slippers are not free.

You make no sence whatsoever.
Reply if you wish. Your just a dwip and i'm sure you'll get your
image in the end. That's my final word in this thread.

Mike

>
>Michael Grove <mgrove@owens.ridgecrest.ca.us> wrote in article
><5ep3e8$33j@ash.ridgecrest.ca.us>...
>> Callum Baird Lerwick wrote:
>> >
>> > > Just get an old ST or TOS roms from Atari dealers, they still sell
>> > > them you know.
>> >
>> > I think you all are a bit too paranoid about piracy, games are one
>thing
>> > (legal copies can be found cheaply) but ROM chips? Consider that
>> > emulators don't work well with older than TOS 2.06. A machine that
>> > already has TOS 2.06 is probably going to go for at least $100-$150.
>> > Upgrading a $30 TOS 1.x machine is gonna cost you about $100. I think
>> > many people are interested in the ST who don't have one, and want to
>check
>> > out STonX or GEMulator demo, but don't want to pay $150 to get ROMs. Or
>> > people like me with limited cash who would rather go on to PC, rather
>than
>> > upgrading their crap ST's to 2.06 so it can be emulated. Don't you

>want*
>> > people to stay with the ST, emulated or not?
>>
>> We'll you could also look at it this way. If everyone that wanted to
>> run TOS under Gemusucker, STunk, or TOSitAway, actually purchased the
>> ROM's,
>> it might just keep an Atari dealer in business for that much longer. A
>> lot
>> of these business go on month to month sales to keep their doors open.
>> I wish I had more ROM chips than I do. With about 30 request a week, if
>> everyone purchased a set for $50.00 a pair, ummm, $1500.00 is probably
>> more
>> than you make a month. And probably enough to keep a dealer interested
>> in the TOS market long enough to import a few more new titles (yes,
>> there are a few new apps coming this way).
>> I remember once someone said that Derrik had called <all> Atari users
>> pirates. It seems to me with the Gemusucker version that runs MagiC
>> only needing a simple change to run a TOS image, it is a case of the
>> pot calling the kettle black. Thanks Derrik, for selling and supporting
>> (lots of laughter in the background) a product that performs such a fine
>> job of vomiturition. The folkes at Microsloth must be proud of you.
>>
>> Mike
>>
>.

# 3887. Setting up a 520STfm

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: kparks1@osf1.gmu.edu
Message-ID: <5evoa7$l2u@portal.gmu.edu>
Source record: 126922

I just purchased a 520STfm, it came without any software and no mouse. When I power it on it
seeks the floppy drive and the sreen is black with a white border.

In the user's guide it talks about using a language disk to boot the machine. Later it says this is the fastest way to boot and that TOS is in ROM and the GEM desktop should come up eventually.

Do I need the language disk in order to boot? If so where can I get such a disk? Otherwise, is
it broken and if so, where can I start to look to fix it? Are there schematics on-line somewhere? etc,
etc.

TIA,
-KP

# 3888. (no subject)

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: tom.lou@netcomuk.co.uk
Message-ID: <3312B141.6344@netcomuk.co.uk>
Source record: 126923

```
subscribe
```

## 3889. Re: Why so few hacks?

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <5eu02p$omh@News.Dal.Ca>
Source record: 126972

Another good hack would be to crack the code for Notator SL so that it would run on TT/Falcon and Pak30 machines!

JG

# 3890. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <3312abe6.3273806@news.demon.co.uk>
Source record: 126973

On 24 Feb 1997 16:43:37 +0100, Magnus Kollberg <emwoll@emw.ericsson.se> wrote:

>I guess that is a "problem" as well. Who will do it and how should we do
>it? :-)

Same way I've got a few permissions for distributing Spectrum games; email any authors you spot on the net. Phone/write to companies that still exist, and so on. I'll get some addresses together myself and start the ball rolling. All help welcome of course!
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 3891. FS: Atari ST 1040 Needs Repair/Portland, OR only

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: zplanet@aol.com
Message-ID: <19970225011639306881@ip-pdx06-03.teleport.com>
Source record: 126974
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
FS: Atari ST 1040 Needs Repair/Portland, OR only

Atari ST 1040:1MB Ram, Mono Monitor, Keyboard, Mouse, Cables.
$25
CPU OK but needs disk drive repair.
Monitor works but sometimes flickers.
Repair or use for parts.
Selling only for pickup in Portland, OR area.

email to: zplanet@aol.com

Norm
Portland, OR
```

# 3892. Re: MagiC 5 and memory protection

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <3312AA20.167EB0E7@etlxdmx.ericsson.se>
Source record: 126975

Hi Andreas

Andreas Kromke wrote:
>
> Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
> : I still think they shouldn't call it memory protection as in the wasy I
>
> Who are "they". Please specify!

What are saying Andreas? That neither 2B, ASH, or yourself have never
claimed that MagiC has memory protection?

Regards
Martyn

## 3893. WTB SM124 Monitor

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: rbender@peganet.com
Message-ID: <5etsp8$kra@andromeda.peganet.net>
Source record: 126976

Looking for Atari SM124 Hi-Res Monitor. Please respond with price and condition to rbender@peganet.com.

Randy B.

# 3894. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <3312B2A7.446B9B3D@etlxdmx.ericsson.se>
Source record: 126977

Hi Roy

Roy Goring wrote:

> I will put Stoop 2 on the WAG web site for download :-)

Thanks, got that :-)
>
> Dispite what it says in the docs, IT IS NOW PD :-)

Good. Is there a key for it? Neither my real 1.5 key nor Phil's PD key
work since it is now past 1/4/96.

Regards
Martyn

# 3895. Re: New version of stoop needed

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <3312B205.2781E494@etlxdmx.ericsson.se>
Source record: 126978

Hi Harry

please@no.spam.mail.here wrote:

> Did my last message on this subject get out? I'm sure I answered this fully
> before... Here's that info again...

If it did, it was in invisible ink :-). Thanks for the info.

Regards
Martyn

# 3896. Re: Looking for "DJ_on.CPX" (HP deskjet CPX module)

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Adrian Bridgett <apb25@cam.ac.uk>
Message-ID: <5euf2o$mie@lyra.csx.cam.ac.uk>
Source record: 126979

Hallvard Tangeraas <hallvart@sn.no> wrote:
> I'm looking for a file package which contains a CPX module for the HP
> Deskjet 500 printer called "DJ_ON.CPX". I'm not sure what the package is
> called, and I couldn't find it anywhere, so could someone please lead me in
> the right direction?

If this is to reset the printer when you need to print but forgot to turn
the printer on before the computer, I have two programs which will do it.
One is executable and the other is an accessory. I'll email them to you if
you want, they are 1.5 and 2.5K (compressed).

Adrian
--
adrian.bridgett@poboxes.com www.netforward.com/poboxes/?Adrian.Bridgett
finger apb25@apb25.emma.cam.ac.uk for PGP public key
---------------------------------------------------------------------------
Windows95 - the world's first NON-operating system.

## 3897. Any falcons for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: mike@nether.u-net.com
Message-ID: <5eufsp$10m$1@despair.u-net.com>
Source record: 126980

Looking for Atari Falcon, would settle for STe, preferably in UK.
Mike Macey
mike@nether.u-net.com

# 3898. Re: NVDI fast printing ...

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: mcooke@tyndale.apana.org.au
Message-ID: <5eucoh$60s@posgate.acis.com.au>
Source record: 126981

```
>FROM: SSweet@mettav.demon.co.uk
>SUBJ: NVDI fast printing ...
>
> A> I just tried to use NVDI 4's fast printer device with MagiC 5 ..
> A>
> A> Got the necessary file (DEV_FPRN.DEV) and put it in the XTENSION folder,
> A> on starting MagiC it appears in the U:\DEV folder ok .... but if I try
> A> printing with it, far from being quicker it's painfully slow!
> A>
> A> I have set NVDI (in the CPX module) to print using that instead of
> A> anything else but it doen't help ...
>
> A> Anyone any ideas or help??
>
>Well when i use it in Papyrus, which aint often these days now, i set Papyrus
>to print to a file, and point it to U:\DEV\FPRN when the F-Selector opens.
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>
>** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
>-= Who are you calling a pig, They call me *MR PIG*
>--
>
>Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)
>
>
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
>~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>.
Hi There

I think you are a bit confused about DEV_FPRN.DEV all you do is put
it in the auto app or what ever in the magic set up and forget it.
Print out using your normal nvdi print driver. This is actually faster
than outburst. I tried doing what you are doing and nothing changes.

This is really a print routine fast code patch like outburst.

Using the same full text pages in Papyrus printed at 300 dpi HPL5 takes 19
seconds from button press to eject from printer. Outburst 3.3 same
23sec.

Try it. I use a TT with MagiC 5 NVDI 4.1.
Regards
```

___ _____ _____ _ _ ____ ____
/ __)( _ )( _ )( )/ )(_ _)( ___)
( (__ )(_)( )(_)( ) ( _)(_ )__)
___)(_____)(_____)(_)_)(____)(____)
Malcolm Cooke email: mcooke@tyndale.apana.org.au
Snail mail: 7 Naas Rd Tharwa 2620 Australia :-)
http://www.spirit.net.au/~mcooke

# 3899. Re: Why so few hacks?

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvu3n1gl38.fsf@emw.ericsson.se>
Source record: 126982

rich@rjelwell.demon.co.uk (Richard) writes:

> 
> In article <yvvybce2xco.fsf@emw.ericsson.se>
> Magnus Kollberg <emwoll@emw.ericsson.se> wrote:-
> 
> >BTW. I have a Black Scorpion as my boot logo (not on power on though). :-)
> 
> I've got one of those too Magnus. Now how did we manage it...? :-)

:-) I guess we are two of the few lucky ones out here.

> Another DL special no doubt.

Yeah. His programs start to pop up all over my screen... :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3900. Re: Help with Cuebase 3.11/Magic 5.03 !

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <5eukcg$kal@huron.eel.ufl.edu>
Source record: 126983

<Hi Brian,I have tried Cubase3.1 with Geneva 005 , but I can't access the menu bar of Cubase with the pointer.I can use the mouse for all the functions within the windows,I can use the transport bar,but when I move the cursor to the menu bar,nothing happens.Any suggestions would be appreciated.>

Francois Groulx

I am also able to use Cubase Audio under Geneva 4 with no problems.
I use it on Single Tasking Mode.

Raymond
.

# 3901. Re: HELP

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvrai5gkea.fsf@emw.ericsson.se>
Source record: 126984

Fredrik.Jahn@tripnet.se (Fredrik Jahn) writes:

> I am using Atari 520 Ste 1Mb with Notoator. I by mistake deleted a
> file from within Notator. Is there anyway to recover this file? I had
> put a lot of work into this song, so I woud be most grateful for any
> advice?

If you havn't written _anything_ to the disk after you deleted it it should
be possible. Diamond Edge can do it and probably some others as well,
Knife-ST?

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 3902. Re: MagiC 5 and memory protection

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvsp2lgkiq.fsf@emw.ericsson.se>
Source record: 126985

and@sun1.imr.uni-hannover.de (Andreas Kromke) writes:

>
> Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
> : I still think they shouldn't call it memory protection as in the wasy I
>
> Who are "they". Please specify!

Who ever is responsibe for saying it. ASH or 2B or you or who ever it was
who said MagiC has memory protection. I don't know.

Will MagiC take use of the MMU (on 030 and up) in the future to give us as
good memory protection as MiNT has?

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 3903. Re: anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Stephane Landier <slandier@icon.co.za>
Message-ID: <33129CAB.6C8D@icon.co.za>
Source record: 126986

Mr M P Wilson wrote:
>
> >Steph
>
> I have to disagree...the atari scene isnt as vibrant as it once was,but
> things are picking up with new products coming onto the market.Developers
> are hardly going to be inspired to code for the atari market if they see
> people on the main atari newsgroup saying hey,its old stuff,so why should
> we give 2 hoots.We should be condemning piracy now as much as ever,if not
> more.
> Just my tuppence worth,
> Mark

I am very close to the gaming industry, as I used to develop utilities
for game companies on the ST (Edmap available at ftp.cnam.fr is one of
these). I can tell you that the ST doesn't have any marketing relevance
since 92 or maybe 3. Unfortunately it is marketing that feeds developer.
However, don't flame me ! I love my STe, and my Falcon ! I also have an
Amiga 1200, a C64, an AMSTRAD CPC and I love them all :-)

Steph

# 3904. again: screen in Pacifist!

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: mvogel@coli.uni-sb.de
Message-ID: <5eup93$6iv@coli-gate.coli.uni-sb.de>
Source record: 126987

Since there weren't that many answers, I would like to ask my question again:
Did anyone else notice that the screen is always inverse in Pacifist?
(What should be light, is dark and vice versa, for example desktop elements like drive symbols are dark, all in all, the screen looks bad this way)?

I only refer to *monochrome* mode (high resolution)!!

In medium resolution, the colours are o.k. and changes can be saved with the help of control.acc, whereas control.acc is of no use in monochrome mode for me:
Nothing can be changed, nor is anything different after trying to change something and rebooting.

Perhaps the author could also contribute something to this question.
Please, don't misunderstand me:
I do not want to complain, because I see that the program is just being developed more and more and offered for free; therefore, I am really thankful.

So once again:
Any solution welcome

Manfred

# 3905. Re: HELP

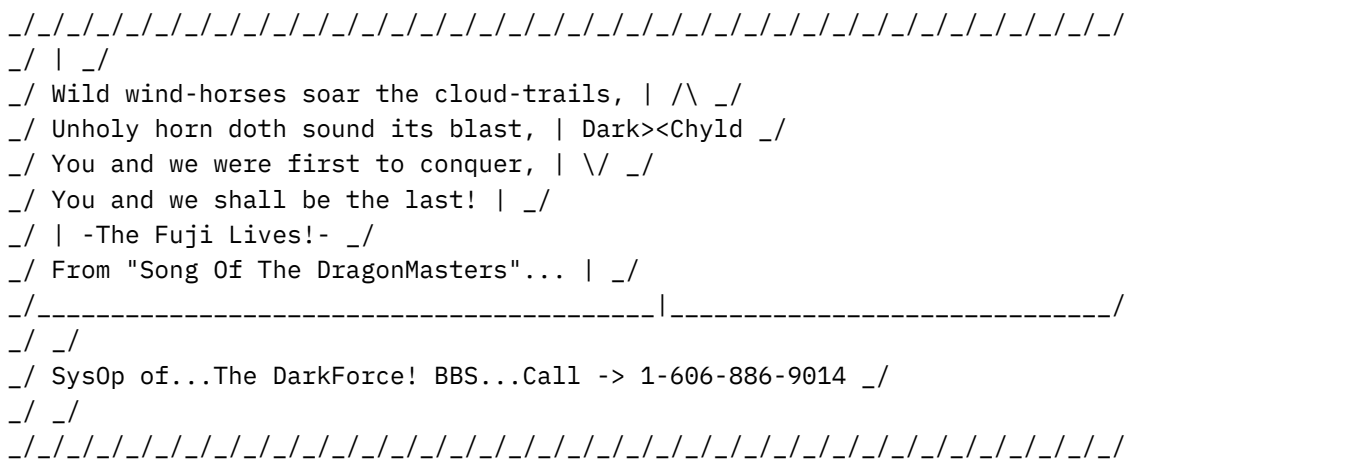
Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: thechyld@eastky.com
Message-ID: <856863282_OASIS_@eastky.com>
Source record: 126988

In article <yvvrai5gkea.fsf@emw.ericsson.se>
Magnus Kollberg <emwoll@emw.ericsson.se> said:-

>Fredrik.Jahn@tripnet.se (Fredrik Jahn) writes:
>
>
>> I am using Atari 520 Ste 1Mb with Notoator. I by mistake deleted a
>> file from within Notator. Is there anyway to recover this file? I had
>> put a lot of work into this song, so I woud be most grateful for any
>> advice?
>
>If you havn't written _anything_ to the disk after you deleted it it should
>be possible. Diamond Edge can do it and probably some others as well,
>Knife-ST?
>
>//Magnus Kollberg
>--
> +---------------------------------------+
> | Falcon040, Bad Mood support team |
> | email: Magnus.Kollberg@emw.ericsson.se |
>

Magnus, the shareware program ST-Tools will do it very well also, but only
if, as you said, nothing has been written to the disk since then. ST-Tools
will find the file with the first character replaced with a " * " which lets
TOS know it can use that space now. Replace it with the right character, and
you will have your file back. Good luck! ;)

--



# 3906. Falcon Ram Prices

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: "E.S.C" <escaisey@ibl.bm>
Message-ID: <01bc2334$9f7ef360$LocalHost@greatso.ibl.bm>
Source record: 126989

Which Atari retailer has the best Falcon Ram Prices?

I would like to take My Falcon to its full 14Meg Capacity.

Are the Falcon Memory Chips more reliable than Memory Boards that accept
Simm
Chips?

Thanks!

escaisey@ibl.bm

# 3907. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvn2sshok9.fsf@emw.ericsson.se>
Source record: 126990

gary@the-gap.demon.co.uk (Gary Priest) writes:

>
> >Every version of MagiC is available for Atari, Mac and PC and will be.
>
> Yes, but people in this group keep reporting problems with MagiC such as
> booting failure, memory protection failure, and DSP lock ups.
>
> And the question is (as above), 'what is happening with MagiC?'.
>
> Is it still being developed? Are you planning on releasing any
> patches/fixes, new versions etc? This question is always avoided and never
> answered!! See your above comment, Andreas. No answer about Atari specifics.

Well I don't think we should only complain on Andreas, but there are one
or two problems with MagiC.

I have been told that there is an update of MagiC soon to be released which
is going to be 5.10. I got some info on what was going to be fixed, but it
wasn't very specific and it was most abaout some new features like realtime
moving and resizing of windows. No support for more AES 4.1 calles from what
I could tell. :-(

Maybe they (Andreas as we have never seen 2B in this group so they might not
even have email) could put together a bug/problem report that we could add
to? It wouldn't be to hard, or someone in here could do it and then mail it
to Andreas. Ofcourse, he must read it as well or it's rather pointless. :-)

Another "slight" problem is that Andreas hasn't got a Falcon. :-\

This would also show us that they realy care and want to produce the best OS
for us TOS addicts.

> I posted in here a few weeks ago asking where I can get an upgrade from 5.03
> to 5.04. No replies. Surely, you could make a patch available, so that
> existing users can upgrade to the latest version?

Yes, this I find a bit stupied. Why not make a patch available for people to
download and update their copy. Geneva has this and I have not heard any
problems from that system and it makes it ssssooo much esier for many people
to see to that they use the latest version and so that the MagiC team can
atleast get ridd of all those mails about problems witch has already been
fixed in later versions.

//Magnus Kollberg
--
+----------------------------------------+

```
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------+
```

## 3908. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: and@sun1.imr.uni-hannover.de
Message-ID: <5ev4mi$6ms$1@newsserver.rrzn.uni-hannover.de>
Source record: 126991

Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
: Yes, this I find a bit stupied. Why not make a patch available for people to
: download and update their copy. Geneva has this and I have not heard any

ASH customers can get free minor updates from their WWW site.
Unfortunately this is only for the German version. Ask your distributor.

--

-----------------------
ANDREAS KROMKE

# 3909. [WEB] new atari english pages!

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: dipching@ping.be
Message-ID: <856889222_OASIS_@ping.be>
Source record: 126992

Hello again everybody,

I have just translated my web pages into english !!! Only for you !
Yes, because all of my pages were in french, I have received some
deceived comments (thank you to Tony Greenwood) ... I have quick
understood I had to translate them ...
Then it's ready to consult !

same http address, but chose the little UK flag at the bottom of the
welcome page !

**********
http://www.ping.be/~pin10575/INDEX.HTM
or go directly to /INDEX-E.HTM
**********

All the atari related pages are now translated, very soon the rest
will be done ... Look at the Calfeutrail Page to see what is changed !

Jo

Don't hesitate to continue to comment or to directly contact me to
push further ...

--

```
------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# *** *** *** *** *** * ** *** *** Jo Vandeweghe #
# ** *** ** ** * * * * ** * dipching@ping.be #
# * * * *** *** * * *** *** * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
------------------------------------------------------------------------
```

## 3910. Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <856890012_OASIS_@ping.be>
Source record: 126993
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
The day I'll have enough money to buy a Hades 060 is approching but
before I take the big discision I'd from you the pro's and especially
the cons of the Hades. Are there programs that won't work?
Also I'd like to know if one can use a TTM194/195 screen with it

CU
Martin

--

****************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
****************************
```

## 3911. PC monitor on an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: "John Hutchinson"
Message-ID: <5ev5k6$ra5@lana.zippo.com>
Source record: 126994

I forget... what does it take to hook up a color multiscan PC monitor to an ST?

Thanks,

-Hutch-

# 3912. Magic Shadow Archiver techie question

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: l.d.tonks@bra0202.wins.icl.co.uk
Message-ID: <5euuhq$d6c@lana.zippo.com>
Source record: 126995

Hi!

Just been fiddling around with MSA 2.3+ for the first time in ages and got thinking about the .MSA files that this program creates.

Does anyone know the file format of these? How are the sectors/tracks stored if you turn compression off? What kind of compression is used if you switch it on? Is the source code available anywhere? And is the author's email address (included in the on-line help) still valid?

A lot of questions, I know, but hopefully there'll be one or two answers out there.... :-)

Thanks,

Blood.
(not JUST a Speccy freak)

*============[ l.d.tonks@bra0202.wins.icl.co.uk ]=============*
| The Infamous BLOOD! |
| The Speccy's not dead - it was just resting! |
| Who needs 500Mb of rendered intro when Jetpac fits in 16k?! |
*===========[ http://mudhole.ehche.ac.uk/~blood/ ]============*

## 3913. WTB: Atari Color Monitor

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: "John Hutchinson"
Message-ID: <5ev5ga$r1o@lana.zippo.com>
Source record: 126996

Wanted: Atari SC 1224 Color Monitor in good working condition.

Email description and price to hutchinj@orlando.veda.com

# 3914. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5ev82p$42@ornews.intel.com>
Source record: 126997

In article <01bc2124$c43cf600$98de23c7@condor>,
"tivegas" <tivegas@ix.netcom.com> wrote:
>
>Sure I know where you can get plenty of ST games, send me let me know wich
>kind ya like and i'll start sending them up to ya, As for that Maddog
>fellow don't listen to him the ST and most of software
>companies that supported it couldn't afford to enforce, that weak law!
> SIN,
> Tivegas WAREZ MASTER

Perhaps not, but you have used a Netcom address in violation of Netcom's
copyright and trademark, and /they/ can certainly afford to prosecute.

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# 3915. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5ev82t$42@ornews.intel.com>
Source record: 126998

In article <01bc21c8$8fbaefa0$d34badc7@mweber>,
"Mike Weber" <mweber@li.net> wrote:
>
>You must be crazy!!!??? If you think I'm gonna pay $50.00 for a tos
>image??? The ST is worthless nowerdays! You can't compare ST software to an
>IBM compatible... You guys are dreaming?? TOS images in my option are worth
>2 cents... Anyway how is someone supposed to evaluate these emulators if
>they don't have the images!!! If that's the case then don't put out any
>demos!!!!

(1) If the ST is "worthless" you have no need to "evaluate" anything written
for it.

(2) TOS2WIN doesn't require a TOS image.

(3) If you desperately want to be hassled by your ISP for violating
international (and in your case, I think, US) copyrights, keep posting
pro-piracy articles. If not, keep your conversations private. No one
complains about what they don't know about. A word to the wise should be
sufficient.

----------http://www.teleport.com/~atari----------
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email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 3916. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: James@NO-SPAM-grunt.demon.co.uk
Message-ID: <33153247.2227800@news.demon.co.uk>
Source record: 126999

On 24 Feb 1997 14:53:54 +0100, Magnus Kollberg
<emwoll@emw.ericsson.se> wrote:

>> Someone could always contact the game authors (or whoever owns the game copyright) to ask permission
>> to distribute their games on the net. I know this has been done for the ZX Spectrum games floating
>> around on the web.
>> Obviously if authors don't want their games freely distributed then they shouldn't be, but
>> I should think there are a few authors out there who would love to see their games distributed.
>> This is just a suggestion to avoid all the "pirated games" posts on here.
>
>Yes I agree. The problem might be to get hold of most people and those companies
>who still excist from the good old days wont probably even bother to answer.
>
>But I still think it could be worth it and and if we can't get hold of them all,
>only some of them would be a start. There are _many_ old games for the ST.
>
>And how is it with the companies that doesn't excist anylonger? Do they still have
>the copyright of the game?

They do... Often they have been wound up or liquidated... but the
liquidator owns the rights. Take a good game like DEUTEROS. Programmed
by Ian Bird for Activision which, if I recall, went into receivership.
That means, most likely, someone bought the rights and it would be
HARD to find the current owners... but they might find you if you
distribute the games....

Damned pity IMHO!

# 3917. Re: Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5eve3p$33u@scanner.worldgate.com>
Source record: 127000
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Martin.Byttebier@ping.be (Martin Byttebier) wrote:
>The day I'll have enough money to buy a Hades 060 is approching but
>before I take the big discision I'd from you the pro's and especially
>the cons of the Hades. Are there programs that won't work?
>Also I'd like to know if one can use a TTM194/195 screen with it
>
>CU
>Martin

Hi Martin,

I would suggest you join our DirecT40/T60 Support e-mail list. Many users of Hades are subscribing to this list and are posting as well as replying to posts. Very informative.

To join, send e-mail to support@compdirect.com and use
Join Lists DirecT40/T60 as your Subject.

You can also get a complete list of our service at

http://compdirect.com/directions

All the best,
Chris @ Computer Direct

# 3918. Re: Help with Cuebase 3.11/Magic 5.03 !

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: cj763@FreeNet.Carleton.CA
Message-ID: <5ev0dj$m2k@freenet-news.carleton.ca>
Source record: 127001

Maybe that's where the problem lies .Brian and yourself are using Cubase
audio and it seems to work with Geneva .I have Cubase 3.1 and it does'nt work.
Are ther any other flags that you use to have it work.
>
> Francois Groulx
>
>
> I am also able to use Cubase Audio under Geneva 4 with no problems.
> I use it on Single Tasking Mode.
>
> Raymond
> .
>
>

--

# 3919. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5evfo5$bhf@news.Hawaii.Edu>
Source record: 127002
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

James R. Lendino (jlendino@panix.com) wrote:
: I'm looking for some information and resources on setting up a Mega
: 4STe for music. I know standard MIDI terminology and have been
: working with keyboards for some time now, but would like to get this
: particular machine rigged up to some keyboards.

This is an excellent machine for MIDI. The extra speed (as opposed to an ST) is very helpful.

: 1. What interfaces are available? I'm looking for at least 48
: channels and a couple of MIDI ins.

If you were to purchase Emagic Logic ($349), this is accompanied by the LOG3 Interface, a combination dongle and MIDI expander. It has three additional sets of 16 MIDI channels (48 + STe's 16) on it's four MIDI out ports (two of the ports on the LOG3 output the same information). This gives you a total of 64 MIDI channels.

MIDI ins are much harder to come by. The Emagic Unitor II ($349) offers two outputs and two inputs - used with LOG3, this provides 96 MIDI channels and three MIDI ins total.

On my system, I added a Kawai MM-16 MIDI Mixer, providing MIDI merge capability, effectively adding an additional MIDI In. There are a wide variety of (usually expensive) MIDI merge boxes.

Other options include:

Emagic/C-Lab Export (Not for Falcon) serial port - 3 MIDI Outs - $129
Steinberg MO-4 - Parallel Port - 4 MIDI Outs - $199

: 2. What about software? Mainly I am interested in Cubase and Notator
: (Logic? is that the same thing).

Notator SL ($249) came before Logic, and some early versions of Logic were called Notator Logic. They are not the same. Notator and Logic are fairly different (I still prefer Notator) and Logic is sluggish on a Falcon, so Notator may be the better option.

I haven't had much experience with Cubase so I cannot speak to its sequencing abilities or speed.

: Finally, does anyone have some equipment like this to sell? How much
: should I expect to pay?

Retail prices are listed in the above, from the Toad Computers catalog 1-800-448-8623

---
Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing
---

# 3920. Re: How much should I pay for a ZIP drive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: csilver@kendaco.telebyte.com.Spam.Th.is
Message-ID: <5evhhn$b49@news.telebyte.com>
Source record: 127003

All Gary wrote to all:

>I'm seriously contemplating getting a ZIP drive to go with my Falcon, and
>just wondered how much I can expect to pay for one in the UK?

Hi Gary,

Before you buy a ZIP drive you might consider a SyQuest EZ Drive(135meg cart)
IMHO, the SyQuest is faster and uses a better technology. The price here
in the US is the same as a ZIP drive, about $125. The cable to connect to a
Falcon cost anywhere from $29 to $60 ;)

Charles

**********
Time is fluid; Space is dimensional. Space can exist
without time, but not vise versa. Timing is everything
or nothing... C. Silver
**********

# 3921. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <856897422_OASIS_@ping.be>
Source record: 127004

In article <3311cb1c290191@sn.no>
hallvart@sn.no (Hallvard Tangeraas) said:-

>On Sun 23-02-97 19:23, Martin Byttebier (Martin.Byttebier@ping.be) wrote:
>
>>For the most file types 1st-guide is a good choice. You can also
>>use looknsee (zeigsmir).
>
>How about using the "ST-guide" ACCessory, as I've already got it installed
>on the system? Or do I have to use .PRG or .APP programs only?

No, you can use acc. as well (at least on the registrated version)
One final note. NEVER use the "window re-sizes to display all objects"
option in the SETUP/WINDOW menu. This option causes a system hangup.
CU
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 3922. Re: Falcon Ram Prices

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33137B9C.7B8C@cfcsc.dnd.ca>
Source record: 127005

E.S.C wrote:
> Which Atari retailer has the best Falcon Ram Prices?
> I would like to take My Falcon to its full 14Meg Capacity.
> Are the Falcon Memory Chips more reliable than Memory Boards that accept
> Simm Chips?
> Thanks!
> escaisey@ibl.bm

There is no such thing as Falcon memory ships AFAIK.
You can purchase a Falcon memory board that takes 4 - 4MB RAM 30 pin SIMMS or
a board that takes 1 - 16MB RAM 72pin SIMMS.
I've used both(Wizztronics, Systems for Tommorrow), and both work fine.
4 30pin SIMMS _may be_ cheaper. make sure they are all the same kind!
good luck.bonne chance

# 3923. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5evli5$f0h@due.unit.no>
Source record: 127006

Martin Byttebier (Martin.Byttebier@ping.be) wrote:

: >How about using the "ST-guide" ACCessory, as I've already got it installed
: >on the system? Or do I have to use .PRG or .APP programs only?
:
: No, you can use acc. as well (at least on the registrated version)

You can use accs as viewer in all versions, not just the registered one.

: One final note. NEVER use the "window re-sizes to display all objects"
: option in the SETUP/WINDOW menu. This option causes a system hangup.

Really? It works just fine here under MiNT/N.AES. What OS/version do you
use?

Jo Even Skarstein

# 3924. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Ben Hall <cb170@city.ac.uk>
Message-ID: <Pine.GSO.3.95.970225213533.26165B-100000@swindon>
Source record: 127007
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

> Date: Tue, 25 Feb 1997 05:52:39 GMT
> From: "James R. Lendino" <jlendino@panix.com>
> Newsgroups: comp.sys.atari.st, rec.music.makers.synth
> Subject: Atari ST as a music platform
>
> 2. What about software? Mainly I am interested in Cubase and Notator
> (Logic? is that the same thing).

The three biggies are Cubase, Notator and Logic. I'm not a Cubase fan, and have both Notator and Logic, and I think Logic is great. Development for Atari for all three of these programs has basically finished.

Logic comes with a cartridge-based interface, containing another three independent midi outs, giving you 64 channels to play with. All programs can be expanded with other interfaces to give more independent channels.

> Finally, does anyone have some equipment like this to sell? How much
> should I expect to pay?

Notator can still be bought for about 150 opunds, Cubase is still available, and Logic is about 250 or so. You may have to look hard for Atari versions though, as most music shops these days stick to the Mac/PC brigade, who usually have bigger wallets...

|> | |
|> E |\| |-| /\ |_ |_

# 3925. Re: HELP

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33137D19.6208@cfcsc.dnd.ca>
Source record: 127008

Fredrik Jahn wrote:
> Hi everyone:
> I am using Atari 520 Ste 1Mb with Notoator. I by mistake deleted a
> file from within Notator. Is there anyway to recover this file? I had
> put a lot of work into this song, so I woud be most grateful for any
> advice?
> Best Regards
> Fredrik Jahn

1)don't write anything to the disk you deleted the files from.
2)get Atari's CHKDSK3.PRG,[ftp.uni-kl.de \pub\atari\disk\chkdsk3.zip]
It's PD and you can use it to undelete your file/s
It will also defragment your hard drive.
good luck.bone chance

# 3926. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: jlendino@panix.com
Message-ID: <5evpr5$k0q@news1.panix.com>
Source record: 127009
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

>: 1. What interfaces are available? I'm looking for at least 48
>: channels and a couple of MIDI ins.

>If you were to purchase Emagic Logic ($349), this is accompanied by the
>LOG3 Interface, a combination dongle and MIDI expander. It has three
>additional sets of 16 MIDI channels (48 + STe's 16) on it's four MIDI out
>ports (two of the ports on the LOG3 output the same information). This
>gives you a total of 64 MIDI channels.

[snip]

>Other options include:

>Emagic/C-Lab Export (Not for Falcon) serial port - 3 MIDI Outs - $129
>Steinberg MO-4 - Parallel Port - 4 MIDI Outs - $199

Are these reliable? i.e. dropped notes, lockups, etc. It is
promising that there are still many options available but it seems
impossible to demo any of them without plunking down the cash first.

>: 2. What about software? Mainly I am interested in Cubase and Notator
>: (Logic? is that the same thing).

>Notator SL ($249) came before Logic, and some early versions of Logic were
>called Notator Logic. They are not the same. Notator and Logic are
>fairly different (I still prefer Notator) and Logic is sluggish on a
>Falcon, so Notator may be the better option.

It appers that Logic has since been revamped extensively for the
PC/Mac versions, whereas Cubase is largely intact but with new
features.

Thanks for the info; it was very helpful.

Regards,
Jamie

# 3927. Atari Transputer Workstation

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <856906636_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 127010

An Atari Transputer Workstation (Abaq?) happened to come in to my
possesion earlier today (lucky me).
As of yet I haven't got a suitable monitor or leads to get it fully
up and running yet and, of course, it may not work when I do.

Having taken the cover off I can tell you that it is basically an
ST (with Rainbow TOS 1.4) in a huge tower case with a mother of a
mother board which is the transputer bit. There is also a SCSI
adapter of some sort and a daughter board (called a Farm Card, I
think) with 4 transputers on it.
I gather that the ST is really just a front end for programming the
transputer bit.

I am posting here to request if anyone has any info on the ATW
could they let me know. I am not really sure what to do with it.
A web search only turned up a brief tech spec and someone at umich
who wanted to buy and ATW to add to a collection of obscure
computers.

Rich.

--

---
Richard Elwell rich@rjelwell.demon.co.uk
---

# 3928. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: flook@globalnet.co.uk
Message-ID: <331a3df6.4292278@news.globalnet.co.uk>
Source record: 127011

On Mon, 24 Feb 1997 15:15:44 -0800, Ken Macdonald
<macdonald@cfcsc.dnd.ca> spaketh thus:

>> >> I have a IBM PC-based MIDI recording
>> >> studio. Recently I came across the problem
>> >> of exchanging MIDI files with an ATARI
>> >> ST1040 owner via 3.5" floppy disks.
>> >it may need to write an IBM boot sector onto the Atari
>> >floppy.
>> >If you format some DS/DD 3.5" floppy disks on your IBM,
>> >then ask him to copy his MIDI files to the disks,
>> >should be OK.

The only GUARANTEED way of getting discs recognisable by both machines
is to format a low density (720K) disc on the PC making sure that it
is set to 720k and NOT 1.4Mb

Neil.


_ _ _ _
| \ | | ___(_) | NEIL AMISON
| \| |/ _ \ | | flook@globalnet.co.uk
| |\ | __/ | | http://www.members.tripod.com/~flook
|_| _|___|_|_| http://www.users.globalnet.co.uk/~flook


I can resist anything but not temptation.

## 3929. Binaries for latex related files

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: "Sujit R. Das" <sdas@vines.etn.com>
Message-ID: <33136D85.533A@vines.etn.com>
Source record: 127012

Hi all!
I want to start with installing latex. Can anyone tell me wherefrom I
get the binaries for the following program:

1. Latex
2. dvips
3. xfig
4. ghostview
5. Gemacs

I have the option of installing them for SunOS 4.1.3, or SGI or Linux?
Any suggestion for installation shall be greatly appreciated. I would
prefer the simplest and fastes way to get going.

Thanks very much.
--
**********
Sujit R. Das
Senior Research Engineer
Corporate Research & Development
Eaton Corporation
Milwaukee, WI 53216, USA
Ph# (414)-449-6592, Fax# (414)-449-6131

# 3930. Re: Atari 520st

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5evk5t$721@ornews.intel.com>
Source record: 127013

In article <01bc21c3$215fd840$3990b8cd@default>,
"Jeff Thomas" <Yanni@ix.netcom.com> wrote:

>I just purchased an Atari 520ST with monitor and two 3.5 drives. It came
>with NO software or manuals. I have no idea what operating system it uses,
>how to use it, and no power cables for the floppies. I paid $20 US dollars
>for it and bought it because I had never seen one and the MIDI ports on
>the back. Could any one help me to understand this unit, how can I get it
>running, where I can get copies of software IE MIDI, Games, ETC. I am an
>Atari lover. I currently have a 400, 2- 800, 600xl, 4- 2600's, 5200, 7800
>and plan to purchase more. Thanks in advance for any information on the
>520ST and how I might can get it up and running.

Jeff,

The OS is TOS (most likely version 1.0, and most likely on ROM - if you
didn't get any disks, and if the system is one of the very earliest models,
you don't have an OS, but the most common case is TOS-in-ROM). The user
interface is GEM (originally from DRI) and somewhat resembles the Mac and
Win95 interface.

Even without the floppies working, you can turn on the system, wait a minute
or so, and get the desktop. Can't do much with it, of course, but that will
verify that it's working, at least.

For parts, take a look at http://www.teleport.com/~atari/vendors.htm - Ben
Smith and Best Electronics both handle loose parts like floppy drive power
supply "brinks."

In case you didn't get a mouse, you an simulate one using the ALT key in
conjunction with the cursor arrows; ALT-SHIFT gives you fine control, and
the two keys immediately above the left and right arrows work with ALT as
the left- and right-click.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 3931. Re: Atari Transputer Workstation

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Aardvyrk <aardvyrk@*dont.spam*.cris.com>
Message-ID: <5evsgd$son@chronicle.concentric.net>
Source record: 127014

Richard wrote:

[snip story of aquisition, cosmetics, guts]

> I am posting here to request if anyone has any info on the ATW
> could they let me know. I am not really sure what to do with it.
> A web search only turned up a brief tech spec and someone at umich
> who wanted to buy and ATW to add to a collection of obscure
> computers.
>
> Rich.

You might want to try the Totally Unofficial ATW800 Page at:

http://plato.digiweb.com/kiffer/ATW/index.html

I spent a full hour or two checking specs and perusing circuits and OSs,
and I have no chance of ever owning one... I probably don't have the
time to own one, anyway.

The point is, there's a guide to getting started there, and hopefully a
link to other sites as well.

Hope it powers up and all that.

aardvyrk
aardvyrk@cris.com

# 3932. The DarkForce! BBS additions

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: thechyld@eastky.com
Message-ID: <856890024_OASIS_@eastky.com>
Source record: 127015

We here at The DarkForce! BBS are please to announce a few additions...

Users can now access the following CD-ROMs online:

1) Gemini
2) Crawly Crypt Volume 1
3) Crawly Crypt Volume 2

Thats quite a few megabytes of data, folks! Enjoy!

--

```
_/_/_/
```

# 3933. Re: Atari ST BBS LIST

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <hxKZZYS.dpj@delphi.com>
Source record: 127016

"Mike Weber" <mweber@li.net> writes:

>Can anyone email or post a list of active ST bbses which are still in
>existance in the US???

I wish sucha beast existed also, Mike!! But like most lists, they're
apt to change quite regularly. <g> I can give you one that is definitely
still up and running (my own). Toad Hall EBBS - Boston, MA
Line 1 (MichTron, at present) - 617-567-8642
Line 2 (RatSoft) - 617-569-2489

We've been running for almost 10 years now.

-Dana

# 3934. atari world back issues FS

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: David Berry <dberry@spork.callamer.com>
Message-ID: <Pine.GSO.3.95.970225131908.21798A-100000@spork.callamer.com>
Source record: 127017

Atari Antic/Timex Sinclair User/SYNC/ Amiga World
Back Issues FS

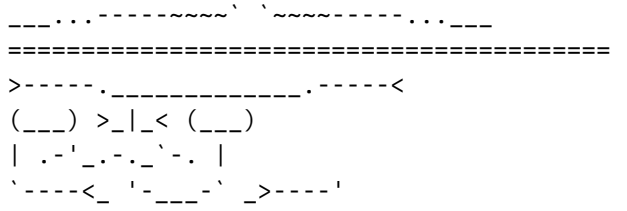
Atari Antic Sept 84 Vol3 #5 1.00
Atari Antic April 84 Vol 3 #5 1.00
Atari AnticFeb 84 Vol 2 #11 1.00

Timex/Sinclair User
6 issues including #1 1.00 ea

SYNC 5 issues, 3 frm 1983, 2 from 1984 1.00 ea

Amiga World
'90 4 issues
'91 12 issues
'92 4 issues
$1.00 each/offers

Vic Halling (805) 528-1117 534-1117 (FAX)
Associated Enterprises
Computer Sales and Service
2781 Houston Drive
Los Osos, Ca 93402
email dberry@callamer.com
dberry@job.punk.net



David Berry
dberry@callamer.com
dberry@job.punk.net

# 3935. Re: CAB Help me keep hope

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <p3M4R6Z.greg_evans@delphi.com>
Source record: 127018

Get CAB 1.5 and use OVL 1.21 for starters. Yes, CAB will crash with
that 136 error sometimes, but so will Netscape 3.0 (different error
message, of course...) Make sure the Cache is setup properly --
you should have a folder named Cache with subfolders of A, B, C,...Z.
These will be made automatically for you.

What type of ST are you using? What speed modem?

Greg

# 3936. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <3313A266.7E7B@cadvision.com>
Source record: 127019

Ken & Hallvard...

> try: ftp://ftp.cnam.fr/pub/Atari/Utilities/rsc.zip

Except it's now:

ftp://ftp.cnam.fr/pub/Atari/Programming/Ressources/RCS.ZIP

Keith

# 3937. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <3313CF38.4EEA@cadvision.com>
Source record: 127020

What ftp site is holding Thing v1.09 or any version >v0.59 with an
English resource/translation?

Thanks for any URL help!

Keith

# 3938. Re: How much should I pay for a ZIP drive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: thechyld@eastky.com
Message-ID: <856892472_OASIS_@eastky.com>
Source record: 127021

In article <5evhhn$b49@news.telebyte.com>
csilver@kendaco.telebyte.com.Spam.Th.is (Charles Silver) said:-

>Before you buy a ZIP drive you might consider a SyQuest EZ Drive(135meg cart)
>IMHO, the SyQuest is faster and uses a better technology. The price here
>in the US is the same as a ZIP drive, about $125. The cable to connect to a
>Falcon cost anywhere from $29 to $60 ;)
>
>
>Charles

I agree! The SyQuest is faster and and holds more data. I use mine to
back up stuff on my Falcon and the BBS. Also, hooking it up between the
different systems is a breeze, its auto-recognized by ICD's Pro Utils.

--

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The Fuji Lives!- _/
_/ From "Song Of The DragonMasters"... | _/
_/_____________________________________|_____________________________/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

# 3939. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: gore <gore@gord.com>
Message-ID: <01a8e7ec$34cbfcc0$281d018d@kool.nychey.com>
Source record: 127059

Ok if that's the case upload all the stuff to alt.binaries.warez.atari-st

Frank Charlton <frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk> wrote in
article <19970223214453349953@tachyon.demon.co.uk>...
>
> Dear Netcom Postmaster and Abuse Monitor,
>
> Despite repeated warnings in comp.sys.atari.st from those of us who
> still believe that piracy is theft, the user named below still insists
> that piracy is acceptable in a public newsgroup. The message contained
> below (including full headers) is both encouraging and promising to
> perform illegal activities.
>
> Regards,
> Frank Charlton (Former ST FORMAT Technical Editor, Online Editor Atari
> Computing Magazine)
>
> [posted to comp.sys.atari.st]
> [mailed to postmaster@netcom.com, abuse@netcom.com]
>
> > Path:
> >
news.demon.co.uk!dispatch.news.demon.net!demon!news.maxwell.syr.edu!cpk-ne
> >
ws-hub1.bbnplanet.com!cam-news-hub1.bbnplanet.com!news.bbnplanet.com!howla
> > nd.erols.net!ix.netcom.com!news From: "tivegas" <tivegas@ix.netcom.com>
> > Newsgroups: comp.sys.atari.st
> > Subject: Re: Games
> > Date: 23 Feb 1997 09:06:10 GMT
> > Organization: Netcom
> > Message-ID: <01bc2124$c43cf600$98de23c7@condor>
> > References: <9702212229.AA11240@Microserve.com>
> > NNTP-Posting-Host: lvx-nv4-24.ix.netcom.com
> > X-NETCOM-Date: Sun Feb 23 1:06:10 AM PST 1997
> > X-Newsreader: Microsoft Internet News 4.70.1157
> > Lines: 46
> > Xref: demon comp.sys.atari.st:46176
> >
> > Sure I know where you can get plenty of ST games, send me let me know
wich
> > kind ya like and i'll start sending them up to ya, As for that Maddog
> > fellow don't listen to him the ST and most of software
> > companies that supported it couldn't afford to enforce, that weak law!
> > SIN,

> > Tivegas WAREZ MASTER
> >
> >
> > Mr.Maddog@Microserve.com wrote in article
> > <9702212229.AA11240@Microserve.com>...
> > > From: postmaster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens)
> > >
> > > "Mike Weber" <mweber@li.net> wrote:
> > >
> > > >>Ok now that I got Gemulator to work... Where can I find all those
great
> > > >>cracked games out there I once had for my Atari?
> > > >
> > > >Not here. Copyright violation is NOT looked on favorably. You want
the
> > > >games, buy them used - or new, from the vendors who ARE still in
> > business -
> > > >or find another method of stealing them.
> > >
> > > Even if you could get cracked games, they may not all run on
> > > Gemualtor.
> > >
> > > Remember, this is primary for GEM applications. If there were such
an
> > > emulator to play games, then it should be made to prevent 'any'
> > > pirating.
> > >
> > > What's with this free cracked stuff anyways? On the 8-bit newsgroup,
> > > most of them are 'proud' to pirate games which to them is supporting
> > > the 8-bit platform. I know a game designer who still makes money
> > > from 8-bit games(third world countries and Russia who still use the
> > > machines), and he does not like it one bit when you crack one of his
> > > games.
> > >
> > > Eric Noss
> > > a.k.a
> > > Mr. Maddog
> > >
> > > mailto:mrmaddog@microsevre.com for private chats
> > >
> > > All solicitation, automatic or manual, is subjected to a fee of $500
> > >
> > >
> > >
>
>
> --
> Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
> frank@tachyon.co.uk http://www.netkonect.net/tachyon/
> PGP key available - mail pgpkey@tachyon.co.uk

>

## 3940. Warez

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: gore <gore@gord.com>
Message-ID: <01a8e7ec$7e6403a0$281d018d@kool.nychey.com>
Source record: 127060

Someone point me to all the Great ST warez please...

# 3941. Re: PacifiST

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Neeps@neeps.com
Message-ID: <5et28b$int$1@nuacht.iol.ie>
Source record: 127061
Cross-posted to: comp.sys.atari.st,comp.emulators.misc

Have a read of Pacifist.txt. It should clear some things up for you.
Also, getting imgbuild helps if you intend to convert st disks to
the pc.

You can get some software to begin with at my page :

http://www.iol.ie/~ajankows/st/pacifist.html

flook@globalnet.co.uk (flook) wrote:

>*Posted to comp.emulators.misc and comp.sys.atari.st
>*Please reply in one group only

>Yep, I've been comparing ST emulators.

>Is PacifiST supposed to do anything? All mine does is look like an
>Atari desktop. There is no hard drive access, no floppy access. I have
>the TOS image OK and (I think) all the neccesary files.

>Any help gratefully received.

>Neil.

> _ _ _ _
>| \ | | ___(_) | NEIL AMISON
>| \| |/ _ \ | | flook@globalnet.co.uk
>| |\ | __/ | | http://www.members.tripod.com/~flook
>|_| _|___|_|_| http://www.users.globalnet.co.uk/~flook

>The 4 food groups - Coffee, ice cream, beer and pizza.

## 3942. How much should I pay for a ZIP drive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <38814937_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 127062

I'm seriously contemplating getting a ZIP drive to go with my Falcon, and
just wondered how much I can expect to pay for one in the UK?

PC World have them for 149 quid, but this seems a little steep?
Does anyone know of anywhere else I can get one a little cheaper?

Also, how much should I expect to pay for a SCSI2 cable to go with it?

TIA, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 3943. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3312314e105d500@sn.no>
Source record: 127063

I've played around a bit with the "Thing" desktop and found out a few
things since I posted my last message:

-It seems that despite setting the "Ignore open window positions" in the
setup->windows menu, it won't save the setup with the windows open the next
time I start it up. I've got several replies from people mentioning that
this should work, but no matter what I try (ticking off other options as
well etc.) the desktop starts off with no windows open. It does however
"remember" the window positions, so that when I click on a drive icon the
windows cascade and are placed just as I've set it up before.

Having looked around in the help file (.HYP file) I found the following
comments in the "updating from an earlier version" section:

```
-------------------------------------
Unregistered copies of Thing now display 'Shareware' centre screen and
cannot save the positions of any open windows but is otherwise fully
functional.
-------------------------------------
```

I guess this answers my question.... sort of anyway- because *it does*
remember the window *positions*, it just doesn't let you have them open and
save them like that. I'd really like to know if anyone else has been able
to save the setup with any windows open, in the un-registered version.

The second thing I found out regards the icons. I wanted to add my own
icons to the "C:\thing\icons.rsc" file.
Several people mentioned that the reason I got problems with ORCS (Otto's
Resource Construction Set) was because the icons were in colour.
Well, I discovered that "Thing" had an alternative icon file called
"monoicns.rsc" (to be renamed to "icons.rsc" ofcourse).
I ran it through ORCS, added a new icon and imported a .ICN file to it,
then saved the whole file. It worked!!!!!! I was able to assign a new icon
to files/folders just as with the other icons in the "icons.rsc" file!
I did however mess up the order of the structure somehow as some previous
files had wrong icons.. all I did was to add the new icon last. Perhaps I'm
doing something wrong?
I found something about the "icons.rsc" file in the Thing help-file
("updating from an earlier version" section again):

```
---------------------------
Note: Thing (>=v1.0) now supports 'mini-icons'. These icons are
located in the second tree of the file ICONS.RSC which contains at
least the standard icons "FILE", "APPL" and "FOLDER". A selection
of mini-icons are included in ICONS.RSC and can be edited to suit your
requirements using a resource editor such as Interface or ORCS.
```

---

Doesn't really tell me much though. Does anyone know what those mini-icons
are for? How about the structure of the file?
It doesn't seem to be like the usual "deskicon.rsc" files for TOS 2.06, and
apparently "Icon juggler" won't work with Thing's icon file.
It sure would make things easier if it did, since I wouldn't need to save
the icons individually as .ICN files to be imported into "icons.rsc" later
with ORCS (or perhaps there's an easier way???).

Any comments regarding what I've written are welcomed..

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 3944. Looking for "DJ_on.CPX" (HP deskjet CPX module)

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3312314e105dff1@sn.no>
Source record: 127064

I'm looking for a file package which contains a CPX module for the HP Deskjet 500 printer called "DJ_ON.CPX". I'm not sure what the package is called, and I couldn't find it anywhere, so could someone please lead me in the right direction?

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 3945. Re: Page stream drivers

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970225021801.VAA05465@ladder02.news.aol.com>
Source record: 127065

Yes there is a color drive for Page Stream 2.2 . If you would like me to send you a copy of it, please leave me your correct e-mail address

# 3946. FS: LOADED ATARI 1040STE

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: jfalcon@cybernex.net
Message-ID: <5ethra$nhm$1@news.cybernex.net>
Source record: 127066

Forsale
---

This system is cool since it is totally black with a grey keyboard
instead of being totaly grey.

Atari 1040STE
1mb RAM
1.44 FDD
External 720k FDD and PC 5.25 Drive
All cables included
Mouse
SCSI HDD adaptor (all you have to do is mount it in a case since it
is bare on a PC board)
blank 40mb SCSI HDD
TONS of software including GFA Basic.
SM124 monitor (the one I currently have is blown, so I am in the
process of getting a new one)

All this can be yours for $150 or B/O
I pay shipping within the US. I will sell over the boarder if YOU pay
shipping.

Thanks...

jfalcon@cybernex.net

# 3947. HELP

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: Fredrik.Jahn@tripnet.se
Message-ID: <331233a0.3033782@news.tripnet.se>
Source record: 127067

Hi everyone!

I am using Atari 520 Ste 1Mb with Notoator. I by mistake deleted a file from within Notator. Is there anyway to recover this file? I had put a lot of work into this song, so I woud be most grateful for any advice?

Best Regards

Fredrik Jahn

## 3948. Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: jlendino@panix.com
Message-ID: <5ett1s$85n@news1.panix.com>
Source record: 127068
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

I'm looking for some information and resources on setting up a Mega 4STe for music. I know standard MIDI terminology and have been working with keyboards for some time now, but would like to get this particular machine rigged up to some keyboards.

1. What interfaces are available? I'm looking for at least 48 channels and a couple of MIDI ins.

2. What about software? Mainly I am interested in Cubase and Notator (Logic? is that the same thing).

Finally, does anyone have some equipment like this to sell? How much should I expect to pay?

Thanks in advance for any info.
Regards,
Jamie

## 3949. WTB: Human Touch for Notator

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: goodkenwin@aol.com
Message-ID: <19970225054700.AAA07971@ladder02.news.aol.com>
Source record: 127069

ANyone have a Human Touch add-on for Creator/Notator that they would like to sell?

Ken Goodwin
GoodKenwin@ AOL.com

# 3950. Still got a DIM file laying around eating disk space

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <30031_please@no.spam.mail.here>
Source record: 127070

FROM: SSweet@mettav.demon.co.uk
SUBJ: Still got a DIM file laying around eating disk space

l> basically everywhere I can think of, for Fastcopy, but have come up with
l> **nothing**. Arrrrggghhhh!!! I found Fastcopy 3 on Paderborn (sp). Could
l> not find any way to depack any disk images. Grrrr, guess I need a newer
l> version...

AFAIK, only Fastcopy Pro allowed streaming, but if your version has this go
to the streaming option and choose to write to partition. I'm sure that this
is an image function so i'd expect it to wipe everything else. Are you sure
its not an E-COPY file, that uses *.DIM images's.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Please hold your breath whilst I generate a tagline.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3951. NVDI fast printing ...

Newsgroup: comp.sys.atari.st
Date: 1997-02-25 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <30030_please@no.spam.mail.here>
Source record: 127071

FROM: SSweet@mettav.demon.co.uk
SUBJ: NVDI fast printing ...

A> I just tried to use NVDI 4's fast printer device with MagiC 5 ..
A>
A> Got the necessary file (DEV_FPRN.DEV) and put it in the XTENSION folder,
A> on starting MagiC it appears in the U:\DEV folder ok .... but if I try
A> printing with it, far from being quicker it's painfully slow!
A>
A> I have set NVDI (in the CPX module) to print using that instead of
A> anything else but it doen't help ...

A> Anyone any ideas or help??

Well when i use it in Papyrus, which aint often these days now, i set Papyrus
to print to a file, and point it to U:\DEV\FPRN when the F-Selector opens.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Who are you calling a pig, They call me *MR PIG*
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3952. FS: qty (104) Atari Magazines $25

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-2602971437230001@i537.oro.net>
Source record: 126872

Quantity 104 Atari Magazines Available!!!!

$25 plus freight for all 104 magazines.....

Atari ST Informer (One of the longest active Atari magazines)
Issues #25, 32, 34 - 38, 40, 43, 45 - 48, 55 - 59, 62 - 68, 72, 74 - 76,
80 - 83. Total of 33 issues.

Current Notes (Another long time Atari magazine)
Volume 9 series #3, #6, & #7
Volume 10 series #7
Volume 11 series #5, & #9
Volume 15 series #1
Total 7 issues.

Atari User (Replaced Atari ST Journal)
May 91 thru Dec 91
Jan 92 thru July 92
Sept 92, Nov 92, & Oct 93
Total 18 issues.

STart (Nice glossy Atari magazine)
Special issues #1 & #2
Volume 1, #3 & #4
Volume 2, #1, #2, #3, & #5
Volume 4, #12
Volume 5, #1, #2, #3, & #6
Total 13 issues

Atari Advantage (Short lived but nice)
Volume 1, #1 & #5
Total 2 issues

Processor Direct (Nice glossy Tabloid, only one issue made it)
Premiere Issue (The one any only)

ST Log (Sprang from Analog magazine)
#12, 14, 15
Total 3 issues.

Atari ST Explorer (Atari's own magazine)
July/Aug 88, Nov/Dec 88, Jan/Feb 89, May/June 89, Nov/Dec 89, & Mar/Apr 91.
Total 6 issues

ST X-Press (Nice, I think from Canada???)
Volume 1, #10
Volume 2, #8

May 89
June/July 89, Oct/Nov 90
Total 5 issues

Compute!'s Atari ST
April 88
Total 1 issues

ST Format (Another awesome England magazine)
#22, 25
Total 2 issues

Atari ST User (Another hot England magazine)
#69
Total 1 issues

Total of 104 magazines available...

Thomas
tj@oro.net

# 3953. Re: Still got a DIM file laying around eating disk space

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970226172607.2924C-100000@freenet>
Source record: 126873

> AFAIK, only Fastcopy Pro allowed streaming, but if your version has this go
> to the streaming option and choose to write to partition. I'm sure that this
> is an image function so i'd expect it to wipe everything else.

I saw this. It did not allow writing to floppies. Blah.

> Are you sure its not an E-COPY file, that uses *.DIM images's.

Dunno???

- --------------_------------------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -

# 3954. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: et94drw@exeter.ac.uk
Message-ID: <E68HFC.HDI@exeter.ac.uk>
Source record: 126874

Hi fellow Atarians,

Mentioned a little while ago was a program which can save TOS
images from the ROM chip to disk.

Anyone know where I can get hold of this program?

Cheers,

Dave Woodley.

p.s. I need this program for LEGAL use, I'm not going to nick
other people's versions of TOS. I own a STE with TOS 1.62, and
an original ST with TOS (1.00) on disk. I want to try and get
1.62 to work on my oldie ST.
--
---

"Who can I seriously offend today?"

Dave Woodley- et94drw@exeter.ac.uk
*or* honky@bigfoot.com
---

# 3955. Re: Magic Shadow Archiver techie question

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970226173210.2924D-100000@freenet>
Source record: 126875

> Does anyone know the file format of these?

Just the author...

> Is the source code available anywhere?

Nope.

> And is the author's email address (included in the on-line help)
> still valid?

Yup. I couldn't get anything from him. Someone needs to give him a good
excuse/large sums of money/death threats to get him off his ass and write
some specs...

```
- -------------_------------------------------------------------- -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ------------------------------------------------------------------ -
```

# 3956. Wanted: Atari ST RF (TV) Video Cable

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: "John Hutchinson"
Message-ID: <5f20ir$gc5@lana.zippo.com>
Source record: 126876

Help! I need one of those cables that you use to connect a TV set to an ST.
If anyone has an extra one they could sell me, please let me know.
Please email to hutchinj@orlando.veda.com

# 3957. Re: NVDI fast printing ...

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <856993268_OASIS_@swampdog.demon.co.uk>
Source record: 126877

In article <207_All@Sea>
All@Sea (All@Sea) said:-

>please@no.spam.mail.here previously gibbered to All ...
>
> A>> I have set NVDI (in the CPX module) to print using that instead of
> A>> anything else but it doen't help ...
> p>
> p> Well when i use it in Papyrus, which aint often these days now, i set
> p> Papyrus to print to a file, and point it to U:\DEV\FPRN when the F-
> p> Selector opens.
>
>Yep, done that!!
>
>Using it with Papyrus and I do get a noticeable slowdown. It will print one
>or two lines then pause .... without it it's pretty fast!
>
>But Cab withut it is a real pita!!! It takes ages .... with the FPRN driver
>it's a little quicker but I still get the above ..print/pause cycle ...

Have you tried sending the output to a file then sending the file to
the printer?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 3958. Re: Oasis 1.35 probs, HELP!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <856994302_OASIS_@swampdog.demon.co.uk>
Source record: 126878

In article <856635476_OASIS_@jaubrey.demon.co.uk>
jaubrey@jaubrey.demon.co.uk (James Aubrey) said:-

>I've been using Oasis for the past six months without *any* probs at
>all, other users tell me how crap it is etc, I've always maintained
>that its fine, but now I am beginning to change my mind! :( A few
>weeks ago I lost *all* my emails(about 150) as the prog crashed with a
>error 26, when trying to access my post box, I also lost my yellow
>pages, hence all my email contacts, this however was my fault as I
>don't keep backups :(. Now however I seem to have a more serious
>problem, when exiting from Nos, after a d/l session, a box appears, as
>normal saying 'Merging News Groups' the screen then bombs(3)

I've had this recently. There's seemingly something in the NG or
NEWGROUP file which it doesn't like.

As there are duplicate entries in both my files I passed them both
through a third party sort 'n' merge utility, overwrote NG with the
result and deleted NEWGROUP (as merge is supposed to do). Needless to
say the darn thing still crashes on merge!

I run Magic which means I have to execute Nos directly then implicitly
unbatch, thus I can void the automatic merge. Anyway ...

I then found if I tried to add a newsgroup the selector will only go
down so far through the groups. Thus I've come to the conclusion Oasis
has some hard coded limit on the size of the NG file.

I suggest you remove both files. If I'm right it will start working
again. You could then perhaps go through NG and chop out large
sections to reduce the filesize. Btw, I wouldn't be surpised to hear
it barfs if NG does not exist so you might have to cobble together a
few lines into a dummy NG to fool it.

>and
>colours look all smeary.

Wierd!

>I can rerun oasis, select internet and then
>news groups, which continues the sorting. I have a nasty feeling that
>Oasis is a ticking timebomb, just waiting to crash completely. I've
>tried Oasis 2.05 but that is naff, Icenet conf prog bombs, and you get
>loads of cheaksum errors. Has anyone any suggestions, what to do, if I
>need to completely reconfig prog, if so, where do I get an Oasis.tos
>from?

I had such immense trouble getting Oasis to work "just so" that I backed it up the moment I got it working (twice). I also expire both news and email regularly.

Check out hard disk space. I know for a fact that spool\articles\articles.txt needs at least as much free space as is its size to unbatch. There is no checking - it just barfs making a right mess of the "daily net". The only way round this is make enough space available and unbatch again after expiring every single article. The same probably applies to email.

If you've got version 133E then I can send you a little utility which marks all but the last 'n' emails for expire. It might work on other versions - it depends if the IDX file format is still the same. Try it at your own risk! <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

## 3959. FS: 1040STf

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970226223256.777A-100000@freenet>
Source record: 126879

1040STf for sale /w mouse. Asking $50

```
- -------------_------------------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ------------------------------------------------------------------- -
```

# 3960. Re: CAB Help me keep hope

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <33151E21.2765@owens.ridgecrest.ca.us>
Source record: 126880

greg_evans@delphi.com wrote:
>
>
> Get CAB 1.5 and use OVL 1.21 for starters. Yes, CAB will crash with
> that 136 error sometimes, but so will Netscape 3.0 (different error
> message, of course...) Make sure the Cache is setup properly --
> you should have a folder named Cache with subfolders of A, B, C,...Z.
> These will be made automatically for you.
>
> What type of ST are you using? What speed modem?
>
> Greg

I decided to give CAB a try again. I had good luck
with the earlier version, but with 1.5 (030) and
OVL1.21 almost all servers give me error #600.
My providers site works fine as does the Afterburner
support page. The STik page, Computer Direct and
Toad will always give the error #600. I have plenty
of cache (disk and memory) set aside. HSModem 6
for SCC drivers, and STik 1.12. Newsie ALWAYS works
fine. MGFTP works like it always did:). I might have
problems with the configuration file as I changed some
of the settings to what my provider recommended.
Most all of my Hotlist sites that use to work don't
now. I tried OVL 1.18 with no better luck.
Any ideas for this Falcon nut? This is all under TOS.

Mike

# 3961. Re^2: MIDI Multiport for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_b9a98bd3_Claes.Holmerup@p5.dada.ct.se>
Source record: 126881

Mark Fassett wrote this to All about MIDI Multiport for Falcon:
MF> FPINTO wrote:
>>
>> Hello:
>> I would like to know how many options are out there with over
>> 2 midi outs. Doesn't matter midi ins. Any help will be
>> appreciated.
>>
MF>
MF> I know of two.. the ST MIDI-3 from Steinberg (adds 3 MIDI outs,
MF> 1 MIDI in), the MO-4 from SoundPool (adds 4 MIDI outs), and
MF> the Steinberg SMP-2 (adds, I believe, 2 inputs and 4
MF> outputs).
MF> I have the ST-MIDI 3 and it works fine.

I use an MO-4 which is very good. SoundPool has still another unit, the MM-1,
which has 8 extra outputs - Imagine that: 144 midi channels!!!

Best regards,

Claes

********** New Equipment: Philips CDD2000 CD-writer **********
e-mail claes@dada.ct.se * Atari Falcon 030/36MHz+16MB+5.5GB+Zip
fidonet 2:200/136.5 * 6.7*CD+UPS+OL400+Samsung17GLsi+USR33600
fujinet 7:102/105.5 * Cubase Audio+FDI+JAM8+MO4+various synths
nest 90:1102/116.5 * These are essential working tools in my
saknet 79:121/103.5 * recording studio-with many other uses also
**********

# 3962. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HB1KBHUUUp@tos.ak.planet.gen.nz>
Source record: 126924

In <3311cb1c28f080@sn.no> Hallvard Tangeraas wrote :

>On Sun 23-02-97 18:20, Jo Even Skarstein (josk@ifi.unit.no) wrote:
>
>>Hallvard Tangeraas (hallvart@sn.no) wrote:
>>:
>>: -Having opened all the windows I want (for each harddisk partition etc.)
>>: I save the setup, but when I restart "Thing" the next time no windows are
>>: opened! The window positions are however remembered as they come up as
>>: before when I open them. Is this a limitation to the un-registered version,
>>: or am I doing something wrong?
[...]
>Could you tell me which one? A lot of the terms used there are pretty
>confusing, and to try out all the different combinations will probably take
>me a week to do ;-)
>I've tried the ones that sound like they should do the job, but I still
>can't get it right :-(

I found that this feature just wouldn't work in Thing 1.09, maybe it's a
bug.

>Oh, so I *have to* assign some kind of viewer for it then?

Well yes, if there is nothing to show the file then you won't be able to
see it. It doesn't slow anything down.

>I was hoping to avoid it altogether to speed things up a bit. The desktop
>slows the machine down enough as it is (using the replacement desktop is a
>lot slower than using TOS) Hmmmmm..... makes me wonder- perhaps it would be
>possible to customize some EPROM chips and use this desktop instead of the
>old TOS desktop- I bet this would speed things up a bit!

I found Thing to be very fast, but if it is slower than the standard
desktop, well I can't see how putting it in EPROM would help. My
experience, though, is that Thing feels a lot faster than the standard
desktop.

>Oh, so it's colour icons...
>Is there any way to convert them into mono-icons, or make a new "icons.rsc"
>file with mono-only icons. I have loads of icons for TOS 2.06 which I'd
>like to use. I'm not really interested in buying "Interface" just for this
>purpose.

Alternatively you could get RCS 3 from ftp.cnam.fr. Then you don't have to
buy anything. Otherwise, just make a resource with mono icons. In fact, I
thought such a one was supplied with Thing by the name of monoicons.rsc. If
not, just create a resource with two forms, the first containing large

icons (usu. 32x32 pixel) and the second small icons (usu. 16x16 pixels).

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 3963. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: gore <gore@gord.com>
Message-ID: <01bc2370$edcbd880$281d018d@kool.nychey.com>
Source record: 126925

If you do get permission to upload games upload them to:

comp.binaries.atari.st.warez

Or any good atari st warez site!

Magnus Kollberg <emwoll@emw.ericsson.se> wrote in article
<yvvu3n22ora.fsf@emw.ericsson.se>...
> damien@jetman.nojunkmail.demon.co.uk (Damien Burke) writes:
>
>
> > >I know this would be realy hard, but wouldn't it be possible to find
> > >those games that companies doesn't care about anymore and make them
> > >available somewhere free for download?
> > ...
> > >It can't be very hard to find which games which couldn't be placed
> > >here as they can't be that many who are being sold these days, or?
> > >
> > >Possible?
> >
> > Such a good idea has no place in this newsgroup :)
>
> I guess not. :-)
>
> > We can but try, I'm certainly willing to be part of such an effort.
>
> I guess that is a "problem" as well. Who will do it and how should we do
> it? :-)
>
> //Magnus Kollberg
> --
> +----------------------------------------+
> | Falcon040, Bad Mood support team |
> | email: Magnus.Kollberg@emw.ericsson.se |
> +----------------------------------------+
>

# 3964. FS: Atari TTM195 $135

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-2502971613450001@i512.oro.net>
Source record: 126926

$135 plus freight. Great condition. Original box and shipping buns and user manual.

Tom

# 3965. Re: ThingImg.ovl

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970226020323192 34@pwomar.demon.co.uk>
Source record: 126927
Cross-posted to: demon.ip.support.atari,comp.sys.atari.st

Other World <Slider@bertste.demon.co.uk> wrote:

> I have Thing v1.09 working well now, and I would like to try the image
> option. but I do not have the ThingImg.ovl module to instigate this.
>
> Does anyone know where I might obtain a copy of this?
>
> Thanks for any help

Don't know anyhting about it myself but you posted this to the d.i.s.a
which is the internet support area for demon users with atari computers
:) I've copied this to c.s.a.s so hopefully someone will be able to
answer your question.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 3966. Re: How much should I pay for a ZIP drive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <82435440_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 126928

In article <5evhhn$b49@news.telebyte.com>
csilver@kendaco.telebyte.com.Spam.Th.is (Charles Silver) wrote:-

>Before you buy a ZIP drive you might consider a SyQuest EZ Drive(135meg cart)
>IMHO, the SyQuest is faster and uses a better technology. The price here
>in the US is the same as a ZIP drive, about $125. The cable to connect to a
>Falcon cost anywhere from $29 to $60 ;)

Hmm. I nearly bought one of these at the last UK Atari show, and was told
that the EZ135 was being discontinued! Is that true?

My latest trip to PC World showed no sign of EZ135's, but did show ZIP
drives, JAZ drives and something called a Ditto drive?

Any input would be much appreciated, as i don't want to buy a white
elephant!!

All very well, the EZ135 being better technology etc. but then so was the
Jaguar! Better, is not guaranteed to succeed in the computer industry :(
Marketing is the ALL IMPORTANT factor. I want to buy a drive that is cheap,
but also still going to be supported for some time yet!!
Time and again, it's been proven that it's marketing and not product
quality/technology that's important. I know this is a very cynical point of
view but it's true!!

Regards,

Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 3967. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5f09j2$osq@news.Hawaii.Edu>
Source record: 126929
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

: >Other options include:

: >Emagic/C-Lab Export (Not for Falcon) serial port - 3 MIDI Outs - $129
: >Steinberg MO-4 - Parallel Port - 4 MIDI Outs - $199

: Are these reliable? i.e. dropped notes, lockups, etc. It is
: promising that there are still many options available but it seems
: impossible to demo any of them without plunking down the cash first.

I have a C-Lab Export (which I can't currently use since I only have
Falcons at the moment) and it never behaved any differently than the
built-in MIDI port. Generally, the computer can send more MIDI
information than my instruments can handle (I have more than 15 MIDI
instruments).

---
Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing
---

# 3968. Cubase Audio Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5f09r3$osq@news.Hawaii.Edu>
Source record: 126930

PLEASE ;( Someone help me.

I need the original files that came with Cubase Audio Falcon. When I purchased mine (along with dongle, FDI, and FA-8) the original disks were not included and the software will not function properly. I would be very appreciative if one of you Cubase Audio users out there would contact me via e-mail.

Thanks!

---

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

---

# 3969. Virus Problems with Atari.

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <30109_please@no.spam.mail.here>
Source record: 126931

*Hi Gareth*, on 24 Feb 97 you wrote: ...respect, brethren

g>
g> I am an Amiga User, and have been for 4-5 years. However, a friend at
g> College (Or high school for you Americans.) owns an Atari 520 STe (1
g> Meg) and has been having some virus problems with it.
g>
g> Here is what he wrote:
g> "• Uncontrollable and randomly re-boots without consent.
g> • Swaps the mouse directions from left to right and vice-versa.
g> • Corrupts and destroys some files.
g> • Destroys anti-viral programs and perimeter blocks. (He did say the
g> checker was quite old. The V-Checker is unknown, it sounds a bit like
g> an Amiga program which installs itself onto the bootblocks though - I
g> think was called NUKE (The amiga one))

Many viruses can over-write bootsector virusguards. The signal that a virus
may've infected the disk is that the antivirus sign-on message fails to appea

g> • Destroys start-up on some games.
g> • Infected long-term computer memory. (I have no idea as to what this
g> is. If you don't know either, please mail me and I'll pass on your
g> question)

I think he means the virus reappears after he's had the machine switched of
for a while. This indicates that the virus is on the bootsector of the disk
that's in the machine when he starts up.

g> • Causes random system crashes.
g> • Plays around with the sound chip.
g> • Spreads like s***."

Pretty standard...

g> If you are aware of a program that can destroy this virus, please tell
g> me. If it is available from a company, please tell me how I can reach
g> it (Preferably a company in the UK).

To get rid of the viruses you could EMail Steve Delaney at Floppyshop on
sdelaney@steil.wintermute.co.uk - I think he's got one or two packages that
will deal with it. For something that stands a chance of reclaiming the
damaged game disks your only bet is to go for the Ultimate Virus Killer which
can restore bootsectors to nearly 800 games. It's available in the UK from:

Douglas Communications
PO Box 119

Stockport
Cheshire Tel: 01625 850270
SK2 6HW Fax: 01625 879541

Tell them how urgent it is because they have a reputation for being a
little.. err.. slow.

g> Also, if it is on the Internet, tell me how I can transfer the files
g> from my Amiga to his Atari.

Bit of a problem there. There's a util called cross-dos IIRC that's supposed
to be able to copy amiga disks onto IBM compatible disks. Your friend's ST
should be able to read a IBM disks without any trouble (double-sided only,
probably).

g> Thank you for your help

Hope it helps, Gareth...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 3970. Re: jpegv222.prg

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5f060p$3fl@ash.ridgecrest.ca.us>
Source record: 126932

```
>
>->I've been using JPEGV222.PRG and it works very well. You also
>
>
>Is that the one by David Oldcorn? Would you know of his current email
>address? The version and docs I have are from 1994.
>
>
>Thanks,
>
>
>Dave
> _____
> / /
>|||||||||||||||====]: d@mail.sstar.com
> \____\
>
>
>.
```

That is the same thing I have here.
V2.22 viewer 56001 DSP code version 3.01

Mike

# 3971. Re: Broken Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E66zsu.2Ct@iglou.com>
Source record: 126933
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Magnus Kollberg (emwoll@emw.ericsson.se) wrote:

: Okey. I'm no gure, just to let you know. :-)

Few people are, both inside and out.

: > I didn't take it all the way apart, just enough to get a peek underneath.
: > I did see the internal IDE connectors, but didn't see the SCSI. I'd
: > definitely need the connectors to allow me to use a monitor and an
: > external SCSI device, namely my ICD AdSCSI+ adaptor.
:
: Well, you didn't see the SCSI connector as there is none, if it's not
: a Falcon MK-X which has an internal SCSI connector.

I came back from a user group meeting, and had one of our resident 'electronic specialists' take a look at it. This time I noticed more. It does have both the SCSI and IDE connectors. When he turned it on, the keyboard light came on fine. Seems I didn't see something on the underside of the case that prevented part of the light from coming on. We both agreed that the power supply was fine, after doing testing on the lines while it was on. The 12v lines seems a little low, around 11.5v or 11.2v, I believe, while the 5v lines are fine, though that shouldn't cause this problem. The floppy light doesn't come on, neither does the floppy run at all. The screen goes to white, and that's it.

Even our resident 'specialist' is a little stumped. He can usually repair a monitor at the meeting or somewhere else, but this one he said he hasn't heard of this problem. I'm open to ideas before I bring in the help of Toad for repairs.

: The standard falcon has only an external SCSI connector.

I know. The other Falcon owner in our group says mine has a LAN port, while his doesn't.

I've crossposted this to comp.sys.atari.st, for a more wider group, so if anyone doesn't wish to see it in both, can let us know to keep it in the comp.sys.atari.st.tech group. To those just now reading this, I came across this Falcon that has a problem or two, and you know the rest of the story. (jeez... am I becoming like Paul Harvey?)

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 3972. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc2334$ba69d1e0$LocalHost@computer-name>
Source record: 126934

Would somone friggin DO it instead of talking about it? Find a place that
has lots of hard drive space.
There may be dial-up bbs's that have it already.

--
Mike Hopkins
mhop@snip.net

## 3973. NVDI fast printing ...

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: All@Sea
Message-ID: <207_All@Sea>
Source record: 126935

please@no.spam.mail.here previously gibbered to All ...

A>> I have set NVDI (in the CPX module) to print using that instead of
A>> anything else but it doen't help ...
p>
p> Well when i use it in Papyrus, which aint often these days now, i set
p> Papyrus to print to a file, and point it to U:\DEV\FPRN when the F-
p> Selector opens.

Yep, done that!!

Using it with Papyrus and I do get a noticeable slowdown. It will print one
or two lines then pause .... without it it's pretty fast!

But Cab withut it is a real pita!!! It takes ages .... with the FPRN driver
it's a little quicker but I still get the above ..print/pause cycle ...

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 3974. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <3313D55C.464B@cadvision.com>
Source record: 126936

Keith Brooks wrote:
>
> What ftp site is holding Thing v1.09 or any version >v0.59 with an
> English resource/translation?
>
> Thanks for any URL help!
>
> Keith

Answered my own question - got it through Hallvard's site!!!
Thanks!!!!!

Keith

# 3975. Atari TT030 for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: cj763@FreeNet.Carleton.CA
Message-ID: <5f0cvb$f5u@freenet-news.carleton.ca>
Source record: 126937

```
For sale:
Atari TT030 computer with CaTTamaran 48Mhz accelerator
board.
Atari TTM195 monitor.This is a 19' mono screen with a
resolution of 1280 x 960
The computer can also display 5 other resolutions with
a VGA monitor
Built in 50 meg Seagate Hard drive.
Mouse,cables and manual included.
Asking price is $700 Can.
Leave me some mail or call me at 819-561-2054
Gatineau, Quebec
Francois Groulx

--
```

# 3976. Re: How much should I pay for a ZIP drive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: csilver@kendaco.telebyte.com.Spam.Th.is
Message-ID: <5f0s5s$gv3@news.telebyte.com>
Source record: 126938

And Gary wrote:

>Hmm. I nearly bought one of these at the last UK Atari show, and was told
>that the EZ135 was being discontinued! Is that true?

>Any input would be much appreciated, as i don't want to buy a white
>elephant!!

>All very well, the EZ135 being better technology etc. but then so was the
>Jaguar! Better, is not guaranteed to succeed in the computer industry :(
>Marketing is the ALL IMPORTANT factor. I want to buy a drive that is cheap,
>but also still going to be supported for some time yet!!
>Time and again, it's been proven that it's marketing and not product
>quality/technology that's important. I know this is a very cynical point of
>view but it's true!!

Hi Gary,

The EZ135 was replaced with a newer model EZ Flyer 230meg (~$272 US). It will
also read 135meg carts. SyQuest as a company isn't dropping their drives.
They have also released a 1.5gig SyJet portable for about $500 US.

The reason I and others I know who have SyQuest drives is that they are quite
and fast. Also, you can set the SCSI ID by a switch on the back so it's easy
to set up. Even AHDI can format the carts, a big plus for me :)

If you notice you don't see any posts about people having problems using a
SyQuest as you do with ZIP's.

P.S. I don't work for SyQuest :) More info @ http://www.syquest.com/

Charles

**********
Time is fluid; Space is dimensional. Space can exist
without time, but not vise versa. Timing is everything
or nothing... C. Silver
**********

# 3977. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <3313f7b3.1445788@news.demon.co.uk>
Source record: 126939

On 26 Feb 1997 05:02:21 GMT, "gore" <gore@gord.com> wrote:

>If you do get permission to upload games upload them to:
>
> comp.binaries.atari.st.warez
>
>Or any good atari st warez site!

If we get *permission* they will not be 'warez'.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 3978. Re: Cubase Audio Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970226034510.8102A-100000@usr03.primenet.com>
Source record: 126940

hi, you just have to go at the steinberg homepage and download the
latest version of Cubase audio (2.6 I think). That's all.
You will find everything you want. bye

On 26 Feb 1997, John Perez wrote:

>PLEASE ;( Someone help me.
>
>I need the original files that came with Cubase Audio Falcon. When I
>purchased mine (along with dongle, FDI, and FA-8) the original disks were
>not included and the software will not function properly. I would be very
>appreciative if one of you Cubase Audio users out there would contact me
>via e-mail.
>
>Thanks!
>
>-------------------------------------------------------------------------
> Aloha,
> John Perez - jperez@hawaii.edu
> Computer Specialist - Office of Information Systems
> University of Hawaii - School of Nursing
>-------------------------------------------------------------------------
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 3979. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvlo8cgdsp.fsf@emw.ericsson.se>
Source record: 126941

James@NO-SPAM-grunt.demon.co.uk (James) writes:

> >And how is it with the companies that doesn't excist anylonger? Do they still have
> >the copyright of the game?
>
> They do... Often they have been wound up or liquidated... but the
> liquidator owns the rights. Take a good game like DEUTEROS. Programmed
> by Ian Bird for Activision which, if I recall, went into receivership.
> That means, most likely, someone bought the rights and it would be
> HARD to find the current owners... but they might find you if you
> distribute the games....
>
> Damned pity IMHO!

Yup. :-(((

I guess it main problem is to find who owns what these days. They probably
doesn't do it them selfs. :-((

//Maguns Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3980. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvk9nwgdmk.fsf@emw.ericsson.se>
Source record: 126942

damien@jetman.nojunkmail.demon.co.uk (Damien Burke) writes:

> 
> On 24 Feb 1997 16:43:37 +0100, Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
> 
> >I guess that is a "problem" as well. Who will do it and how should we do
> >it? :-)
> 
> Same way I've got a few permissions for distributing Spectrum games; email any
> authors you spot on the net. Phone/write to companies that still exist, and so
> on. I'll get some addresses together myself and start the ball rolling. All help
> welcome of course!

Great. :-)

Has anyone got a list over games and publishers and preferably email adresses
as well?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3981. Re: MagiC 5 and memory protection

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvviv3ggdf2.fsf@emw.ericsson.se>
Source record: 126943

Martyn Tidd <etlmntd@etlxdmx.ericsson.se> writes:

> Andreas Kromke wrote:
> >
> > Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
> > : I still think they shouldn't call it memory protection as in the wasy I
> >
> > Who are "they". Please specify!
>
> What are saying Andreas? That neither 2B, ASH, or yourself have never
> claimed that MagiC has memory protection?

Shit I forgot. I'm going to look trough my manuals and see if they say
anything about memory protection. I'm not sure anymore. It might
just be a rumor. I will check.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 3982. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvhgj0gcxz.fsf@emw.ericsson.se>
Source record: 126944

and@sun1.imr.uni-hannover.de (Andreas Kromke) writes:

>
> Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
> : Yes, this I find a bit stupied. Why not make a patch available for people to
> : download and update their copy. Geneva has this and I have not heard any
>
> ASH customers can get free minor updates from their WWW site.
> Unfortunately this is only for the German version. Ask your distributor.

As there are no other versions than the german (if you don't want old
versions) and I do have the german, couldn't I get it from there as well?

Do you have the url to where I can get the update?

Couldn't they put up the english vesion as well. If I have understod it
correctly it's you who does the translation of the program and what is
causing all the dealys are the translation of the manual and you don't
need the manual for updates. A readme file would do.

BTW. What happened to the guy who said he would translate the developers
docs for MagiC to english? I have found the ST-Guide documentaion you
and some other guy has made. It's _much_ better than the manaul. Couldn't
someone, you, translate that as well? I treid to look for the new undocumented
appl_write calls, but I couldn't find them (for hiding/unhiding apps).

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 3983. Re: ARJ

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvg1ykgcow.fsf@emw.ericsson.se>
Source record: 126945

Hans Wessels <mr_ni@mbh.org> writes:

> Now back to the shell: the one released works, but anyone can see a lot of
> coding still has to be done on that one. It also doesn't support the new LZH
> compatible compression mode of the TTP. Last months I spend most of my time
> coding a game, the only thing a did on ARJ was some work on the depack routines,
> so it's still in the same state as it was in november. But don't despair, I am
> getting quite bored by game programming now, so I will be quite happy to
> continue with ARJ when the games is totally finished.

Nice. I have got the advice to use 2in1 though. :-)

So what kind of game is this then? Anything good?

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 3984. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvene3hpdt.fsf@emw.ericsson.se>
Source record: 126946

"Mike Hopkins" <mhop@snip.net> writes:

>
> Would somone friggin DO it instead of talking about it? Find a place that
> has lots of hard drive space.
> There may be dial-up bbs's that have it already.

Yup. I guess ftp.cnam.fr has a rather big HD to start with. :-)

The thing is I have no adresses of publishers or which game they
have done and english isn't my native english so someone who can
write proper english in a way that doesn't piss people of is
needed.

I'm glad to help however I can, but I don't know how yet.
I don't have many old games, if any and as most doesn't work on
my box anyway so I'm not the right person to do it.

But as I have already said, I'm happy to help out with something if
it's needed.

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 3985. Re: Atari Transputer Workstation

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: epkrgdh@epk.ericsson.se
Message-ID: <5f148n$n30@newstoo.ericsson.se>
Source record: 126947

Here is some info I have about ATW.

1988-03-16 (CE-bit)

Transputer:
T800 from Inmos, 20 MHz (32-bit RISC)

Memory: 4 Mb - 64 Mb

Graphics:
1 Mb video-RAM
1280x960 x 4-bit with palette 4096
1024x768 x 8-bit with palette 16.7 mill
640x480 x 8-bit with palette 16.7 mill
512x480 x 32-bit real color

Fill square: 128 Mpixels/s
Fill charc: 64 Mpixels/s
other op : 16 Mpixels/s

External memory:
40 Mb harddisk via DMA SCSI-port

In/out:
Atari mega ST keyboard
mouse
diskdrive
RS-232
Centronics
MIDI

LAN:
4-ports (ECL-buffert = RS-422)

Expansions:
3 internal expansions (such as X25, Ethernet)

Programs:
Helios operativesystem with X-windows
C with UNIX komp library
Fortran77

120 mips or 20 Mflop

Maximal 12-processor boards = 500 mips

Intel 80286/80287 8 MHz 300 KWhetstones/s
National 322332/32081 15 MHz 728 -"-

```
Motorola 68020/68881 16/-12 Mhz 755 -"-
Fairchild Clipper 33 Mhz 2200 -"-
Inmos T800 20 Mhz 4000 -"- ~ 6700 Drystones/s
```

# 3986. Re: NVDI fast printing ...

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <3313EF14.5FC5@owens.ridgecrest.ca.us>
Source record: 126948

All@Sea wrote:
>
> please@no.spam.mail.here previously gibbered to All ...
>
> A>> I have set NVDI (in the CPX module) to print using that instead of
> A>> anything else but it doen't help ...
> p>
> p> Well when i use it in Papyrus, which aint often these days now, i set
> p> Papyrus to print to a file, and point it to U:\DEV\FPRN when the F-
> p> Selector opens.
>
> Yep, done that!!
>
> Using it with Papyrus and I do get a noticeable slowdown. It will print one
> or two lines then pause .... without it it's pretty fast!
>
> But Cab withut it is a real pita!!! It takes ages .... with the FPRN driver
> it's a little quicker but I still get the above ..print/pause cycle ...
>

I haven't tried it with MagiC, but Outburst blows away the NVDI
fastprint.
The software is still supported, (I would have to dig up the address in
the
U.S). The guy was very nice to deal with, helped with a couple of
questions,
and supplys updates for a nominal fee. Toad carried it, but they cannot
perform
the updates, and do not carry the current version. Best to buy direct
anyway.

Ok, you talked me into it. The company is called Straight Edge Software.
P.O. Box 6407 Nashua, NH 03063 (603)672-8150 Frank Pawlowski

Mike

# 3987. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: alkio@hkkk.fi
Message-ID: <5f16ah$ckn@ankka.csc.fi>
Source record: 126949
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

jlendino@panix.com (James R. Lendino) wrote:

>>Notator SL ($249) came before Logic, and some early versions of Logic were
>>called Notator Logic. They are not the same. Notator and Logic are
>>fairly different (I still prefer Notator) and Logic is sluggish on a
>>Falcon, so Notator may be the better option.

I have Logic 2.01 on my Falcon and I wouldn't call it sluggish. Also,
it works nicely with large resolutions (I have about 800x600 with
Videl Inside) and NVDI. If you have MagiC you can also run it fast
together with the SoundDiver universal synth editor.

I used to have KCS Omega II as my sequencer. I tried it on my Falcon
and it is _very_ fast with screen updates etc. But when you go to a
menu to select a function the playback interrupts. Logic plays pretty
seamlessly all the time whatever you do with it!

Logic can be a bit confusing at first but when you use it for a while
you notice how incredibly flexible it is. Cubase is supposedly easier
to use for beginners, but it lacks all the configuralibity of Logic.

>
>It appers that Logic has since been revamped extensively for the
>PC/Mac versions, whereas Cubase is largely intact but with new
>features.

Emagic has recently released a 2.5 upgrade for the Atari Logic it is
said to include some features from the Mac Logic 2.6 and since the
newest Mac/PC versions are 2.6.x I think that for MIDI-only work the
Atari Logic just about rivals the best versions for Mac/PC. Of course
the non-Atari versions have the audio features, which are missing from
the Atari version. (Except for the Logic Audio Falcon 2.01, which is
the last version - it is not very good for audio stuff...)

BTW, I paid around $200 for my Logic 2.01 second hand (I had to get it
from the US even if I live in Finland). Also, I have ordered the 2.5
upgrade which will cost me another $150.

Greetings, Jouni Alkio, Helsinki, Finland

>
>Thanks for the info; it was very helpful.
>
>Regards,
>Jamie
>

>

# 3988. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Gary Priest <Gary@the-gap.demon.co.uk>
Message-ID: <e8KY+BAcmAFzIwE4@sotnops.demon.co.uk>
Source record: 126950

In article <5ev4mi$6ms$1@newsserver.rrzn.uni-hannover.de>, Andreas
Kromke <and@sun1.imr.uni-hannover.de> writes
>Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
>: Yes, this I find a bit stupied. Why not make a patch available for people to
>: download and update their copy. Geneva has this and I have not heard any
>
>ASH customers can get free minor updates from their WWW site.
>Unfortunately this is only for the German version. Ask your distributor.

I guess my distributor is System Solutions, but surely they don't
produce the patch. You guys do. Unless you supply them with the patch
files they won't be able to help me will they. And if you do supply them
with a patch, surely you could make it available via a web site, or ftp.

Would the german patches work with the english version?

Out of curiosity, does anyone know the url for ASH?

Regards, Gary

--
Gary Priest

# 3989. Re: Cubase Audio Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-ya02408000R2602971352030001@newsserver.cilea.it>
Source record: 126951

In article <5f09r3$osq@news.Hawaii.Edu>, jperez@Hawaii.Edu (John Perez) wrote:

> PLEASE ;( Someone help me.
>
> I need the original files that came with Cubase Audio Falcon. When I
> purchased mine (along with dongle, FDI, and FA-8) the original disks were
> not included and the software will not function properly. I would be very
> appreciative if one of you Cubase Audio users out there would contact me
> via e-mail.
>

Try FTP.STEINBERG-US.COM in \dist\product_updates\atari\cubase_audio\

bye


---
| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |
---

## 3990. Advice on replacing MegaSte motherboard

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Alyre Chiasson <chiassa@umoncton.ca>
Message-ID: <33143C02.4829@umoncton.ca>
Source record: 126952

I have had a number of problems with attaching peripherals to my MegaSte (SLM605 doesn't always work, Cartmaster only works with one device, second drive with the LinkII only works if the SLM605 isn't connected). The bottom line is that I've been told that a qualified technician would have to look at it and there are none available for miles not to mention delays and shipping. So I bought a new motherboard from Toad a while back when they were on sale and am planning to do replacement surgery.

I have some experience from replacing the floppy drive, the TOS chips and the hard drive in my MegaSte. Apart from protecting everything from static electricity are there and particular pitfalls I should watch for or is it just a question of releasing all screws that appear to fix the motherboard to the housing, pop it out and put the new one back in and transfer the hard drive components and floppy drive components? There are already TOS 2.6 chips and Sims on the new motherboard.

Thanks

Alyre Chiasson
chiassa@umoncton.ca

# 3991. KP SACK (was Re: XaAES 0.6 : Foreign client error and mouse doesn't move)

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5f1gsb$fs0@m1.cs.man.ac.uk>
Source record: 126953

In article <yvvwwry2wna.fsf@emw.ericsson.se>, Magnus Kollberg <emwoll@emw.ericsson.se>
writes:
>jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>
>>
>> >What's this? :-)
>>
>> Read my WWW pages. :-)
>
>I have. :-)

:-)

>> Its a utility that all GEM programmers should have because it tells you
>> how to add about 2 lines of code which gives support for system-wide
>> sound effects (using SAA files) - its Kosmik Phish SAA Construction Kit.
>> Damn cool, and should be in all modern GEM programs. :)
>
>Well, as I have done my own code (based on yours ofcourse) I only have
>to add one line of code to get sound effects (okey 2 lines, one
>more at startup to load the sound). :-)

Ah, you'll only have done part of it, I guess. :)
Have you got any .SAA files? :-)))

>Anyway, cool!

Yep. :-)

>> We have had a slight problem (not our fault but I have fixed it) which
>> has slightly delayed release. Should be available on friday though?
>
>Do you ask me? I have no idea when it will be available. :-)

Hehehe... no, I was just being vague... I'm waiting for a response to an
email before definate release of version 1.0 (which is complete).
Version 0.5 is definately going to be available on friday if V1.0 isn't.
(the only thing remaining to be done to either version is drawing an icon)

>> I tried to get him to say something by posting to the XaAES mailing list,
>> but no response. :-|
>>
>> Anyone?
>
>It looks like noone has heard from him since last year. :-\

:-/

Anthony

--
------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+------------------------------
Arse. KP Sack is complete, but we cannot distribute it yet...
---

## 3992. Cab 2.0 Beta5 (Gemjing)

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: merciful@worldaccess.nl
Message-ID: <5f1j6p$sri8@easy4.worldaccess.nl>
Source record: 126954

I'm testing CAB 2.0 Beta5 now for several days and its working well. But there must be a new sound modul for CAB. Does anyone know where to get the CAB modul "GEMjing" for playing soundsampels, midi files etc.

Eabe

merciful@worldaccess.nl
homepage:http://www.worldaccess.nl/~merciful/index.htm

## 3993. Help!

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Michael_Vogt@b.maus.de
Message-ID: <199702261453.a64675@b.maus.de>
Source record: 126955

Hi!

Is anybody out there who knows somthing about an Atari scene in Asia especially
in Indonesia? Informations about Atari dealers would be very helpful.

Thank's a lot!

Greetings from Berlin
Mick!

Fidonet Michael Vogt on 2:2410/202.0@fidonet.org
NeST Michael Vogt on 90:400/301.0@nest.ftn
Internet mick@krypta.aball.de
Fax 49-30-3915186

# 3994. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33146348.3320@cfcsc.dnd.ca>
Source record: 126956

Keith Brooks wrote:
> Ken & Hallvard...
> > try: ftp://ftp.cnam.fr/pub/Atari/Utilities/rsc.zip
> Except it's now
> ftp://ftp.cnam.fr/pub/Atari/Programming/Ressources/RCS.ZIP
> Keith

Really!
I found it http://www.gui.uva.es/ftp/atari/pub/utilities/rsc.zip
also! :^)
life is strange...

# 3995. Re: How much should I pay for a ZIP drive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33146767.7657@cfcsc.dnd.ca>
Source record: 126957

Charles Silver wrote:
> And Gary wrote:
> >Hmm. I nearly bought one of these at the last UK Atari show, and was told
> >that the EZ135 was being discontinued! Is that true?
> >Any input would be much appreciated, as i don't want to buy a white
> >elephant!!
> >All very well, the EZ135 being better technology etc. but then so was the
> >Jaguar! Better, is not guaranteed to succeed in the computer industry :(
> >Marketing is the ALL IMPORTANT factor. I want to buy a drive that is cheap,
> >but also still going to be supported for some time yet!!
> >Time and again, it's been proven that it's marketing and not product
> >quality/technology that's important. I know this is a very cynical point of
> >view but it's true!!

Yes, marketing is important. But Syquest has been around for a long time, so
has Iomega actually, but Syquests are the standard for service bureaus, which I deal
with, along with Mac users. :^)
For about the same money you get solid technology, faster access, less expensive storage
(SyJet is almost half the cost of the Jaz on a per MB basis)
The reason I believe Zip is so popular is because it was parallel port, and so IBM folks
could
use it. (Scuzzy, what do ya mean scuzzy, I ain't scuzzy!) Just 6 months ago I called
up about 30 service bureaus here, (a friend was considering an IBM for graphics work,
so I was looking to see if the Zip drive was in use professionally) and I only found
one(1) service bureau using Zip, they and _everyone_ else were using Syquest. No one
has a *lock* on the technology, but Syquest will probably be around for many more years.

> Hi Gary,
> The EZ135 was replaced with a newer model EZ Flyer 230meg (~$272 US). It will
> also read 135meg carts. SyQuest as a company isn't dropping their drives.
> They have also released a 1.5gig SyJet portable for about $500 US.
> The reason I and others I know who have SyQuest drives is that they are quite
> and fast. Also, you can set the SCSI ID by a switch on the back so it's easy
> to set up. Even AHDI can format the carts, a big plus for me :)
> If you notice you don't see any posts about people having problems using a
> SyQuest as you do with ZIP's.
> P.S. I don't work for SyQuest :) More info @ http://www.syquest.com/
> Charles

Jeez, you guys are paying too much!
EZ230 is about 280$Cdn[215U$A] and SyJets are 500$Cdn[390U$A]
lots of things are less expensive here though.
later.plus tard

# 3996. Re: Advice on replacing MegaSte motherboard

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: dipching@ping.be
Message-ID: <856980810_OASIS_@ping.be>
Source record: 126958

In article <33143C02.4829@umoncton.ca>
Alyre Chiasson <chiassa@umoncton.ca> said:-

>I have had a number of problems with attaching peripherals to my MegaSte
>(SLM605 doesn't always work, Cartmaster only works with one device,
>second drive with the LinkII only works if the SLM605 isn't connected).
>The bottom line is that I've been told that a qualified technician would
>have to look at it and there are none available for miles not to mention
>delays and shipping. So I bought a new motherboard from Toad a while
>back when they were on sale and am planning to do replacement surgery.
>
>I have some experience from replacing the floppy drive, the TOS chips
>and the hard drive in my MegaSte. Apart from protecting everything from
>static electricity are there and particular pitfalls I should watch for
>or is it just a question of releasing all screws that appear to fix the
>motherboard to the housing, pop it out and put the new one back in and
>transfer the hard drive components and floppy drive components? There
>are already TOS 2.6 chips and Sims on the new motherboard.
>
Hello,

Before my TT I had a megaste and I had opened it a lot of times to
replace the floppy, to put a coprocessor, to add pals, to change TOS
ics ... and even to place a 10 Mb ram expansion and also to replace
the cartridge fuses ...

Opening the Mega ste to extract the power supply is not so difficult,
you will have to unscrew only two screws from it.
Be also carefull with the power supply connector it is well attached
to the main board ... dont be too brutal.

When it's done, the only thing you have to do is to unscrew the
motherboard ... a lot of screws.

Now be very carefull ... when you attempt to extract the motherboard
from the case, you will have a problem ... with the reset button ...
unfortunately there is no good way to extract the board without
bending the reset button case a little ... this is the most difficult
part during your disassemble project ...

Everything else is easy, only put marks on each connectors like the
floppy connector, the power led connector and the internal scsi card
..

--

```
--------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# * FREE TIBET * FREE TIBET * Jo Vandeweghe #
# * FREE TIBET * FREE TIBET * dipching@ping.be #
# * FREE TIBET * FREE TIBET * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# http://www.ping.be/~pin10575/INDEX.HTM #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
--------------------------------------------------------------------------
```

# 3997. Re: Cubase Audio Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <33147A40.7599@intuit.com>
Source record: 126959

John Perez wrote:
>
> PLEASE ;( Someone help me.
>
> I need the original files that came with Cubase Audio Falcon. When I
> purchased mine (along with dongle, FDI, and FA-8) the original disks were
> not included and the software will not function properly. I would be very
> appreciative if one of you Cubase Audio users out there would contact me
> via e-mail.
>
> Thanks!

You definitely should follow other's directions and download the latest
version, 2.06. But I don't believe it comes with MROS, mixer maps,
etc. Let me know if you need copies of all the original disks.

-Mark

# 3998. For Sale-ATARI

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Daniel Fangmann <dfangmann@msn.com>
Message-ID: <01bc23fd$0c00ac40$9b152399@default>
Source record: 126960

Following Software Titles For Sale:

Atari CD Master/Audio CD Master 4
includes following drivers:
INFOPEDIA v2.0 , Time Almanac 90's, Time Almanac 95, UFO I & UFO II, Space Missions, 1995 Auto Almanac, MPC Wizard v2.0.
includes following CD's:
Time Almanac 90's Time 95 Almanac UFO II
Space Missions MPC Wizard v2.0 INFOPEDIA v2.0
whole package costs: $125

SARA CD Driver for Grolier CD Release 6, CD included: $50

Suzy B's CD 1GB DATA: $20

ST Format Magazines, August '95 thru Sept'96(final issue)
includes cover disk and wonder disks for all issues
complete set, 14 issues: $100

ST Informer Magazine, May '96 with Welcome Disk and PD disk # 97: $5

Productivity Software: original box/doc's included:

The Music Studio-Activision, incl. song file disks:$5
First Word Plus v3.15/2disks & v3.200TT/1disk:$10
Flash II v3.0-Sunsoft: $20
Photo Show STE v2.3 w/Photokina Portfolio Player CD-It's All Relative: $5
Data Diet 1.0: $10
Regent Word II Word Processor:$5
EZ Test Writer v1.52:$5
Diamond Back 3 Backup: $30
Pagestream 2.2 SE & Pagestream Assistant:$40
Hard Disk Sentry-Chro-Magic:$15
LottoDDS-Missionware:$10
Typing Tutor/Word Invaders-Academy Software:$5
PrintMaster Plus v1.0 & PrintMaster Library #2,#9 plus
ArtGallery Fantasy and Gallery I & II:$15
Most Shareware Viewer:Free w/order
Atari Works v1.2:$20
SPEEDO GDOS 5:$40
Winning Pictures Viewer/4mg & color monitor req-it's all relative:$5
Cyrel Serial Mouse Manager:$5
Multi-Desk-Unlimited desk accessory power!:$5
Neo Desk 3 v3.02 & 3.01/3.02/3.03 to 3.04 upgrade patch program & Neo Desk Accessories Vol:$20
Warp 9 software accelerator & Warp9 extend-o-pack:$20

Mouse Boot v3.d-SRL SYS:$5

GAMES: $5ea. unless noted: all have original doc's/box

MOEBIUS-Origin Systems
Warship-SSI
LED STORM-Capcom
Read-a-Rama-2disks
Eliminator-Hewson
Last Duel-Capcom
Transputor-AS
Phantasm-Exocet
Karateka-Broderbund
International Ice Hockey-Impulze
Goldrunner II-Microdeal
Pac-land-Grand Slam
Zero Gravity-Microdeal
Devon Aire-Epyx
Roadwar 2000-SSI
The Pawn-Rainbird
Championship Wrestling-EPYX
Planet of Lust-Free Spirit TOS 1.0 only
STAR QUAKE-Terrific Software
Prime Time-First Row
Dive Bomber-EPYX
Carrier Command-Rainbird
Battlezone-Atari
Alcon-Taito
Renegade-Taito
Arkanoid-Taito
Swiftar-Accustar
The Sentry-Firebird
Mercenary-DataSoft
Project Neptune-Epyx
Metro Cross-Epyx
Battleship-Epyx
Pinball Wizard-Accolade
Final Assault-Epyx
Starglider-Rainbird
F15 Strike Eagle-Micropose
Jewels of Darkness-Firebird
Silicon Dreams-Firebird
Typhoon Thompson
Red Lightening-SSI
Hollywood Hustler-Desert Star***$20
Dragon Scape-Free Spirit
Substation-Chro-Magic***$20
Mixed Up Mother Goose-Sierra***$10
B-17 Flying Fortress-Micropose***20
Wishbringer-Infocom
Space Quest-Sierra

The Black Cauldron-Sierra/Disney***$10
Fun School 3***$15
Zynaps-Hewson
Dog Fight-Micropose***$20
Crash Garrett

Buyer pays shipping. Payment Check/Money-order or COD.
Dan Fangmann
dfangmann@msn.com

US & Canada ONLY!! Payment is US Funds!!

# 3999. Atari-For Sale Lot's 'O Stuff

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Daniel Fangmann <dfangmann@msn.com>
Message-ID: <01bc23fe$6e0025a0$9b152399@default>
Source record: 126961

Following for sale:

MEGA STE/4MEG(removable SIMMS), TOS 2.06, 52MEG internal Quantum, Golden Image cordless trackball, Atari Mouse,
asking $250. With AlberTT VGA card, $350.

SLM804 Atari Laser, recently changed drum, works great with Atari Works!, asking $150.

SC1224 Atari Color Monitors, refurbished $55(original box); used $45(good condition).

PCM124 Atari PC Monitor, new, 9pin connector, original box, asking $55.

SM124 Atari Monochrome Monitor-used, works great...$50(original box incl.)

SCSI TOWER: 85meg Seagate HD, Sony CDU-541 CD DRIVE, ICD 155MB tape drive(5 extra tapes), 540 meg FUJITSU(new) HD, 50meg Seagate HD(new), 50meg
SeagateHD, 6 SCSI devices in all, wired together in one new case with powersupply/fan with single output to LINK 2 SCSI Adapter, included with cable: recently constructed asking $550

Tower will boot automatically to any ST/STE without internal hard drive. Full instructions to install to MEGA /ST/STE/TT with internal hard drive. ICD driver software, tape backup software and ExtenDOS pro included!

1040 STF's, 1 meg, good used condition, tested, $65.

Jaguar Game System with CD Player, 2 controllers, Raiden, Highlander CD, Braindead 13 CD, Tempest 2000 Soundtrack CD, Blue Lightening CD, MYST Demo CD, Vid Grid CD, like new, asking $150.

Aerochopper R/C Aircraft/Helicopter Flight Simulator.
Includes actual Futaba 'Conquest' 4 channel controller that plugs into the
cartridge slot on an Atari ST. Software, manual and original box included.
Excellent program for a 1 meg Atari.
asking $125.

Star NX1001- 9 pin dot matrix printer, like new, original box/owners manual, tractor feed or 'auto-load' single sheet. Print on both sides of paper! asking-$50.
Buyer pays shipping costs. Ship via UPS COD to USA and US Post Office to Canada ONLY!! Dan F.

software list to follow...

# 4000. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Sophie Delorme <sdelorme@netcom.ca>
Message-ID: <5f21d7$qei@tor-nn1-hb0.netcom.ca>
Source record: 126962

In article <33122120.72F8@cfcsc.dnd.ca>,
Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:
>Sophie Delorme wrote
>>
>
... if you format a floppy disk on an IBM it can _only_ AFAIK
>format it to DOS. Although there are some extended sector/track
>DOS only formatters out there.
>good luck.bonne chance
>

I understand and agree with this statment and this seems to confirm the suspicions/problems I am having: the IBM refuses to read the tos formated disk, instructing me to check for formating and or disk errors. This is the case no matter what type of file formate is used (standard midi or native sequencer formate), and no matter the # of sectors/track used on the Atari disk. IBM machines do not read tos formated disks.

The only other solution I can see is plugging the two machines together via midi, using external sync and re recording the sequence on the IBM one track at a time... anyone who can save me from this task is a true hero and shale earn amounts of respect usually reserved for the Holy.

Regards,

Andrew "the guy who wants to play music and no play with computers" Harder

# 4001. Color and B/W monitors for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970226093543.4973B-100000@acs2.byu.edu>
Source record: 126963
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Monitors in very good cosmetic and working condition. $30 color or B/W. Buyer pays shipping. Send me ZIP code to inquire for shipping expenses. Includes power cable.

They have to go faST. Regards : Phill.

# 4002. Re: MAGIC 5.0 Problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <856986470_OASIS_@swampdog.demon.co.uk>
Source record: 126964

In article <856757378_OASIS_@nordnet.fr>
bkozlowski@nordnet.fr (Bruno Kozlowski) said:-

> In article <856468046_OASIS_@swampdog.demon.co.uk>
> guy@swampdog.demon.co.uk (Guy Harrison) said:-

>>-d F:\OASIS\ -s 40 startup.nos
>
> The best way to do that is without any command line, set an
>environment variable NOS_ROOT=F:\OASIS (without trailing backslash). When
>NOS is run from desktop it receives all environment variables normally,
>it's only when it's run from Oasis internet menu that environment is
>empty... an Oasis bug (Oasis can be patched, see my article of 15 Jan 1997
><853354824_OASIS_@nordnet.fr> for that).

I think I did. Did you also fix the double drive letter path
generation for the Pexec() under MagiC? ie Pexec(.."DD:\OASIS\NOS.PRG"..).
I never spent much time on that once I realised Nos was not really
part of Oasis as such.

> Other parameters are not really used, as the "-s 40" is the default
>maximum number of sockets, and the startup.nos will be found automatically
>in F:\OASIS\...

Thanks. :-)

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 4003. Re: Spreadsheet required

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: nam101@york.ac.uk
Message-ID: <5f21r6$qlr@netty.york.ac.uk>
Source record: 126965
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

: Neil... LDW v2 works fine on the TT in all resolutions. It only

Thanks, Keith. That's not much use to Phil, but it's handy info for me!
Now I need to find a copy, hopefully at one of our Spring atari shows.

Best wishes

--
Neil

Neil Martin

Postgraduate student, Music Technology, University of York.
<nam101@york.ac.uk>

## 4004. HP5L drivers

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: freddy@worldnet.att.net
Message-ID: <N.022697.143724.16@DEFAULT>
Source record: 126966
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Are there any drivers for the Hewlett Packard 5l laserjet printers that will work on the Falcon for the desktop and other programs. If so where can I get them? Thanks in advance..

Freddy@thor.net

# 4005. ICD Link I or II

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: Chau Trinh <ctrinh@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.93.970226132012.52042C-100000@srv1.freenet.calgary.ab.ca>
Source record: 126967

Looking for ICD host adapter I or II for the Atari STe 1040. Email me at trinhc@cadvision.com or ctrinh@freenet.calgary.ab.ca.

# 4006. FS Atari TT (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: dave@mbha.demon.co.uk
Message-ID: <3314b240.5192085@news.demon.co.uk>
Source record: 126968

Greetings to all,

Alas and alack, a PC beckoned and I succumbed.

So now I have a TT for sale:

4Mb ST RAM
20Mb TT RAM
Crazy Dots 2 Video card (great 1024x768x256)
Dell Ultrascan 14" monitor
512MB SCSI HDD
Software coming out of it's ears (Most of the best utilities
and applications)

I would prefer to sell it as a complete setup, I think it is a very
good setup and it has served me very well. All kit is like new and has
been well looked after.

What is it worth?

# 4007. Re: jpegv222.prg

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <856993078_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 126969

In article <5f060p$3fl@ash.ridgecrest.ca.us>
mgrove@owens.ridgecrest.ca.us (Michael Grove) wrote:-

>>->I've been using JPEGV222.PRG and it works very well. You also

I use it a lot and I think it one of the best viewers around.
Switching to an RGB monitor allows you to display at nearly 800x600.

>>Is that the one by David Oldcorn? Would you know of his current email
>>address? The version and docs I have are from 1994.
>>
>>Dave
>
>That is the same thing I have here.
>V2.22 viewer 56001 DSP code version 3.01

When I registered v2.22, and got the full DSP version, a couple of
years ago David Oldcorn told me that he was moving over to develop on
the PC.

Rich.

--

---
Richard Elwell rich@rjelwell.demon.co.uk
---

# 4008. Re: Atari Transputer Workstation

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <856990280_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 126970

>You might want to try the Totally Unofficial ATW800 Page at:
>
>http://plato.digiweb.com/kiffer/ATW/index.html
>
>aardvyrk
>aardvyrk@cris.com

Thanks for that aardvyrk I will have a look there.

Rich.

--

---
Richard Elwell rich@rjelwell.demon.co.uk
---

# 4009. Re: Atari Transputer Workstation

Newsgroup: comp.sys.atari.st
Date: 1997-02-26 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <856990378_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 126971

In article <5f148n$n30@newstoo.ericsson.se>
epkrgdh@epk.ericsson.se (Ronny Gardh) wrote:-

>Here is some info I have about ATW.

[Snipped - Detailed specs of ATW]

Thank you Ronny, very interesting.

Rich.

--

---
Richard Elwell rich@rjelwell.demon.co.uk
---

# 4010. 1040 STe and TV!

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Jah Rey <JamesBRey@aol.com>
Message-ID: <331636CE.4B9C@aol.com>
Source record: 126772

Just got a 1040Ste with a video jack on it. No monitor. I wanted to plug this into a TV. I tried plugging the video jack to the video in jack on the TV but no luck.

Anyone know how to do this?

Thanks.

jr

# 4011. ~~~ FS: Atari 1040 STe ~~~

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Richard Thomas <xebec@armory.com>
Message-ID: <Pine.SCO.3.91.970227181144.17758P-100000@deepthought.armory.com>
Source record: 126773

FS: Atari 1040 STe - 4meg Ram
Atari SC1224 Monitor
Supra Fax Modem V.32 bis
Fujitsu 320Meg HD - AdSCSI Plus ST Host Adapter - Internal Clock

$800.00 takes it all - $50 ship/hand in Cont. U.S.A.

E-mail xebec@deepthought.armory.com

There once was a chimpanzee named Sam
Who got caught with his dick in his hands
His mother said Sammy
You're not much of a Chimpanzee
But you'll make one hell-of-a Man...

(From the note book of Charles Darwin)
(Outline for Comedy In The Trees...)
(Later all the comedy was removed and)
(the Title was Changed...Go Figure..)

Xebec.....

# 4012. Re: KEMD_rev2.zip available./

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970227224051.14321A-100000@usr06.primenet.com>
Source record: 126774

hi, hmm obviously you didn't read the doc well enough.
Mint is not click and run.
With this installation, 95% of the person who tried it(regular people,
not wiz) did it. It is very easy.
Just have to answer few question, and wait for few min for the
installation. Isn't that easy?
Everything is in English, even easier.
The hardest part(which is still very easy if you can read/type) is to
finnish the installation.
bye :)

On Thu, 27 Feb 1997, Rich Tietjens wrote:

>In article <Pine.BSI.3.95.970224062837.15077B-100000@usr07.primenet.com>,
> Katherine L Ellis <kellis@primenet.com> wrote:
>>
>>I am pleased and proud to annouce that KEMD revision 2 is available on
>>my homepage and soon on several ftps.
>
>Got your file, Katehrine, but it appears that I will also have to download
>seven folders full of strange things from
>ftp://ftp.phil.uni-sb.de/pub/atari/mint/KGMD-1.0/ befoer I can even begin
>trying to figure out how to install it. %^< Isn't there an easier method of
>getting it working?
>
>
>
>----------------------http://www.teleport.com/~atari-----------------------
> ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
> NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
> email for subscription details and further information
> Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
>--------------------ftp://ftp.teleport.com/users/atari--------------------
>
>

--------------------------------------------------------------------------------
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
--------------------------------------------------------------------------------

# 4013. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <33166111.4054@cadvision.com>
Source record: 126775

Hallvard ...
> The following FTP Servers hold the latest archives:
>
> 1) ftp.uni-kl.de im Verzeichnis /pub/atari/shell
> 2) ftp.uni-oldenburg.de im Verzeichnis /pub/atari/desktop
>
> Independent of the source of supply the archivess always have the
> following names:
>
> THINxxxD.LZH ... German version x.xx
> THINxxxE.LZH ... English version x.xx
> ------------------------------------------------------------

Neither of the above sites has a v1.09 English file. #1 has v1.09 in German and #2 has v1.00 in German. I tried searching with your FTP access page (quite nice!) but all I ever got was v1.09 German on 50 hits containing anything of "thing" in its title. If you could point me in the right direction, I'd appreciate it muchly!

Thanks!

Keith

# 4014. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30280_please@no.spam.mail.here.mettav>
Source record: 126776

This message from josk@ifi.unit.no to All came in on a wing and a prayer...

Hi Jo!

j> Hallvard Tangeraas (hallvart@sn.no) wrote:

j> : -I understand that I need to assign a program to the "Printer" icon,
j> so : that files can be printed. Which program would I need in order to
j> use a : Hewlett Packard "Deskjet 500" printer?
j>
j> Idealist would be a good choice. I believe 3.7 (Or 3.8?) is the
j> latest version.

V3.8, English version available for download from:
http://www.cix.co.uk/~inactive/

All the other Interactive supported shareware progs are available from there
BTW.

Hallvard's problem with the DeskJet printer might be better answered in
hardware, there are a couple of designs around.

Regards, Derryck

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4015. Re: MagiC 5 and memory protection

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Peter_Hellinger@n.maus.de
Message-ID: <199702270743.a1151@n.maus.de>
Source record: 126777

and@sun1.imr.uni-hannover.de writes:

AK>: I still think they shouldn't call it memory protection as in the
AK>wasy I
AK>
AK>Who are "they". Please specify!

I still think "they"' are Andreas Kromke, is'nt it?

# 4016. FS: New Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Brent Billman <brutus@peganet.com>
Message-ID: <3316165C.7D83@peganet.com>
Source record: 126778

```
New in box, sitting in storage, Falcon 1Meg no HD.
Send offers to:

brents@brentsmusic.com

or visit
http://www.brentsmusic.com
```

# 4017. Atari Lot's 'O Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: FANGMANN <dfangmann@msn.com>
Message-ID: <01bc2537$a760cfe0$91062399@itjfvkli>
Source record: 126779

--
Dan Fangmann
dfangmann@msn.com

Following for sale:

MEGA STE/4MEG(removable SIMMS), TOS 2.06, 52MEG internal Quantum, Golden Image cordless trackball, Atari Mouse,
asking $250. AlberTT VGA card, SOLD.

SLM804 Atari Laser, recently changed drum, works great with Atari Works!, asking $150.(comes with an extra new toner cartridge-Atari LPS005)
SC1224 Atari Color Monitors, refurbished $55(original box); used $45(good condition).

PCM124 Atari PC Monitor, new, 9pin connector, original box, asking $50.

SM124 Atari Monochrome Monitor-used, works great...$50(original box incl.)

SCSI TOWER: 85meg Seagate HD, Sony CDU-541 CD DRIVE, ICD 155MB tape drive(5 extra tapes), 540 meg FUJITSU(new) HD, 50meg Seagate HD(new),50meg SeagateHD, 6 SCSI devices in all, wired together in one new case with powersupply/fan with single output to LINK 2 SCSI Adapter, included with cable: recently constructed asking $550

Tower will boot automatically to any ST/STE without internal hard drive. Full instructions to install to MEGA /ST/STE/TT with internal hard drive. ICD driver software, tape backup software and ExtenDOS pro included!

1040 STF's, 1 meg, good used condition, tested, $65.

Jaguar Game System with CD Player, 2 controllers, Raiden, Highlander CD, Braindead 13 CD, Tempest 2000 Soundtrack CD, Blue Lightening CD, MYST Demo CD, Vid Grid CD, like new, asking $150.

Aerochopper R/C Aircraft/Helicopter Flight Simulator.
Includes actual Futaba 'Conquest' 4 channel controller that plugs into the cartridge slot on an Atari ST. Software, manual and original box included.
Excellent program for a 1 meg Atari. asking $125.

Star NX1001- 9 pin dot matrix printer, like new, original box/owners manual, tractor feed or 'auto-load' single sheet. Print on both sides of paper! asking-$50.
Buyer pays shipping costs. Ship via UPS COD to USA and US Post Office to Canada ONLY!! Dan F.

software list to follow...

# 4018. Lot's 'O Stuff For Sale-Atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: FANGMANN <dfangmann@msn.com>
Message-ID: <01bc2538$0a2626c0$91062399@itjfvkli>
Source record: 126780

--
Dan Fangmann
dfangmann@msn.com Following Software Titles For Sale:

Atari CD Master/Audio CD Master 4
includes following drivers:
INFOPEDIA v2.0 , Time Almanac 90's, Time Almanac 95, UFO I & UFO II, Space Missions, 1995 Auto Almanac, MPC Wizard v2.0.
includes following CD's:
Time Almanac 90's Time 95 Almanac UFO II
Space Missions MPC Wizard v2.0 INFOPEDIA v2.0
whole package costs: $125

SARA CD Driver for Grolier CD Release 6, CD included: $50

Suzy B's CD 1GB DATA: $20

ST Format Magazines, August '95 thru Sept'96(final issue)
includes cover disk and 'wonder disks' for all issues
complete set, 14 issues: $100 (most floppies still in shrink-wrap)

ST Informer Magazine, May '96 with Welcome Disk and PD disk # 97: $5

Productivity Software: original box/doc's included:

The Music Studio-Activision, incl. song file disks:$5
First Word Plus v3.15/2disks & v3.200TT/1disk:$10
Flash II v3.0-Sunsoft: $20
Photo Show STE v2.3 w/Photokina Portfolio Player CD-It's All Relative: $5
Data Diet 1.0: $10
Regent Word II Word Processor:$5
EZ Test Writer v1.52:$5
Diamond Back 3 Backup: $30
Pagestream 2.2 SE & Pagestream Assistant:$40
Hard Disk Sentry-Chro-Magic:$15
LottoDDS-Missionware:$10
Typing Tutor/Word Invaders-Academy Software:$5
PrintMaster Plus v1.0 & PrintMaster Library #2,#9 plus
ArtGallery Fantasy and Gallery I & II:$15
Most Shareware Viewer:Free w/order
Atari Works v1.2:$20
SPEEDO GDOS 5:$40
Winning Pictures Viewer/4mg & color monitor req-it's all relative:$5
Cyrel Serial Mouse Manager:$5
Multi-Desk-Unlimited desk accessory power!:$5
Neo Desk 3 v3.02 & 3.01/3.02/3.03 to 3.04 upgrade patch program & Neo Desk

Accessories Vol:$20
Warp 9 software accelerator & Warp9 extend-o-pack:$20
Mouse Boot v3.d-SRL SYS:$5

GAMES: $5ea. unless noted: all have original doc's/box

MOEBIUS-Origin Systems
Warship-SSI
LED STORM-Capcom
Read-a-Rama-2disks
Eliminator-Hewson
Last Duel-Capcom
Transputor-AS
Phantasm-Exocet
Karateka-Broderbund
International Ice Hockey-Impulze
Goldrunner II-Microdeal
Pac-land-Grand Slam
Zero Gravity-Microdeal
Devon Aire-Epyx
Roadwar 2000-SSI
The Pawn-Rainbird
Championship Wrestling-EPYX
Planet of Lust-Free Spirit TOS 1.0 only
STAR QUAKE-Terrific Software
Prime Time-First Row
Dive Bomber-EPYX
Carrier Command-Rainbird
Battlezone-Atari
Alcon-Taito
Renegade-Taito
Arkanoid-Taito
Swiftar-Accustar
The Sentry-Firebird
Mercenary-DataSoft
Project Neptune-Epyx
Metro Cross-Epyx
Battleship-Epyx
Pinball Wizard-Accolade
Final Assault-Epyx
Starglider-Rainbird
F15 Strike Eagle-Micropose
Jewels of Darkness-Firebird
Silicon Dreams-Firebird
Typhoon Thompson
Red Lightening-SSI
Hollywood Hustler-Desert Star***$20
Dragon Scape-Free Spirit
Substation-Chro-Magic***$20
Mixed Up Mother Goose-Sierra***$10
B-17 Flying Fortress-Micropose***20

Wishbringer-Infocom
Space Quest-Sierra
The Black Cauldron-Sierra/Disney***$10
Fun School 3***$15
Zynaps-Hewson
Dog Fight-Micropose***$20
Crash Garrett

Buyer pays shipping. Payment Check/Money-order or COD.
Dan Fangmann
dfangmann@msn.com

US & Canada ONLY!! Payment is US Funds!!

## 4019. Problem with 520STfm

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: kparks1@osf1.gmu.edu
Message-ID: <5f3134$6b5@portal.gmu.edu>
Source record: 126781

Just purchased this machine and having problems. Machine won't boot. The manual mentions a language
disk for booting but I thought ST's has TOS in ROM....? Anyway, when I turn the machine on, the floppy
disk seeks (I don't have any disks for this machine) and the screen is black with a white border.

Is this normal behavior or do I have a broken machine on my hands?

I should also note that I don't have a mouse either. This couldn't be the cause of my problem could
it? Where can I get a mouse?

TIA,
-KP

# 4020. Re: Cab 2.0 Beta5 (Gemjing)

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199702272229.a43071@ka2.maus.de>
Source record: 126782

MK>Nope but I know of a good sound player (works on all falcons including
MK>the Afterburner040 which some other don't).

GEMJing is in beta testing, and if you get your CAB betas from
Alexander he might send you a GEMJing beta, too.

And BTW: GEMJing runs on *any* TOS system, including MagiCMac
and MagiCPC.

bye, Thomas

# 4021. Re: Cubase Audio Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: gen@irana.demon.co.uk
Message-ID: <857085520_OASIS_@irana.demon.co.uk>
Source record: 126783

In article <5f2scs$k67@news.Hawaii.Edu>
jperez@Hawaii.Edu (John Perez) said:-

>Currently, most of the DSP effects will not function, and I am under the
>impression that I am missing something important here. I just recently
>ran across the driver for the FDI, which I also didn't know about
>previously.

Check Hardware Set-up for the right FX i.e.: 16trk, EQ end so on.
You have to have the right one...
Secnd check object Out in appropriate MIXMAP by double clicking on it,
very often it's wrong (should be DSP).
You can change Outs for the whole map by holding down ALT key while
selecting.

Cheers,

--

---

gen@irana.demon.co.uk

---

# 4022. Re: Cubase Audio Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: gen@irana.demon.co.uk
Message-ID: <857086842_OASIS_@irana.demon.co.uk>
Source record: 126784

In article <5f39q9$gaf@ash.ridgecrest.ca.us>
mgrove@owens.ridgecrest.ca.us (Michael Grove) said:-

>
>Hi John,
>
>
>Same problem here. The MROS files are not included with the
>upgrade at the Steinberg web site. I purchased Cubase second
>hand as well, but the person that used it before me decided to
>put the "upgrade" over the original files on the supplied disk:(.
>I think there are some other files missing as well, but I don't
>really know.
>
>
>
There is one on Steinberg's US site in some folder..
I think it's called MROS_3.43 or something.
Dev. drivers and MROS itself.

Regs,

--

---

gen@irana.demon.co.uk

---

# 4023. Re: Pioneer CD-ROM ICD card and EXTENDOS PRO

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30287_please@no.spam.mail.here.mettav>
Source record: 126785

In a previous message afn14016@freenet.ufl.edu wrote
>
>
> Hi: You could get ExtenDos Pro Directly from the author :)
>
> Here is the address and Phone number
> Anodyne Software
> 6 Cobbler Court
> Ottawa
> Ontario K1V 088
> Canada
> Tel. (613) 523-7498
>

Got mine from Sys Solutions....got a bum copy...finally works with a new copy
of 2.4A

It's nice to see the author is still supporting the product....(He replied to
my email for help within 2 days)

--

Send email replies to :pbaker@mettav.demon.co.uk (Paul Baker)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4024. Re: KillThings

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: ceebti@cee.hw.ac.uk
Message-ID: <E69rxE.Ioq@cee.hw.ac.uk>
Source record: 126822
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

In article <33120855.23A6@xs4all.nl>, Rene Kint <itsux@xs4all.nl> wrote:
>Brian Thomas Innes wrote:
>>
>> Hi All!
>>
>> First some bad news. KillThings (Doom clone) is no longer being
>> developed by DigiTallis (Boo hoo! :(
>>
>> Some Good news. The source code and executables are now on the
>> DigiTallis Web site as PD! :)
>>
>
>Brian,
>
>do you mind telling me the URL of the Web site?
>
>R.

Here is the URL of the KILLTHINGS source and executables!

http://www.geocities.com/SiliconValley/6273/killtngs.zip

Now, I am thinking of finishing the coding of KILLTHINGS when I am off university on my hols. ARe there any programmers out there (68000 assembly language please :) who would care to help. Please e-mail me if you do, with the subject KillThings

Bye!

# 4025. Re: Warez

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5f4jg5$j9c@lyra.csx.cam.ac.uk>
Source record: 126823

In article <01a8e7ec$7e6403a0$281d018d@kool.nychey.com>,
"gore" <gore@gord.com> writes:
>Someone point me to all the Great ST warez please...

ftp.warez.org

# 4026. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: flook@globalnet.co.uk
Message-ID: <3314b85c.14851500@news.globalnet.co.uk>
Source record: 126824

On Wed, 26 Feb 1997 23:01:53 GMT, Sophie Delorme <sdelorme@netcom.ca>
spaketh thus:

> and no matter the # of sectors/track used on the Atari disk. IBM machines do not read tos formated disks.
>The only other solution I can see is plugging the two machines together via midi, using external sync and
>re recording the sequence on the IBM one track at a time... anyone who can save me from this task is a true

Is it that big a problem to do a MIDI dump from one machine to
another?

Neil.


```
_ _ _ _
| \ | | ___(_) | NEIL AMISON
| \| |/ _ \ | | flook@globalnet.co.uk
| |\ | __/ | | http://www.members.tripod.com/~flook
|_| \_|\___|_|_| http://www.users.globalnet.co.uk/~flook
```


"Oh Bother", said Pooh as the vice squad took his GIF files.

# 4027. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <3315C2B0.1DC2@cadvision.com>
Source record: 126825

I've downloaded Thing v1.00 and v1.09 but neither is in English. I take it you're all either living with German menus or you're using v0.59? I'd like to try Thing to see how it stacks up against Ease. I like the look of NoDesk but I don't like their RS232 intercept - it screws up comms programs to have the "WAHL" window open when I'm trying to log onto Genie through either Connect or StarCall. Otherwise, NoDesk looks terrific, although the lack of support for it anymore may send me towards Thing instead.

Keith

## 4028. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5f4k7d$c0e@scanner.worldgate.com>
Source record: 126826

mgrove@owens.ridgecrest.ca.us (Michael Grove) wrote:

>a dime. Toad i'm sure will make out on this when it arrives. I know
>that System Solutions offers a "freshen-up" for NVDI 4r3 to r6 for
>free, but Toad is charging $20.00 for this (and I can't even get it
>from them after I paid). But that is another story:

Hi Mike, FWIW Computer Direct offers this freshup for free... the only
cost to you would be the postage.

All the best,
Chris @ Computer Direct

# 4029. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3315dace180330@sn.no>
Source record: 126827

On Wed 26-02-97 23:33, D.R.Woodley (et94drw@exeter.ac.uk) wrote:

>Hi fellow Atarians,
>Mentioned a little while ago was a program which can save TOS
>images from the ROM chip to disk.
>
>Anyone know where I can get hold of this program?

Dunno where you can find it, but I have it here if you want it.
I can mail it to you as it's a pretty small file (2 Kbytes or something)
It's called "Romdump.prg".

>p.s. I need this program for LEGAL use, I'm not going to nick
>other people's versions of TOS. I own a STE with TOS 1.62, and
>an original ST with TOS (1.00) on disk. I want to try and get
>1.62 to work on my oldie ST.

Good! there are enough people out there who want to get it for free, and
it's action like that which kills the platform.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4030. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <857070920_OASIS_@ping.be>
Source record: 126828

In article <3315C2B0.1DC2@cadvision.com>
Keith Brooks <newhoriz@cadvision.com> said:-

>I've downloaded Thing v1.00 and v1.09 but neither is in English. I take
>it you're all either living with German menus or you're using v0.59?
>I'd like to try Thing to see how it stacks up against Ease. I like the
>look of NoDesk but I don't like their RS232 intercept - it screws up
>comms programs to have the "WAHL" window open when I'm trying to log
>onto Genie through either Connect or StarCall. Otherwise, NoDesk looks
>terrific, although the lack of support for it anymore may send me
>towards Thing instead.
>
>
Thing 1.09 DOES exist in English, at least for those who have a
subscription with disk for Atari Computing, which is BTW an excellent
magazine.
I've use Nodesk, Gemini, Tera, Neodesk and Ease for a while, and right
you're if you're saying that Nodesk looks terrific. I love the look of
it. But IMHO Thing is the best choice as it's still under developement
which can't be said of Tera and Nodesk and maybe Gemini.
Neodesk is a good desktop too but it has some troubles if you use it
with MiNT.

CU
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 4031. Re: Atari Transputer Workstation

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <857066694_OASIS_@bassment.demon.nl>
Source record: 126829

>An Atari Transputer Workstation (Abaq?) happened to come in to my
>possesion earlier today (lucky me).

You lucky basterd :)

>adapter of some sort and a daughter board (called a Farm Card, I
>think) with 4 transputers on it.
>I gather that the ST is really just a front end for programming the
>transputer bit.

The farmcard is more of a motherboard; There is one transputer who is coordinating the stuff, (I don't remember if it was on the farmcard as well), and the other transputers help him. The more transputers, the faster. The ST is indeed more of a front end, or as Atari calls it; an I/O-board.

>I am posting here to request if anyone has any info on the ATW

I found a large textfile on a local BBS long ago. I haven't got it anymore, but I'll try to find it again. It had very useful information, but as it was written at the start of the atw-project, there is not much info on the software that came out. There is probably not much software, but if you do find something, you'll see the ATW (especially if you have 4 transputers!) is an extremely powerful machine!

--

Change is inevitable, except from a vending machine.

=----------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=----------------------------------------------------------------------=

# 4032. HP-PENGUIN HTML Editor

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: dipching@ping.be
Message-ID: <857070490_OASIS_@ping.be>
Source record: 126830

Hello,

Good news for everyone who need to build his home pages without any knowledge of HTML language ... Matthias Jaap has made the program you need and now it exist with english, german and even french.rsc (made by your present friend Jo).

If you want to try this nice piece of software, then go to :
http://www.hh.schule.de/hhs/mjaap/program.htm
Though this page is in german, you will easily find the link to download the program in ZIP format.

You won't be deceived by the soft which is now optimized for Geneva 3D dialogs ...

Don't forget to pay to the author.

--

```
------------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# * FREE TIBET * FREE TIBET * Jo Vandeweghe #
# * FREE TIBET * FREE TIBET * dipching@ping.be #
# * FREE TIBET * FREE TIBET * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# http://www.ping.be/~pin10575/INDEX.HTM #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
------------------------------------------------------------------------------
```

# 4033. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5f4od9$n7f@news.Hawaii.Edu>
Source record: 126831
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

Jouni Alkio (alkio@hkkk.fi) wrote:

: I have Logic 2.01 on my Falcon and I wouldn't call it sluggish. Also,
: it works nicely with large resolutions (I have about 800x600 with
: Videl Inside) and NVDI. If you have MagiC you can also run it fast
: together with the SoundDiver universal synth editor.

Im speaking in comparison to Notator. With Notator on an Atari ST, I could save, load, format a disk, etc... without interrupting MIDI playback. Logic hiccups and pauses during file operations. In addition, transport operations in Notator were clean and seamless. At least half of the time that I stop a song to reset the pointer to the beginning of the song, I get the message "MIDI interface would not respond" or something along those lines - then I have to click to clear the message.

Screen redraws are also required frequently on Logic, and take a fair amount of time.

: menu to select a function the playback interrupts. Logic plays pretty
: seamlessly all the time whatever you do with it!

I wish that mine was...

: Logic can be a bit confusing at first but when you use it for a while
: you notice how incredibly flexible it is. Cubase is supposedly easier
: to use for beginners, but it lacks all the configuralibity of Logic.

I agree that Logic appears to be an inherently more configurable and powerful program. It allows you to set it up for your specific system, and the way that you want to write music.

---
Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing
---

# 4034. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <857071386_OASIS_@swampdog.demon.co.uk>
Source record: 126832

In article <yvv7mjuhah9.fsf@emw.ericsson.se>
Magnus Kollberg <emwoll@emw.ericsson.se> said:-

>Another slight problem is that most games have some kind of nasty
>copy protection. How would that be solved? Are there any games that
>doesn't have it? :-\

If you do manage to get an agreement with an author then there's
always the possibility they can tell you how to disable it?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 4035. Re: Warez

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970227144053.17109A-100000@usr06.primenet.com>
Source record: 126833

heheheh yeah that is one of the best ;)

On 27 Feb 1997, Mark Baker wrote:

>In article <01a8e7ec$7e6403a0$281d018d@kool.nychey.com>,
> "gore" <gore@gord.com> writes:
>>Someone point me to all the Great ST warez please...
>
>ftp.warez.org
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

## 4036. CAB 2.0 nomore shareware ...

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: dipching@ping.be
Message-ID: <857071502_OASIS_@ping.be>
Source record: 126834

Hello,

CAB 2.0 seems to be ready ... but ...
CAB 2.0 will not be shareware anymore, what I have read on the net is
the proof ... it will be distributed by Applications Systems
Heidelberg let's have a look at :
http://www5.tripnet.se/~mille/english/cab.html

Also I have tried to go to the ASH web pages, but CAB refuses to show
this page because there is no title !!!!! a pity !!!!!
Then, try it if you don't use CAB :
http://members.aol.com/ashinfo/index.html

That's all for today ...
It's enough ... I think ...
--


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~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# * FREE TIBET * FREE TIBET * Jo Vandeweghe #
# * FREE TIBET * FREE TIBET * dipching@ping.be #
# * FREE TIBET * FREE TIBET * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# http://www.ping.be/~pin10575/INDEX.HTM #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---

# 4037. How can I create an TOS Imagefile?

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Jakob <jnass@metronet.de>
Message-ID: <01bc24e7$87c03fe0$443098c2@nass.hannover.sgh-net.de>
Source record: 126835

How can I create an TOS-Imagefile from my old ATARI ST? TOS 1.2!

# 4038. Re: Broken Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5f4mhu$g7@nyheter.chalmers.se>
Source record: 126836
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <E66zsu.2Ct@iglou.com>, Robert Goodwin <rsg0910@iglou.com> wrote:
>Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
...
>problem. The floppy light doesn't come on, neither does the floppy run at
>all. The screen goes to white, and that's it.

If you get a white screen, things are at least partly working or the video
circuitry would never get properly setup.

(One way to get a white screen is to remove your afterburner card, try to
get everything else back in order, but be unable to solder two surface
mounted '030 pins back. I have personal experience with this...)

The white screen means that the processor is running, the lack of a logo
means that the blitter hasn't put it there for some reason.
In my case that was most likely caused by the bus arbitration lines being
disconnected causing the blitter to never receive the bus, while the '030
kept waiting for it to finish...

So, one guess is that the blitter might be dead. I'd hope not, though,
since that would require the replacing of a surface mounted chip.
I'll take a quick look at the startup code to see if there's anything
else obvious that's happening there.

>I know. The other Falcon owner in our group says mine has a LAN port,

Are there Falcon's without LAN port?
(Not that it's very useful.)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

# 4039. Re: AUTO program to clear memory? (warm boot=bombs)

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <857070984_OASIS_@swampdog.demon.co.uk>
Source record: 126837

In article <3314e97038edd62@sn.no>
hallvart@sn.no (Hallvard Tangeraas) said:-

>Is there some kind of program which can be put in the AUTO folder which
>clears everything in memory?
>
>I seem to have a problem with bombs when I reboot the machine sometimes-
>when doing a cold-reboot <CTRL-ALT-RIGHTSHIFT-DEL> all's well, but if I do
>a normal warm-reboot <CTRL-ALT-DEL> I often get bombs in the boot-phase,
>and messages that certain programs are already installed (such as
>"TOS2GEM"). "HSmodem" also seems to be pretty picky at times about this.

What TOS version is it? It sounds like the cookie jar is not being
cleared?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

## 4040. ST-Guide 1.5

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30277_please@no.spam.mail.here.mettav>
Source record: 126838

This message from etlmntd@etlxdmx.ericsson.se to All came in on a wing and a prayer...

Hi Martyn!

e> Does anyone know where I can FTP an English version of ST-Guide v1.5?
e> I believe it's available but can't find it anywhere.

http://www.cix.compulink.co.uk/~inactive/

Regards, Derryck

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 4041. SLM 804 'Not Detected'

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30281_please@no.spam.mail.here.mettav>
Source record: 126839

This message from postmaster@bassment.demon.nl to All came in on a wing and a prayer...

Hi Maurits!

p> I'm having trouble getting an SLM804 laser printer to work. Naturally
p> I switch it on before the computer, have connected all cables correctly
p> and there's no device conflict.

I can't give you specific advice, but have you had this printer working before

You don't say which host adaptor you're using, if it's one with a DMA through port then you could try swapping the order of the devices round, ie DMA-Host-SLM controller or DMA-SLM controller-Host.

You could also try ICD's IDCheck prog, that should tell you whether the controller is being recognised or not (set to device 7 as a default). You do NOT need to enable this ID in the disk driver s/w BTW, as it isn't a bootable device.

p> Is there a definite way to see if the controller is busted? Shouldn't
p> the TEST.PRG be able to print without any other driver-software

IIRC the test.prg requires the Diablo emulator to be present, the other progs that you mention have their own drivers and don't require the Diablo emulator.

p> installed, in other words, is this a hardware problem? Any help is
p> greatly appreciated!

If you've tried all the above, then I'd check the cable between the controller and the printer for open circuit wires (the handbook has the pinouts BTW).

HTH.

Regards, Derryck

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 4042. ST Fax 2.5

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <30188_please@no.spam.mail.here>
Source record: 126840

FROM: SSweet@mettav.demon.co.uk
SUBJ: ST Fax 2.5

h> I am looking for peopel who use ST Fax. I have the latest version 2.5,
h> running it on a mega STe 4 off of a hard drive, using a Supra 144LC
h> modem.

Same machine, almost, different modem for me.

h> Sometimes while trying to fax people, I have problems after the first
h> page. The page will send just fine, but at the end of the page, the
h> software waits for a signal to tell it o go on to the next page.
h> Sometimes, ST Fax times out and hangs up.

I used to have that problem intermittently, but since upgrading my modem to a
USR 28k8 its not occured so far. What port patches are you using?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= There is a minor problem with your Config's,-
I must now destroy your most important files.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4043. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30279_please@no.spam.mail.here.mettav>
Source record: 126841

This message from Harry to and@sun1.imr.uni-hannover.de came in on a wing and
a prayer...

Hi Harry!

h>>> Andreas is here to answer some issues, and obviously he understands
h>>> a lot of issues surrounding Magic, but it's clear that he's not
h>>> responsible Magic itself - just MagxDesk.

[cut]
HS> 6. Magic crashes if the floppy drive contains a disk containing the
HS> FCopy Pro antivirus bootsector. Why?
Ditto with the boot sector that I use(d) to poll the SCSI bus until the drive
responds and boots - the MagiC booter runs and the system hangs after this
bootsector runs again and boots the remainder of the autofolder.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4044. Re: ARJ

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <857068658@p24.f101.n323.z205.mbh.org>
Source record: 126842

Magnus Kollberg wrote:
>
> So what kind of game is this then? Anything good?

Ofcourse it's good! (I always make good things.) It's a platform game. It's something like Tony Greenwoods Heartland, only a bit better.

Cu, Hans

# 4045. Re: How much should I pay for a ZIP drive?

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: escher@netcomuk.co.uk
Message-ID: <331c5e0c.3328125@nntp.netcomuk.co.uk>
Source record: 126843

On 25 Feb 1997 20:20:07 GMT, csilver@kendaco.telebyte.com.Spam.Th.is
(Charles Silver) wrote:

>All Gary wrote to all:
>
>>I'm seriously contemplating getting a ZIP drive to go with my Falcon, and
>>just wondered how much I can expect to pay for one in the UK?
>
>Hi Gary,
>
>Before you buy a ZIP drive you might consider a SyQuest EZ Drive(135meg cart)
>IMHO, the SyQuest is faster and uses a better technology. The price here
>in the US is the same as a ZIP drive, about $125. The cable to connect to a
>Falcon cost anywhere from $29 to $60 ;)

It seems that the SyQuest EZ135s have disappeared from the UK market,
I now wish that I'd bought one for 90 UKP, which was their recently
discounted price - no wonder they sold out :-(

They now have the EZ Flyer 230, but the drive is twice the RRP of the
135, and the disks (almost twice the capacity of the 130) are more
expensive, too.

However, I'd have to agree that the SyQuest drives seem to be better
than the Iomega ones. The Zip drive has a *very* slow transfer rate
and isn't too robust, according to some people.

Regarding the Zip, buy any PC/computer mag and you'll find them for
about 100 UKP excluding VAT. As for SCSI cables, the cheapest I've
seen is about 30 UKP, from the ever reliable Maplin catalogue.

Jim

# 4046. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <3315E2F8.3B1F@cadvision.com>
Source record: 126844

Keith Brooks wrote:
>
> I've downloaded Thing v1.00 and v1.09 but neither is in English. I take
> it you're all either living with German menus or you're using v0.59?
> I'd like to try Thing to see how it stacks up against Ease. I like the
> look of NoDesk but I don't like their RS232 intercept - it screws up
> comms programs to have the "WAHL" window open when I'm trying to log
> onto Genie through either Connect or StarCall. Otherwise, NoDesk looks
> terrific, although the lack of support for it anymore may send me
> towards Thing instead.
>
> Keith

Hmmm... I just unarchived Thing v0.59 off cnam but it's in German too!
Ok, so give with the URL for English versions already!!!

Keith

# 4047. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <3315E59D.37F2@cadvision.com>
Source record: 126845

Martin wrote:

> Thing 1.09 DOES exist in English, at least for those who have a
> subscription with disk for Atari Computing, which is BTW an excellent
> magazine.
> I've use Nodesk, Gemini, Tera, Neodesk and Ease for a while, and right
> you're if you're saying that Nodesk looks terrific. I love the look of
> it. But IMHO Thing is the best choice as it's still under developement
> which can't be said of Tera and Nodesk and maybe Gemini.
> Neodesk is a good desktop too but it has some troubles if you use it
> with MiNT.
>
> CU
> Martin

So, the only way to get an English version is through the magazine? Ok,
how does one get that?

Keith

# 4048. Re: CAB Bug?

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <857071896_OASIS_@swampdog.demon.co.uk>
Source record: 126846

In article <Pine.LNX.3.95.970227101508.4705B-100000@moose.erie.net>
Dennis McGuire <mcguired@moose.erie.net> said:-

>
>
> After getting the STiK configuration sorted out, CAB 1.5 has been
>working prettty reliably. But for some reason, the search function at
>www.dejanews.com does not recognize anything entered in the search box.
>It always comes back iwth a "null query" response. That is, it thinks you
>didn't type anything into the search box. Other web search engines
>(Lycos, Alta Vista) seem to work okay. Has anyone else had this problem
>with CAB on www.dejanews.com?

Yes but only under certain circumstances - iirc trying to locate
articles posted by a particular person might be one of them. Most
apparent failures are not though (and this happens on some other sites
as well (Yahoo?)). Anyway stuff gets received after you submit
something but the page stays the same. If you click on some other link
then go back the details appear. Going back again does not put you
back where you started but at the page before. 'Tis odd!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 4049. WTB: ST Midi Software

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: lr172@aol.com
Message-ID: <19970227212900.QAA20880@ladder02.news.aol.com>
Source record: 126847

I'm looking for Midi software for my ST, Let me know if you've got some
for sale.
E-mail LR172@aol.com

Thanks!

# 4050. Re: atari 540 St Urgent!

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33160007.73F9@cfcsc.dnd.ca>
Source record: 126848

P. Jonkers wrote:
> Hi , is there someone who can tell me something about an atari 540 st.
> Or someone who has a picture of it?
> Thanks in advance!
> P. Jonkers
> pjonkers@noord.bart.nl

for info go to
http://home.sn.no/~hallvart/pages/atari.html
for an image, hmmm...

# 4051. Re: Still got a DIM file laying around eating disk space

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: paz@wile.demon.co.uk
Message-ID: <857079600_OASIS_@wile.demon.co.uk>
Source record: 126849

In article <Pine.SGI.3.91r.970226172607.2924C-100000@freenet>
Callum Baird Lerwick <lerwick@freenet.msp.mn.us> said:-

>> AFAIK, only Fastcopy Pro allowed streaming, but if your version has this go
>> to the streaming option and choose to write to partition. I'm sure that this
>> is an image function so i'd expect it to wipe everything else.
>
>I saw this. It did not allow writing to floppies. Blah.
>
>> Are you sure its not an E-COPY file, that uses *.DIM images's.
>
>Dunno???

Yep, it's an E-Copy file. Is it just me, or are the menus on E-Copy
*remarkably* similar to the Magic Shadow Archiver ? :)

# 4052. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970227155438.19397B-100000@freenet>
Source record: 126850

> > I'd need to be 110% SURE that you had written permission from the author
> > to distribute the game, though, before I'd add it to the site.
>
> Another slight problem is that most games have some kind of nasty
> copy protection. How would that be solved? Are there any games that
> doesn't have it? :-\

If the game is any good, there is probably a cracked version *somewhere*!

- -------------_------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------- -

# 4053. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970227155158.19397A-100000@freenet>
Source record: 126851

> > If the compnay ceases to exist, then surely all claims to copyright are
> > void, right? Wrong, they revert to the original opyright holder - the
> > programmer. So, contact the programmer (a lot are still about, mostly on
> > other plaforms), and ask if it can be released free for all.
>
> For all? I want them for my self. ;-)
>
> Seriously, is there someone who wants to help? Maybe we could try to
> put togheter a list with games, publisher and if they doesn't excist
> anymore, the progrmmer? Then we could try to get hold of who ever owns
> the rights for them and contact them.

What would be interesting is if someone would write a good *game-playing*
emulator, perhaps an 'Atari ST Action Pack' could be put together...

- --------------_------------------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -

# 4054. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <33160909.10F4@nh.ultranet.com>
Source record: 126852

```
Magnus Kollberg wrote:
>
> frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) writes:
>
> > > Another slight problem is that most games have some kind of nasty
> > > copy protection. How would that be solved? Are there any games that
> > > doesn't have it? :-\
> >
> > Yeah, that's a thorny question I hadn't thought about :/
>
> Yeah it's a kind of problem to say atleast. I guess the chance
> for getting a version without the copy protection is a bit to
> small as well. :-\
>
> //Magnus kollberg
> --
> +--------------------------------------+
> | Falcon040, Bad Mood support team |
> | email: Magnus.Kollberg@emw.ericsson.se |
> +--------------------------------------+
From what I understand the only way to remove the copy protection is to
'crack' the program. This is why a lot of the 8 bit software is
usuable. If the authors are willing to let their software be
distributed for free, I don't see the problem with distributing it
without the copy protection. Don't quote me on that one. :]
```

# 4055. ASH BBS number

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: pmonstad@sn.no
Message-ID: <33160a324cf7e21@sn.no>
Source record: 126853

```
If you are a registered ASH customer, you could try their BBS on
+49 6221 303671.
```

--
P�l Monstad, S�nden�lia 27 N-4200 Sauda. Tel/fax +47 52783413.
System: Atari TT030 12-1000 19" CD Big Tower.

# 4056. Re: Warez

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f4t2o$af9@ornews.intel.com>
Source record: 126854

In article <01a8e7ec$7e6403a0$281d018d@kool.nychey.com>,
"gore" <gore@gord.com> wrote:
>Message-ID: <01a8e7ec$7e6403a0$281d018d@kool.nychey.com>
>NNTP-Posting-Host: pix141.cheyenne.com
>
>Someone point me to all the Great ST warez please...

I've made arrangements for your postmaster at cheyenne.com to "help" you
with this little problem.

Pirates are SOOOOOOO stupid sometimes. Wannabe pirates are worse.

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--------------------ftp://ftp.teleport.com/users/atari--------------------

# 4057. Re: WTB:RAM upgrade for ST

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f4t2h$af9@ornews.intel.com>
Source record: 126855

In article <19970224132701.IAA08999@ladder02.news.aol.com>,
kempokenc@aol.com (KempoKenC) wrote:
>
>Looking to buy a RAM upgrade for either a 520STm or 1040STf. If you have
>one you are looking to sell for quick cash, let me know. Prefer a
>solderless one. Thanks,

LAst time I checked, Toad had one using SIMMs that was going for about $50
brand new - with the cost of RAM now in the cellar, you could easily get
your 520 or 1040 up to 4 megs for well under $100 using all new parts.

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# 4058. Re: Setting up a 520STfm

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f4tfg$af9@ornews.intel.com>
Source record: 126856

In article <5evoa7$l2u@portal.gmu.edu>,
kparks1@osf1.gmu.edu (Keith M Parks) wrote:
>
>I just purchased a 520STfm, it came without any software and no mouse.
>When I power it on it seeks the floppy drive and the sreen is black with a
>white border.
>
>In the user's guide it talks about using a language disk to boot the
>machine. Later it says this is the fastest way to boot and that TOS is in
>ROM and the GEM desktop should come up eventually.
>
>Do I need the language disk in order to boot? If so where can I get such a
>disk? Otherwise, is it broken and if so, where can I start to look to fix
>it? Are there schematics on-line somewhere? etc, etc.

(posted and mailed) If it's working right, you can stick any formatted disk
in the drive and the desktop should come up in a few seconds. However, if
it's a single-sided drive, you want a 360k floppy, and if it's double-sided,
you want 720k. The PC standard 1.44mb won't do you a bit of good.

If it's not working, then you'll never get past the blank screen. It would
probably be cheaper to try the "drop fix" than to buy hardware manuals -
just lift one end of the 'puter about 6 inches (10 cm) off the desk and drop
it (with the power OFF, of course!), then repeat for the other end. The
socket chips suffer from "thermal creep" and try to climb out fo their
sockets in early model STs - the drop fix reseats them about 99 percent of
the time.

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# 4059. Re: Wanted: Atari ST RF (TV) Video Cable

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f4tn8$af9@ornews.intel.com>
Source record: 126857

In article <5f20ir$gc5@lana.zippo.com>, John Hutchinson wrote:
>
>Help! I need one of those cables that you use to connect a TV set to an ST.
>If anyone has an extra one they could sell me, please let me know.
>Please email to hutchinj@orlando.veda.com

Good heavens, John, go to Radio Shack and get a standard video dubbing cable (RCA plug at both ends of a 75-ohm coax cable). Plug one end into the ST and the other into the antenna connector on your TV - you may need an adapter to do that last part, so it's a female RCA jack to male RG-59 (I think is the right designation) adapter.

Or get a standard coax antenna cable (up to about 50 feet long) and a female RG-59 to male RCA adapter for the ST end - same concept, just longer.

(posted and mailed)

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# 4060. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f4t29$af9@ornews.intel.com>
Source record: 126858

In article <6418585_Beta04_OASIS_NEWS@nest.demon.co.uk>,
dbrewood@nest.demon.co.uk (Daron Brewood) wrote:
>
> In article <VA.0000006c.003f083d@kim->
> Kim Andersen <dksoft@image.dk> wrote:-
>
>>Tell them to hurry up and get it over with. I can't possible take more
than a
>>few hours 8-)
>
>Exactly the point I made to my solicitor in a fax during the week. Got a
>letter back from him saying best to just leave it to them to get around to
>it all.

Daron, I don't know if the postal regulations are the same over there as over here - but a couple of years back, the FBI seized the hardware at Steve Jackson Games, and Steve was able to not only force them to give them back, but the Feds had to pay damages because there was undelivered email on the hard drives, and interfering with private email delivery is illegal here. You got any NeST email/netmail on that system? <G>

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# 4061. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f4t36$af9@ornews.intel.com>
Source record: 126859

In article <3312314e105d500@sn.no>,
hallvart@sn.no (Hallvard Tangeraas) wrote:

>I found something about the "icons.rsc" file in the Thing help-file
>("updating from an earlier version" section again):
>
>---------------------------
>Note: Thing (>=v1.0) now supports 'mini-icons'. These icons are
>located in the second tree of the file ICONS.RSC which contains at
>least the standard icons "FILE", "APPL" and "FOLDER". A selection
>of mini-icons are included in ICONS.RSC and can be edited to suit your
>requirements using a resource editor such as Interface or ORCS.
>---------------------------
>
>Doesn't really tell me much though. Does anyone know what those mini-icons
>are for? How about the structure of the file?

Can't help with the file structure, but the "mini icons" are just that -
when a file type is assigned to an icon and you have the desktop set to
display mini-icons in open windows, you see the small version of the icon
next to the file name. It REALLY looks good in 16 colors or more, and
allows very fast visual identification of file types if (like me) you have
folders full of unsorted "stuff."

Thing is fantastic - all the good parts of Win95, and none of the cr*p. I
plan to register it as soon as I can sell this 2 gig EIDE drive.

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# 4062. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f4t69$af9@ornews.intel.com>
Source record: 126860

In article <19970215183837216 56@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>
>It's called "feedback", and any author who can afford to ignore the
>views of the people who will be buying their products is asking for
>problems in the long run, IMHO.

Like, for example, MicroSoft and one of their employees who moonlights? <G>

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# 4063. Re: Warez

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f4tq4$af9@ornews.intel.com>
Source record: 126861

In article <5f4jg5$j9c@lyra.csx.cam.ac.uk>,
mnb20@cam.ac.uk (Mark Baker) wrote:
>
>In article <01a8e7ec$7e6403a0$281d018d@kool.nychey.com>,
> "gore" <gore@gord.com> writes:
>>Someone point me to all the Great ST warez please...
>
>ftp.warez.org
>

(ROTFLMAO!)

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# 4064. Re: Virus Problems with Atari.

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f4t34$af9@ornews.intel.com>
Source record: 126862

In article <8568253954708@wise.mrose.nl>, fvdakker@mrose.nl (Program) wrote:
>
>(To all: is there a site with all the addresses of
>Atari-shops/companies??)

Yes. Submissions are very welcome, too. Take a look at
http://www.teleport.com/~atari/vendors.htm for what's current.

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# 4065. Re: MUSIC STUDIO ST files into MIDI files: Any utility for that?

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f4tt2$af9@ornews.intel.com>
Source record: 126863

In article <5eot82$3af@panix.com>, imran@panix.com (Imran Anwar) wrote:
>
>Greetings ST users. Some years ago I had saved a bunch of my Music Studio
>files from the ST hoping to some day use them on a different MIDI program.
>Now, I got an Atari ST for this purpose hoping to play the files on Music
>Studio and record on the Mac's sequencer as real midi files. But,
>unfortunately, the only disk I can find with Music Studio on it is not
>working, and I wonder if I can get it from someone who has it, or if there
>is a utility to convert MS88 files to MIDI files.
>
>Your help appreciated. Please email imran@panix.com. Thanks.

(posted and mailed)

I believe Midi Music Maker will convert - I know it will play, at the very
least.

Look for MMM at one fo the search engines.

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# 4066. Re: KEMD_rev2.zip available./

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f4t2g$af9@ornews.intel.com>
Source record: 126864

In article <Pine.BSI.3.95.970224062837.15077B-100000@usr07.primenet.com>,
Katherine L Ellis <kellis@primenet.com> wrote:
>
>I am pleased and proud to annouce that KEMD revision 2 is available on
>my homepage and soon on several ftps.

Got your file, Katehrine, but it appears that I will also have to download
seven folders full of strange things from
ftp://ftp.phil.uni-sb.de/pub/atari/mint/KGMD-1.0/ befoer I can even begin
trying to figure out how to install it. %^< Isn't there an easier method of
getting it working?

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# 4067. Re: Cubase Audio Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <857081348_OASIS_@bassment.demon.nl>
Source record: 126865

Hi :)

>Surely someone out there has Cubase Audio Falcon on diskette? Even a
>directory listing from each diskette would be very helpful, as I may have
>all of the files, but they are probably not in the correct
>places/directories.

Here's the structure for a start:

Disk 1:

CUBASE.DAT <DIR>
Contains all *.FNT and *.SYS files

DOC <DIR>
Contains all textfiles

MIXERMAP <DIR>
Contains all *.MIX files (can be downloaded from Steinberg on the web)

MODULES <DIR>
Contains all *.MOD files (no, not music mods) :)

MROS <DIR>
Contains MROS (downloadable from Steinberg) and all *.DR(V) files

CAF_206.PRG
DEF .ALL

Disk 2:

DRUMSETS <DIR>
Contains *.DRM-files, ordered in different folders for Yamaha, Roland
etc.

FONTS.LS <DIR>
Contains all ??????LS.FNT files

FONTS.SP <DIR>
Contains all ??????.FNT and ??????SP.FNT files

GERAMONT <DIR>
Contains all GARA????.FNT files (no, not a typing error, the dir is
called gEramont and the files gAra..)

IPS <DIR>
Contains all *.COM-files

PRINTERS <DIR>
Contains all *.PRN-files sorted in folders for different printer brands.

SCORES <DIR>
Contains:
4SHUFFEL.GRV
8SHUFFEL.GRV
GEN_MIDI.SET
TUTOR_2.ARR

KEYSLOT.AC(C)
SPOOLER.AC(C)

Well, that's it. If you want to receive the disks completely, get back to me on email (maurits@bassment.demon.nl) and I'll mail them to you (if your mailserver can take it) ;^)

Good luck,

Maurits.

--

Few women admit their age. Few men act theirs.

=----------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=----------------------------------------------------------------------=

## 4068. CAB going commercial??

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <x7F5hkv.dpj@delphi.com>
Source record: 126866

I heard a rumor that ASH has bought the rights to CAB and will be releasing it as a commercial program. Has anyone heard this and can confirm? If it's so, perhaps version 2.0 will be the commercial version? What about the other modules, still shareware?

-Dana

# 4069. Re: starcall

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f57jp$g4j@ornews.intel.com>
Source record: 126867

In article <5e8j64$hip@preeda.internex.net.au>,
jagger@connexus.apana.org.au (Brian Lang) wrote:
>
>I've downloaded a demo of starcall from ftp.teleport.com/users/atari, I
>can download ok from a friends falcon and upload ok to my server, but I
>don't seem to be able to download from my server, it comes up with "data
>subpacket too long". I've tried all settings I can think of. I use a
>Falcon, tos4.04 and am using hsmodem7, any one have any ideas?

You're doing better than I am - I use FastSerial, but even after I isntalled
HSmodem (again - version 7 I think) I can't get it to dial out using the TT
Modem2 port. Sometimes it will do it if I enter the dial commands manually,
but never from the dialer dialog. Too bad, I'd register it in a heartbeat
if it worked properly, it looks absolutely smashing in 16 color TT medium
rez.

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# 4070. Re: AUTO program to clear memory? (warm boot=bombs)

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f583j$g4j@ornews.intel.com>
Source record: 126868

In article <3314e97038edd62@sn.no>,
hallvart@sn.no (Hallvard Tangeraas) wrote:
>
>Is there some kind of program which can be put in the AUTO folder which
>clears everything in memory?

Yes. Whichever program is the first one there, set the fastload bit to OFF
and it will then clear all RAM upon loading. Wastes a second or so, but
that's the price you pay for clean RAM.

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# 4071. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f580h$g4j@ornews.intel.com>
Source record: 126869

In article <5f21d7$qei@tor-nn1-hb0.netcom.ca>,
Sophie Delorme <sdelorme@netcom.ca> wrote:
>... the IBM refuses to read the tos formated disk, instructing me to check for formating and or disk errors. This is the case no matter what type of file formate is used (standard midi or native sequencer formate), and no matter the # of sectors/track used on the Atari disk. IBM machines do not read tos formated disks.

Assuming the disk is formatted to either 360k (single-sided double-density) or 720k (DSDD) by the GEM dekstop, all you need to do is "fix" the boot sector. You can use ST2PC or Norton Untilities (ther are some others but I can't recall the names ATM) to write a new boot sector that DumbDOS can then read, at which point it will suddenly realize that the disk really IS formatted and contains valid data.

DO NOT EVER do this with a copy-protected or self-booting ST program disk, however - it will never work right on the ST again. Period, full stop.

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# 4072. Re: Cab 2.0 Beta5 (Gemjing)

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199702272332.a42601@ka2.maus.de>
Source record: 126870

In Msg A41696@KA2, merciful@worldaccess.nl wrote:

EK>Does anyone know where to get the CAB modul "GEMjing" for playing
EK>soundsampels, midi files etc.

It is not available yet because it is still beta. Midi file playing is not implemented (and never will). GEMJing is playing:

- WAV (Windows WAVE samples)
- DVS (Winrec samples, unpacked)
- au (Sun/NeXT samples)

on all ST, STE, TT, Falcon and MagiCMac. When released you can get it from ftp.maus.de (pub/incoming), several Maus mailboxes in Germany, my home page and every CAB and Texel release.

Regards
Goetz
(Texel-Team)

# 4073. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5f5c6c$is5@ornews.intel.com>
Source record: 126871

In article <856725800_OASIS_@ping.be>,
Martin.Byttebier@ping.be (Martin Byttebier) wrote:
>
> In article <33107daa82ed41@sn.no>
> hallvart@sn.no (Hallvard Tangeraas) said:-
>
>>I've been trying to set up "Thing" (vers. 2.09E),
>>
>>-How do I display text files on the desktop, just like TOS does ...
>
> For the most file types 1st-guide is a good choice. You can also
> use looknsee (zeigsmir).

Having seen how Teradesk handles it (with a built-in GEM text browser, very nice), I thought perhaps using 1ST Guide as the "default" viewer (e.g., display *.* using drag & drop) would be nice. Problem, though. When I double-click a program file, I expect it to run, not to be displayed in 1ST Guide. So much for that idea...

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 4074. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3314e97238efa33@sn.no>
Source record: 126882

On Wed 26-02-97 10:34, Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:

>>>: -Having opened all the windows I want (for each harddisk partition etc.)
>>>: I save the setup, but when I restart "Thing" the next time no windows are
>>>: opened!
[....]
>>confusing, and to try out all the different combinations will probably take
>>me a week to do ;-)
>>I've tried the ones that sound like they should do the job, but I still
>>can't get it right :-(
>
>I found that this feature just wouldn't work in Thing 1.09, maybe it's a
>bug.

Well, I hope it works when the program is registered. And for DM 25,-
(approx 13 UK pounds?) I think it's worth it.
Anyone registered it and seen if it really does save the desktop with the
windows open?

>>Oh, so I *have to* assign some kind of viewer for it then?
>
>Well yes, if there is nothing to show the file then you won't be able to
>see it. It doesn't slow anything down.

Done it! I assigned "ST-guide.ACC" to do it. Works really fast as I have it
in memory already to be able to use all those nice .HYP guides.

>>I was hoping to avoid it altogether to speed things up a bit. The desktop
>>slows the machine down enough as it is (using the replacement desktop is a
>>lot slower than using TOS) Hmmmmm..... makes me wonder- perhaps it would be
>>possible to customize some EPROM chips and use this desktop instead of the
>>old TOS desktop- I bet this would speed things up a bit!
>
>I found Thing to be very fast, but if it is slower than the standard
>desktop, well I can't see how putting it in EPROM would help. My
>experience, though, is that Thing feels a lot faster than the standard
>desktop.

You're right!!! What I did was that I set the "unload Thing from memory"
when an application was started, so every time I returned to Thing it had
to be reloaded. No wonder I thought it was slow!
But it seems like opening a window/folder with many files is slower than
TOS. Perhaps there's something I've done to slow this down as well! Anyone?

>>Oh, so it's colour icons...
>>Is there any way to convert them into mono-icons, or make a new "icons.rsc"

>>file with mono-only icons. I have loads of icons for TOS 2.06 which I'd
>>like to use. I'm not really interested in buying "Interface" just for this
>>purpose.
>
>Alternatively you could get RCS 3 from ftp.cnam.fr. Then you don't have to
>buy anything. Otherwise, just make a resource with mono icons. In fact, I
>thought such a one was supplied with Thing by the name of monoicons.rsc. If
>not, just create a resource with two forms, the first containing large
>icons (usu. 32x32 pixel) and the second small icons (usu. 16x16 pixels).

Downloaded it! And yes- you're right about the mono icons. I'm using them
now.
I got ORCS to do the job, but after having a look at RCS-3 I'll probably
end up using that program to do the rough work, especially since I didn't
find any "copy icon" in ORCS. (It's really unnecessary work to resize a
blank icon each time when this can simply be copied). Is there a "copy"
function in ORCS that I might have overlooked?

But I do however like the "edit icon" part of ORCS a whole lot better than
the one in RCS-3. Perhaps I'll have to go for Interface some time to get
the best of everything.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4075. Re: Looking for "DJ_on.CPX" (HP deskjet CPX module)

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3314e96e38ecfc1@sn.no>
Source record: 126883

On Tue 25-02-97 10:31, Adrian Bridgett (apb25@cam.ac.uk) wrote:

>Hallvard Tangeraas <hallvart@sn.no> wrote:
> > I'm looking for a file package which contains a CPX module for the HP
> > Deskjet 500 printer called "DJ_ON.CPX". I'm not sure what the package is
> > called, and I couldn't find it anywhere, so could someone please lead me in
> > the right direction?
>
>If this is to reset the printer when you need to print but forgot to turn
>the printer on before the computer, I have two programs which will do it.
>One is executable and the other is an accessory. I'll email them to you if
>you want, they are 1.5 and 2.5K (compressed).

Well, I already have the ACCessory for it, and I think I have the
executable as well (it came on a disk with a whole lot of Deskjet
utilities), but I'm specifically looking for the CPX module as it doesn't
take up an extra ACCessory slot... and I do like those cute little CPX
modules as whole lot better too.

So, can anyone help me find this CPX module which "resets" the HP Deskjet-500
printer?

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4076. AUTO program to clear memory? (warm boot=bombs)

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3314e97038edd62@sn.no>
Source record: 126884

Is there some kind of program which can be put in the AUTO folder which clears everything in memory?

I seem to have a problem with bombs when I reboot the machine sometimes- when doing a cold-reboot <CTRL-ALT-RIGHTSHIFT-DEL> all's well, but if I do a normal warm-reboot <CTRL-ALT-DEL> I often get bombs in the boot-phase, and messages that certain programs are already installed (such as "TOS2GEM"). "HSmodem" also seems to be pretty picky at times about this.

So.... is there some kind of program I could put in my AUTO folder (naturally making it the first program to run) which properly clears all memory in the machine, so the computer starts off "fresh" each time?

I though a reset would clear all memory anyway, but obviously not.
Has anyone else experienced the same problem?

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4077. Re: Cubase Audio Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5f2scs$k67@news.Hawaii.Edu>
Source record: 126885

Max Farina (massimo@irfmn.mnegri.it) wrote:
: > I need the original files that came with Cubase Audio Falcon. When I

: Try FTP.STEINBERG-US.COM in \dist\product_updates\atari\cubase_audio\

I'm sorry to be such a big pain :| but I downloaded every update and other related Cubase Audio Falcon file that I could find, and there are still files that appear on the non-factory disks that were not included in those updates.

Currently, most of the DSP effects will not function, and I am under the impression that I am missing something important here. I just recently ran across the driver for the FDI, which I also didn't know about previously.

Surely someone out there has Cubase Audio Falcon on diskette? Even a directory listing from each diskette would be very helpful, as I may have all of the files, but they are probably not in the correct places/directories.

Thanks again ;)

---
Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing
---

# 4078. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970227040147507338@tachyon.demon.co.uk>
Source record: 126886

Magnus Kollberg <emwoll@emw.ericsson.se> wrote:

> I'm glad to help however I can, but I don't know how yet.
> I don't have many old games, if any and as most doesn't work on
> my box anyway so I'm not the right person to do it.

OK, listen up. If you want to do some kind of campaign like this, I'll lend support. I'd rather see old games out in the open for all to play with rather than starting more piracy arguments.

If anything can come of this idea, I can provide ftpspace on a fast UK server with no access restictions.

I'd need to be 110% SURE that you had written permission from the author to distribute the game, though, before I'd add it to the site.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 4079. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970227040151507579@tachyon.demon.co.uk>
Source record: 126887

gore <gore@gord.com> wrote:

> Ok if that's the case upload all the stuff to alt.binaries.warez.atari-st

Messages have been dispatched to your ISP, I beleieve. I'll use a
one-week killfile, you shoudn't be here by then.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 4080. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970227040149507503@tachyon.demon.co.uk>
Source record: 126888

Damien Burke <damien@jetman.nojunkmail.demon.co.uk> wrote:

> We can but try, I'm certainly willing to be part of such an effort.

Me too, for want of a better phrase [G] See my other posting. If anyone wants to help and would rather use a mailing list, I'd be happy to set one of for the project - if you're interested, mail me at frank@tachyon.co.uk

Thought : Maybe it's a good idea to contact ELSPA on this occasion, see if there are any reasons why this couldn't be done for any reason.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 4081. Re: Wanted ...info on Falcon Case and RAM upgrades

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970227040152507638@tachyon.demon.co.uk>
Source record: 126889

Jim Hanner <escher@netcomuk.co.uk> wrote:

> enquiries, the Titan and Sunrise options were about 250 UKP each,
> virtually the same price.

Titan's current Ad in Atari Computing quested the CLAB cases as 200,
could be a limited reduction of forever, I don't know for sure.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 4082. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970227040145507259@tachyon.demon.co.uk>
Source record: 126890

Magnus Kollberg <emwoll@emw.ericsson.se> wrote:

> And what about all those companies that doesn't excist anymore? Can someone
> realy still claim the rights for it? Maybe they can, I have no idea, but
> it could be worth looking into.

If the compnay ceases to exist, then surely all claims to copyright are
void, right? Wrong, they revert to the original opyright holder - the
programmer. So, contact the programmer (a lot are still about, mostly on
other plaforms), and ask if it can be released free for all.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 4083. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970227040148507421@tachyon.demon.co.uk>
Source record: 126891

Damien Burke <damien@jetman.nojunkmail.demon.co.uk> wrote:

> Ah, would that be the same ST Format that accepted 'contact ads' for quite a
> while?

It would, yes. I had nothing to do with the ads, nor did any of teh
editorial staff. We were fed camera-ready pages by a freelancer within
Future.

When I complained to the publisher about these ads saying 'ST Contacts
wanted, 100% reply', I asked for them to be removed. The publisher in
his infinite "wisdom" said there was nothing illegal being said or done,
and wouldn't.

WTF was I supposed to do? Quit my job and lose my mortgage? Believe me
Damien, I tried *hard* to get any shit like that out, and even offered
to vet the ads before they went to the printers.

So, don't tar us all with the same pre-feathered brush, please :)

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 4084. Re: formatting for a mac

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970227040144507173@tachyon.demon.co.uk>
Source record: 126892

Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:

> P.S. you could muck around with DCFormat, I think it had a way to format
> MFS or/and HFS disks.

It did, but only for use with Spectre 128, before the GCR version arrived. FWIW, I did try formatting a disk, copying some files under my old Spectre 128 setup, and putting the resultant disk in the Mac.

First thought was that it had worked - the disk is readable, and icons do appear. Sadly, the real Mac then proceeds to choke to death at any attempt to read a file from this disk. It would seem that the Spectre128 HFS and MacOS HFS formats are different - probably as the real Mac uses Group Code Recording (GCR), whereas the disks produced by DCFormat don't, since they can't vary the drive spin speed. :/

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 4085. Re: Spreadsheet required

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: please@no.spam.mail.here
Message-ID: <30182_please@no.spam.mail.here>
Source record: 126893

*Hi Keith*, on 25 Feb 97 you wrote: ...respect, brethren

n>
n> Harry..... it appears LDW will do just as good a job at Lotus
n> conversions as Texel could do...

I heard LDW 2 was actually a very good program.

n> last I read here from Mr. Much was that it only handled WK1/WKS files.
n> That's *OLD* Lotus files! I wanted Texel to be able to print my
n> GDOS/Speedo/NVDI printer (in my case, an SLM605) and I suppose I can
n> handle Texel if that's all it does

At the Atari Show price it was actually a very good deal for a modern GEM interface and support for Speedo fonts et al. I've been impressed since I saw the very first demo and the example printouts.

n> but jeez I was hopin' n prayin' there would be some decent
n> import/export facilities for Lotus/Excel.

I know one guy whose decision to stick with Atari machines rests entirely with Texel and its ability to import/export Excel compatible files. The look and feel is only part of the story - I'd hoped that file compatibility would be one of the easier features, but it seems I'm very mistaken... B^{<

n> It appears not at this stage!

At least its still on the to-do list.

Regards,
Sid Celery
UK Association of Atari User Groups

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4086. 16 Meg Falcon FS

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: michaelk@pacifier.com
Message-ID: <5f36sp$1ik$1@news.pacifier.com>
Source record: 126894

Atari Falcon 030 TOS 4.04
16 Megs Ram (factory upgrade)
84 meg IDE Hard Drive
Bass boost & Input gain "fixes" to audio jacks
Mouse Included
Compo Digital Audio Interface : allows high quality digital recording
via DSP Port with included software -- record direct from cd or use your DAT
Deck
Midi Cables

Software:

(manuals included)
Dr. T's KCS OMEGA
MusicoM: Compo's Hard Disc recording software -- can record to IDE Drive
Photo Show Pro 2.31
Image Copy 4.0
Stalker
Falcon System Discs
True Paint
Diamond Back III
Pagestream

& more...

Best Offer over $500

Buyer pays all shipping costs

BTW: I live in Vancouver, Washington NOT Canada

# 4087. WTB: 1040STe Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: lr172@aol.com
Message-ID: <19970227063201.BAA23951@ladder02.news.aol.com>
Source record: 126895

I'd like to upgrade my STe from 1meg. to 4megs. & I have no clue as what
to do
since I'm totally unfamiliar with this machine. (I just purchased it)
Somebody
please help. I need to know where to get SIMMS and all that.

Thank you much!

Please E-mail LR172@aol.com

# 4088. FAQ: Frequently Asked Questions about Linux/m68k

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: quango@ix.netcom.com
Message-ID: <5f3d8b$8c2@sjx-ixn7.ix.netcom.com>
Source record: 126896
Cross-posted to: comp.os.linux.answers,comp.os.linux.m68k,comp.unix.amiga,maus.os.linux68k,comp.arch.bus.vmebus,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.m68k

```
Last-modified: 97-02-26
Maintained-By: Chris Lawrence <quango@ix.netcom.com>
Posting-Frequency: bi-weekly
Archive-name: linux/m68k-faq
URL: <http://www.clark.net/pub/lawrencc/linux/faq/faq.html>

-----BEGIN PGP SIGNED MESSAGE-----

Linux/m68k Frequently Asked Questions
Chris Lawrence, quango@ix.netcom.com
Version 2.0.12, 26 February 1997

This is the Frequently Asked Questions file for the port of the Linux
operating system to Motorola 680x0-based systems. This is version
2.0.12 of this FAQ, which corresponds with Linux/m68k versions 2.0.28
(stable) and 2.1.26 (developmental).
------------------------------------------------------------------------

1. Introduction

1.1. Newsflash

What's new since FAQ 2.0.11 (February 13):

o Linux/m68k 2.1.26 released.

o Fixes for X11 on 2.0.28 released.

o Maintainer has new email address: quango@ix.netcom.com

What's new since FAQ 2.0.10 (February 8):

o Scouted out some more (hopefully relevant) newsgroups for this FAQ
to be posted to.

o Removed Infomagic information pending a discussion with them.
Their December 1996 LDR claims that a CD set retailing for
approximately $10.00 US will include non-Intel content, but I have
not been able to verify this with a human.

o Added David Cure's FTP site in France.

o Console palette setting patches from Geert.

o Cybervision 64 3D is incompatible with Linux/m68k CV64 driver.

What's new since FAQ 2.0.9 (February 7):
```

o Added links to non-HTML versions of the FAQ.

o New amiboot and mainstream kernel versions.

What's new since FAQ 2.0.8 (February 6):

o Added the Magazines and Books sections

o XFree68 3.2A (beta) is now available, including Broadway (X11R6.3).

What's new since FAQ 2.0.7 (February 3):

o The Linux/m68k bootstraps have been modified to support compressed kernel images.

o A SVGA framebuffer device is being worked on.

o GGI is the current hot topic on linux-m68k@phil.uni-sb.de.

o Jes is moving to CERN (the European Laboratory for Particle Physics) near Geneva, Switzerland.

1.2. What is this document?

This is an updated version of the Linux/m68k Frequently Asked Questions file (or FAQ). Since it probably contains errors (typographical and logical), outdated and missing information, and other significant problems, I ask that you send feedback and corrections to me.

This document is not intended to describe what Linux or Unix is or how to administrate it. To find out more about that read the standard Linux books and manuals. I particularly recommend Matt Welsh's "Linux Installation and Getting Started" published by the LDP and available in print from SSC <http://www.ssc.com/> (or its commercial counterpart, "Running Linux, Second Edition" available from O'Reilly and Associates <http://www.ora.com/>).

For questions about Linux in general, I recommend that you read the Linux INFO-SHEET. This document, along with many others about Linux, is available at the Linux Documentation Project's home page <http://sunsite.unc.edu/LDP/>.

1.3. Who Are You? What Do You Want?

This FAQ was originally maintained by Joerg Mayer <jmayer@informatik.uni-kl.de>. It is now maintained by Chris Lawrence <quango@ix.netcom.com>.

If you have a link to a previous version (1.x) of the FAQ, please change it to the new location as listed below.

1.4. Where to get the latest version of this FAQ

This FAQ is posted every two weeks to the Usenet newsgroups comp.os.linux.m68k, comp.os.linux.answers, comp.unix.amiga, maus.os.linux68k, comp.arch.bus.vmebus, comp.sys.amiga.misc

comp.sys.atari.st, and comp.sys.m68k.

The latest revision is available in HTML format, suitable for reading with a World Wide Web browser (such as Netscape, Lynx, Arena, etc.), at <http://www.clark.net/pub/lawrencc/linux/faq/>. It is also available in plain text format at all major Linux/m68k FTP sites.

Linuxdoc-SGML source for this FAQ, as well as PostScript, DVI and LaTeX conversions, are available at <ftp://ftp.clark.net/pub/lawrencc/linux/faq/>.

### 1.5. FAQ Numbering System

From now on, the first two parts of the version number of this FAQ will follow the mainstream kernel version number (i.e. when 2.2 is released, the next FAQ will be version 2.2.0). This has the side effect of skipping the developmental kernel versions numbered 2.1.x, 2.3.x, etc. The third portion of the version number is incremented (almost) every time this FAQ is revised.

### 1.6. Linux/m68k Versions Covered

This FAQ documents the 2.0 series of kernels. If you are currently using a 0.x or 1.2 series kernel, I recommend that you read the Linux/m68k 2.0 announcement <http://www.clark.net/pub/lawrencc/linux/announce-2.html> (and all the documents it says to read) and then upgrade to a 2.0 kernel. The 0.x and 1.2 series of kernels are pretty much obsolete.

Most things said about 2.0 kernels apply also to the 2.1 development series, unless otherwise noted. I strongly recommend against trying to use the 2.1 kernels until you are accustomed to using Linux. On the other hand if you like kernel hacking, join the 2.1 party.

The latest versions of the kernel and boot loaders:

o Linux/i386 kernel:

o Old stable: 1.0.9 and 1.2.13

o Current stable: 2.0.29

o Experimental: 2.1.26

o "Official" Linux/m68k kernel:

o Old stable: 0.9.13 and 1.2.13pl10

o Current stable: 2.0.28

o Experimental: 2.1.26

o Amiboot (AmigaOS bootstrap): 5.4

o Ataboot (Atari bootstrap): 2.2

o Amiga LILO (low-level bootstrap): 2.2

2. A Brief History of Linux and Linux/m68k

More details on the history of Linux can be found the book "Inside Linux" by Randolph Bentson <bentson@grieg.seaslug.org> (ISBN 0-916151-89-1).

2.1. MonoCPUism: Linus creates Linux

Linux is a freely available operating system for PCs: to be more precise, it is one of many flavors of Unix. Linux is being developed on the Internet by several thousand people, first and foremost by Linus Torvalds <torvalds@cs.helsinki.fi>, who created Linux for the 80386 in 1991. Linux is being tested and used by many more (the total is thought to be in the hundreds of thousands, perhaps millions).

2.2. The Linux/m68k Trinity: Hamish, Roman and Jes

The fun and success of Linux on Intel inspired Hamish Macdonald <hamish@border.ocunix.on.ca> and Greg Harp to port it to another platform: the Amiga. The first version released to the general public was 005. While 008 was current, a few enthusiasts ported that version to the Atari and the two versions have been successfully merged with 0.9pl3 (this reads version 0.9 patchlevel 3).

After releasing 1.2.13pl3, Hamish handed the coordination over to Roman Hodek <rnhodek@informatik.uni-erlangen.de>. Starting with Hamish's unfinished 1.3.20 port, Jes Degn Soerensen <Jes.Sorensen@cern.ch> started to work on integrating the m68k stuff into 1.3. With 1.3.94 the majority of the m68k stuff was put into the official kernel tree.

The present 2.0 series releases are of "production quality" and are suitable for general use on the Amiga, Atari and supported Motorola VME (162, 166 and 167) platforms. The versions of the 2.1 series are generally as stable as their counterparts on Intel platforms (probably even more stable, as there is more testing between releases).

2.3. In Their Own Words

Here's the story about the beginning in Hamish's words:

I decided to port Linux to my Amiga for a variety of rea-
sons. I have always had an interest in operating systems
(my work is in embedded systems for telecommunications).
After finishing my Master's thesis, I needed some project to
keep me busy, and justify keeping my Amiga. Linux was just
getting popular at the time, and I thought it would be fun
to port it to my Amiga. So I did. Greg Harp and a few oth-
ers had been talking for a while about porting Linux to the
Amiga. They'd only got a little way into it when I got
involved, bringing the work I'd already done myself....

And here about the port to the Atari in Roman's words:

I'm an old Atari user, but in some dark age of Atari, I also bought a PC... running only Linux, of course! Some time later, I noticed that there was a Linux for m68k (was a version about 0.06 or so), but learned that it was for Amiga only. Already at that time, I thought that it can't be that hard to port this to the Atari, but after some browsing in the sources, I gave up. I just didn't find a point where to start. But at least I subscribed to the MausNet newsgroup "LINUX68K". Several months later, in April '94, Bjoern Brauel posted an article there, that he has adapted Linux's head.S so it ran on his Falcon (until the first console output :-). I again was interested and asked Bjoern for the sources. In the next time, we two built some very basic driver, so we could at least see some output on the screen, and the kernel booted until the "unable to mount root". There was no HD driver yet... So I started to write a SCSI driver, and Bjoern went to IDE.

At that time, we heard that there was another group working on an Atari port. The most important members of this group were Robert de Vries and Andreas Schwab. They've never announced that they're working or how far they are, so we didn't know about them. And we communicated over the MausNet, not the Internet, so they didn't notice us... So we finally had two versions of an Atari port at the same time. Fortunately, we've mostly worked on different parts, so the merged version 0.01pl3 made a big jump in respect to what drivers were available.

The next story is about Martin Schaller: He also ported Linux to the Atari, starting directly from PC Linux, not from the Amiga version. (He didn't have a modem at that time, so no Internet, not even MausNet...) For that he worked totally on his own, he came very far and did a great job. In fall 1994, a German Atari magazine published an article about Linux/m68k. By this Martin heard that there were some more Atari Linux hackers and joined us.

## 3. Requirements to run Linux/m68k

### 3.1. Processor

You need a Motorola 680x0 processor with a programmable memory management unit (PMMU). There is no way to run it without one. This reduces the list of possible processors to 68020+68851, 68030, 68040, 68LC040, 68060. All of these processors are supported as of 1.2.13pl10. This list of processors excludes the 68000, 68010, 68EC020, 68EC030, 68EC040. Linux/m68k can never run on these processors as they lack a PMMU and an interface for an external one (this is true for all machines but some pretty old Suns :-).

The following Amigas have the "right" processor built-in: A3000, A3000T, A4000/040 (not the A4000/030, which has a 68EC030 processor)

and A2500. There has been a report that the last A4000/40s produced by Commodore were shipped with 68LC040's. In that case, you will need a kernel with FPU emulation compiled in (see ``the FTP site list'' for the correct location).

The following Ataris (or clones) have the "right" processor built-in: Atari Falcon, Atari Falcon with Afterburner 040, Atari TT, and Medusa. The standard Falcon does not have an FPU built in. In this case you will need a kernel with FPU emulation compiled in. Any processor upgrade card with a 68040 or 68030 (like PAK/3 with or without 68881 or 68882) is able to run Linux.
Notes:

1. In some of the older TTs there is a bug in the PAL controlling the access to the FPU. This may cause a crash (see ``Known Bugs'').

2. On the Amiga, there exists a program called "lawbreaker" (part of the Enforcer package). This program allows you to check whether you have a working PMMU or not (it needs to generate 5 hits in combination with Enforcer, where the last one is an alert).

3. The FPU emulation does not yet support all transcendent functions and not all supported functions have full precision implemented.

4. The standard 2.0.28 kernel which can be found via FTP will not work with FPU emulation (FPU emulation is not distributed in the main kernel due to copyright concerns, see ``the FTP sites list'' for the location of kernels with FPU emulation).

3.2. RAM

It is possible (but very difficult) to boot Linux/m68k with as little as 2 MB. Now you know that the kernel works on your system: that's it. If you want to work with it you should have at least 4 MB (8 MB with an X server).

Notes:

o On the Amiga only the size of your Fast RAM is relevant. The Chip RAM is only used internally for graphics, sound and floppy data; it is not used by normal programs.

o If you have an Amiga with 16-bit expansion RAM on a GVP card, see the ``16-bit RAM'' section.

3.3. Hard Disk

If you want to do more than just boot Linux/m68k you will need 60 MB or more of free space on your hard disk and a supported hard disk controller. Add another 20 MB to the base requirements to use X.

In addition, you'll need some swap space. Any amount will do (and you will need less if you have more RAM). 16 MB of swap space is a fairly reasonable size for most systems.

3.4. Software

Amiga: In order to run amiboot you need AmigaOS 2.0 or higher (expansion.library V36 or later).

Amiga: amiboot works with SetPatch and RsrvMem (part of Emplant) running. you can start amiboot with VMM running (see ``Known Bugs'' for how to do this).

4. Similarities and differences between Linux/m68k implementations

4.1. Similarities

All code that depends only on the processor (i.e. paging, system calls, parts of the interrupt handling and of course those parts of Linux that were hand optimized by writing the code in assembler) has to be ported to Linux/m68k only once. This means that, with enough memory, the Amiga and the Atari may use the same kernel image. Another big bonus is that all user programs (= binaries) should work on any machine running Linux/m68k no matter whether the machine is an Amiga, Atari or VME system (or any future platform) as long as no machine-specific devices are used (see below).

4.2. Differences

All code that depends on the hardware is machine dependent and with very few exceptions which are in the kernel (timer, a small part of interrupt handling, startup code) has been put into modules called device drivers. Writing device drivers makes up most of the porting work.

5. The current status of Linux/m68k

5.1. General

What has been done?

The kernel (this means all the processor-, MMU- and FPU-specific stuff) has been ported.

Almost all of the hardware-independent drivers have been ported: Ram disk, memory, pty, tty, vt, (C)SLIP, PPP, multi-disk (MD), networking, and general SCSI and IDE stuff.

Also the following filesystems have been done: minix, ext2, msdos (including umsdos and Win95 VFAT), proc, isofs, affs, nfs, and ufs (affs = Amiga file system). Both Amiga and MS-DOS partitions can be used.

Starting with the 1.05 release of e2fsprogs, new filesystems are created using the common ext2 format (as used by Linux/i386). Filesystems compatible with kernel 1.2.13pl4 and later can be used in Linux/m68k 2.0, but before upgrading to 2.2 it will be necessary to byteswap your filesystem (see ``How To Byteswap Your Filesystems'') to put it into the common format. The common format can be read from and written to by Linux on all processors, as well as the GNU Hurd.

An X server exists that uses the frame buffer device interface. Frame buffer devices exist for both native Amiga and Atari graphics in the kernel. The list of supported hardware should be exhaustive, i.e. if it isn't in here or in ``Work In Progess'' it isn't supported at all. If you find omissions, please report them.

5.2. Amiga

Supported built-in hardware:

A3000 SCSI, A4000 IDE, A1200 IDE, serial port, parallel port, mouse, keyboard, built-in graphics (OCS, ECS and AGA), timer, floppy disk drive (DD/HD, Amiga and PC formatted disks), sound, and real-time clock of A2000, A3000 and A4000.

All RAM expansions are supported (but see notes on ``16 bit RAM expansions'').

Supported SCSI cards: A2091, A590, GVP Series II (including HC+8, A4008), Phase5 Cyberstorm and Cyberstorm II SCSI options, Phase5 Blizzard 1230IV/1260 SCSI options, Phase5 Blizzard 2060 68060+SCSI card and Phase5 Fastlane Z3 SCSI card. If you have an A4000/040, see the section about the ``A3640 Zorro II Bug''.

Supported Ethernet cards: Ariadne, Hydra, A2065

Supported IO cards: BSC Alfa Data MultiFaceCard III, GVP IO-Extender.

Supported graphics cards: Phase5 Cybervision64 (not including 3D version)

5.3. Atari

SCSI, ACSI, Falcon IDE, all built-in serial ports, keyboard, Atari mouse, parallel printer port, RTC clock, floppy disk (DD/HD/ED), built-in Atari graphics (ST/TT/Falcon/Medusa), beep (all) and sound (Falcon/TT) are supported. The ET4000 and the Mach64 cards used in the Medusa are partially supported (you can't change the resolution).

Linux's Minix FS is compatible with the Minix V2 FS used with MiNT.

Supported RAM cards: FX-card (Falcon), Magnum (Falcon)

Supported Ethernet cards: RieblCard, PAM's VME boards (most Lance-based Ethernet cards should work)

Screen extenders: Screenblaster, Onscreen work, others should work too.

Other peripherals: Atari Laser Printer

5.4. VME

5.4.1. Motorola MVME166 and MVME167 boards

(provided by Richard Hirst)

There are multiple VME boards out there on which Linux/m68k could run. There is currently one port for the Motorola MVME166 and MVME167 boards. These are complete systems on a card, so there's no need to support any external controller cards:

o 68040 at 25 or 33MHz (at least)

o 4 to 32MB DRAM (maybe more)

o CD2401 four channel serial controller

o NCR53C710 SCSI controller

o Parallel port (currently unsupported)

o Intel 82596CA Ethernet controller (under construction)

o VMEchip2 VME interface chip

o PCCchip2 local controller chip

o VSBchip2 (MVME166 only)

o MK48T08 BBRAM and TOD clock

o 68230 PIT

The source is based on 2.0.8 at present. The system will happily loop building the kernel for hours on end with no problems (no '040 MMU bug here!) It takes about 20 minutes to build a kernel.

More information can be found at Richard's VMEbus port page <http://www.sleepie.demon.co.uk/mvme166.html>.

5.4.2. MVME 162

A port to the MVME162 board has been made by Vaughn Skinner <vaughn@solid.net>. It is based on Richard Hirst's port to the MVME 166 and 167.

5.4.3. Other VME Boards

Please see the ``VME Projects'' section.

5.5. Unsupported

There is currently no Linux/m68k port for several 680x0 based computers that would be able to run Linux. The reason for this is rather simple: Nobody has written it. The reasons for that are many: The people who already have most/all of the knowledge on the Linux side of the port are usually busy maintaining/improving one of the existing ports. Another quite common reason is that no or only insufficient documentation on the hardware of that platform exists. Sun 3s are an even more special case: Unlike all other machines mentioned here, they don't use Motorola MMUs (except the Sun 3/80, which has an 68030).

See the ``Other Systems'' section of this FAQ for details on progress (or lack thereof) toward completing ports to these systems.

As far as I know, you can run NetBSD <http://www.netbsd.org/> on most Sun 3s and Macs with 680x0 processors (see the NetBSD FAQ).

5.6. Other processors

Linux also runs on several other platforms in varying states of usability:

o Alpha (Linux/AXP): <http://www.azstarnet.com/~axplinux/>

o PowerPC processors (Linux/PPC): <http://www.linuxppc.org/>

o PowerMacs using OSF Mach microkernel:
<http://www.mklinux.apple.com/>
o Sparc processors (SparcLinux):
<http://www.geog.ubc.ca/sparclinux.html>

o I think I heard some rumors about an Intel version too ;-)

This list is not exhaustive: More complete and more current versions of this information can be found at the Linux Mailing List Archives <http://www.linux.ncm.com/> (which now appears to be dead).

5.7. Misconceptions about Linux/m68k

5.7.1. The Linux/m68k port is "under development" or "experimental"

False. Linux/m68k is at least as stable as Linux on Intel, Alpha and Sparc systems. Furthermore, Linux/m68k was the first stable port of Linux to any other (non-Intel) processor.

There is development on additional hardware drivers and additional machine ports (like implementations for the Macintosh, Apollo and Sun 3), but this is the same "development" that is underway on other platforms.

5.7.2. Linux/m68k isn't popular

False. Over 440 people have registered using Linux/m68k (and this is strictly optional). Many hundreds more are using it on systems without Internet connections.

Linux/m68k's usage on systems capable of running it is probably equivalent to that of Linux on Intel platforms (on a percentage basis).

Over 350 people participated in the call for votes for comp.os.linux.m68k, which took place over a year ago (when Linux/m68k was in less widespread use).

5.7.3. Porting Linux/m68k to my system is useless because there is *BSD for my system

False. Linux has many features that make it preferable to NetBSD or OpenBSD or SpinoffGroupOfTheWeekBSD. The most impressive feature is that there is virtually no Berkeley code in the kernel: it is written from the ground up to comply with POSIX and other standards (XPG, SVID, etc.).

Linux is also highly popular on Intel platforms (to a much greater degree than BSD). This popularity, combined with 99.9% source compatibility, means that virtually any program that runs on Linux/i386 (and doesn't use non-portable features like SVGAlib) can be compiled and run on Linux/m68k.

6. Installing Linux/m68k

Get one of the ``installation guides'' available and follow the procedures. You shouldn't have any problems, just bear in mind that many of them were written for 1.2 and some of the filenames have changed.

When you're done, register yourself at the Linux/m68k Registration Site <http://www.cs.kuleuven.ac.be/~geert/Linux/m68k/>.

7. Sources for information, sources and binaries

7.1. Installation Guides

An installation guide for the Amiga is available at <http://www.informatik.uni-oldenburg.de/~amigo/inst.html>. It is also available in various formats from <ftp://ftp.informatik.uni-oldenburg.de/pub/amiga/linux/local/docs/>. Although the guide was written for the Amiga, many things are also useful for Atari users.

An Atari-specific install guide can be found at <http://www.gti.net/azog/linux68k.html>; another one can be found at <http://zippy.spods.dcs.kcl.ac.uk/~tomlin/flinux.html>.

7.2. Other Documents

Further documents can be found at the Linux Documentation Project's Home Page <http://sunsite.unc.edu/LDP/>. These documents were originally written for Linux/i386, but many are useful for Linux/m68k users too (e.g. HOWTOs on UUCP, PPP and the general Linux FAQ).

A FAQ on Motorola chips (including the 680x0 microprocessors) is available at <http://www.oise.on.ca/~rboys/m68kfaq.html>.

Last but not least: Look into the Documentation directory of the 2.x kernel trees.

7.3. Newsgroups

comp.os.linux.m68k
The group comp.os.linux.m68k is intended to further interest in, and development of, the port of the Linux operating system to the 680x0 architecture. All discussion in the newsgroup should be in English.

comp.os.linux.development.system
This group is on Linux kernel development only. From time to
time it contains messages dealing with the Linux/m68k kernel.

comp.os.linux.announce
This group announces new Linux-related products. Announcements
for new versions of Linux/m68k may be found there.

maus.os.linux68k
This group deals with Linux/m68k only. The languages currently
used are German and English. This newsgroup is also available
via FidoNet (LINUX-68K.GER).

comp.unix.amiga
This group is for discussions on Amiga Unix, NetBSD and
Linux/m68k on the Amiga.
de.comp.sys.amiga.unix
Similar to comp.unix.amiga, but in German.

7.4. Mailing Lists

There is one mailing list for Linux/m68k, which is named linux-m68k.
As there is a newsgroup for Linux/m68k, topics on this list should be
restricted to development issues if possible.

(provided by Benjamin Lorenz)

You can subscribe to linux-m68k@phil.uni-sb.de by sending a mail to
majordomo@phil.uni-sb.de, with a random subject and a single line in
the mail body containing "subscribe linux-m68k". You may want to
subscribe to linux-m68k-digest@phil.uni-sb.de instead: in this case,
you will receive one mail per day containing all mails to the list
from the last 24 hours. If you prefer to read mail in this way, please
unsubscribe from linux-m68k to reduce net load!

You can download archives from the digest mails! They are stored at
<ftp://ftp.phil.uni-sb.de/pub/linux-m68k/mailinglist>.

Another mailing list archive that supports searching can be found at
<http://aire.ncl.ac.uk/Atari/Mailing-Lists/Linux-m68k-phil-
List.index.html>.

The kernel list is also available from sunsite.auc.dk as a nntp news
feed ( <nntp://sunsite.auc.dk/sunsite.linux.m68k>). It is the fifth or
so member on the mailing list so it's fast.

Other mailing lists are available for more specialized purposes; I
recommend visiting the Linux/m68k Home Pages
<http://www.clark.net/pub/lawrencc/linux/> for further details.

7.5. WWW sites

o The Linux/m68k Home Pages (Chris Lawrence):
<http://www.clark.net/pub/lawrencc/linux/>

o Linux/m68k Registration Site (Geert Uytterhoeven):
<http://www.cs.kuleuven.ac.be/~geert/Linux/m68k/>

o Dirk Wetter's Linux/m68k WWW page: <http://bunsen.pci.uni-
hannover.de/linux68k.html>

7.6. FTP sites

o Linux/m68k 2.0 and 2.1 kernels:
<ftp://sunsite.auc.dk/local/os/linux/680x0/> or
<http://sunsite.auc.dk/ftp/local/os/linux/680x0/>.

o The Linux/m68k server: <ftp://ftp.uni-
erlangen.de/pub/Linux/LOCAL/680x0/>.

o Mirrors of this server include (please use the one nearest to you,
most of these mirrors are updated daily):

o <ftp://ftp.belnet.be/packages/Linux-680x0/>

o <ftp://ftp.fu-berlin.de/pub/atari/linux/>

o <ftp://ftp.funet.fi/pub/Linux/BETA/680x0/>

o <ftp://ftp.germany.eu.net/pub/os/Linux/Mirror.SunSITE/>

o <ftp://ftp.informatik.tu-muenchen.de/pub/comp/os/linux/680x0/>

o <ftp://ftp.informatik.uni-oldenburg.de/pub/linux/680x0/>

o <ftp://ftp.nvg.unit.no/pub/linux/680x0/>

o <ftp://ftp.phil.uni-sb.de/pub/linux-m68k/erl/>

o <ftp://ftp.spc.uchicago.edu/pub/linux/680x0/>

o <ftp://ftp.tu-clausthal.de/pub/systems/Linux/680x0/>

o <ftp://sunsite.cnam.fr/pub/Atari/Linux68k/mirror/erl/>

o <ftp://ftp.twi.tudelft.nl/pub/Linux/680x0/>

o <ftp://ftp.unina.it/pub/linux/linux68k/>

o <ftp://src.doc.ic.ac.uk/computing/operating-
systems/Linux/tsx-11-mirror/680x0/>

o <ftp://tsx-11.mit.edu/pub/linux/680x0/>

o Please tell me if your favorite mirror is not on this list.

o The kernel source for Linux/m68k can be found in 680x0/v2.0/ and
680x0/v2.1/, a lot of binaries in 680x0/bin/. A few more tools
reside in 680x0/tools/.

o Other Linux/m68k FTP sites include:

o <ftp://ftp.phil.uni-sb.de/pub/linux-m68k/>

o <ftp://sunsite.cnam.fr/pub/Atari/Linux68k/>

o The two Linux servers (sources for you to port to/compile on Linux/m68k):

o <ftp://tsx-11.mit.edu/pub/linux/sources/>

o <ftp://sunsite.unc.edu/pub/Linux/system/>

o Linux on Amiga: <ftp://ftp.informatik.uni-oldenburg.de/pub/amiga/linux/local/>

o Various stuff: <ftp://ftp.phil.uni-sb.de/pub/linux-m68k/>

o Kernels with FPU emulation are available from <ftp://ftp.nocrew.pp.se/pub/linux/>.

The following addresses are known to offer FTP via e-mail:

o ftpmail@info2.rus.uni-stuttgart.de <mailto:ftpmail@info2.rus.uni-stuttgart.de>
o ftpmail@ftp.inf.tu-dresden.de <mailto:ftpmail@ftp.inf.tu-dresden.de>

o ftpmail@informatik.uni-oldenburg.de <mailto:ftpmail@informatik.uni-oldenburg.de>

To get more info on FTP-mail send a mail with subject "help" to one of the addresses mentioned above.

7.7. Modem

If you have a modem, you can get Linux/m68k from the following location in Germany:

System name: nasim
Phone: +49 89 5469593, ZyX19200
Login: Anon-uucp: nuucp - no password / ZModem: gast - no password
Contents: full 680x0-tree of tsx-11 in /pub/linux-68k
Get first: index file /pub/linux-68k/ls-lR.nasim.linux-68k.gz
Other features: provides uucp access to 680X0 channel (read only) and the linux.act.* news-groups
Admin: Frank Bartels <knarf@nasim.cube.net>

7.8. Distributions

There are no distributions available via FTP at the moment. ALD (= Autoren Linux68K Distribution) for Atari is available from Whiteline.

7.9. IRC (Internet Relay Chat)

An IRC channel for Linux/m68k exists, called #Linux68k. Start irc and select one of the servers of LinuxNET, such as irc.blackdown.org. A list of servers can be found at <http://www.blackdown.org/LinuxNET/LinuxNET.html>. Just do a

/join #Linux68k

and look out for others. If nobody is there, there is a simple reason for this: you are the first to join this channel (actually, the first one to join a channel creates this channel). There already is a well established #Linux.

Note: The attempt to establish a channel #Linux68k via the "regular" IRC servers more or less failed because of many, many net splits. LinuxNET is much more reliable.

7.10. Magazines

Linux Journal <http://www.ssc.com/lj/> (ISSN 1075-3583) is the monthly magazine of the Linux community. It is aimed at everyone from the casual user to die-hard kernel hacker. In the US, most large booksellers carry the magazine.

Linux Gazette <http://www.ssc.com/lg/> is a monthly on-line publication with tricks and tips from ordinary users, along with longer how-to articles. You can read it on the World Wide Web at the location above; issues are also available as Debian packages.

7.11. Books

There are a gazillion Linux books on the market these days. In my opinion, you can't go wrong with the books publised by SSC and O'Reilly: they are two "class acts" in the Unix community.

A few particular selections:

Running Linux by Matt Welsh and Lar Kaufmann (O'Reilly) is probably the definitive book for new Linux users. It includes extensive coverage of virtually every topic under the sun. Welsh's earlier book Linux Installation and Getting Started (LDP and SSC) is also good (and is less expensive).

The Linux Network Administrator's Guide by Olaf Kirch (LDP, O'Reilly and SSC) is a good companion to Running Linux. The title is something of a misnomer, as it is handy even for single-user workstations connected by Ethernet or a serial link.

Inside Linux by Randolph Bentson (SSC) is aimed at the Linux user who wants to know more about the history of Linux and the internals of Unix in general.

The Linux Sampler (SSC) is a selection of articles from the early issues of Linux Journal, including many of historical interest.

The Linux Bible (Yggdrasil) is big. It includes hard copy of Linux Installation and Getting Started, The Linux Network Administrator's Guide, other LDP manuals and a selection of HOWTO's. An accompanying CD-ROM contains all these documents and more. A very cost-effective way to get started with Linux.

Linux in a Nutshell by Jessica Perry Hekman (O'Reilly) is a desktop handbook that contains a brief reference to virtually every Linux

command, as well as sections on the bash and tcsh shells and regular expressions.

Books distributed by the LDP can be found at the LDP's home page <http://sunsite.unc.edu/LDP/>.

## 8. Recompiling Linux

(Much of this section provided by Jesper Skov)

Since the release kernels found at the various Linux/m68k sites are compiled for the average user, they contain drivers for just about every piece of hardware supported by Linux. They will also be compiled so they can be run on all the processors in the Motorola 68000 family.

This scheme enables everybody to boot Linux, but it also reduces the performance of Linux: drivers for hardware you don't have or use take up (non-swapable) memory, and in case of processor specific programming, it is required to check which set of instructions to run.

Therefore, if you are a bit adventurous and have time to spare, you should recompile a kernel for your machine configuration. Especially if you are not a kernel hacker (i.e., you don't care about all those 2-3 line patches :) and use the same kernel for several days/weeks, the time will be well spent.

Recompiling your own kernel will make it possible to configure it to your exact machine configuration, thus giving the best performance possible.

### 8.1. Finding The Sources

The Linux/m68k sources are available by ftp from sunsite.auc.dk in "/local/os/linux/680x0/vx.x", x.x denoting the latest version numbers.

The sources are also mirrored at the sites listed in ``FTP Sites''.

### 8.2. What You Need to Recompile

You will need at least gcc version 2.7.2 (preferably 2.7.2.1 or later) to compile the kernel.

Recompiling the kernel for the MC68060 processor requires binutils 2.7.0.3 or later, fixing a linking problem with the ifpsp files.

Linux 2.1.x and later require binutils 2.7.0.3 (or later) with the CHIP fix. This makes it possible to specify which processor (chip) the instructions should be assembled for. Thus it is now possible to write mnemonics instead of opcodes for the bigger processors which eases the reading of the code and removes the problem of wrong mnemonic/opcode translations.

GCC can be found at any of the ``Linux/m68k ftp sites''. The required version of the binutils package can be found at <ftp://sunsite.auc.dk/local/os/linux/680x0/bin/>.

8.3. Submitting Changes

Linux/m68k releases are built and released by Jes Degn Soerensen. "Built" means that you can write a patch against the current version or patchlevel and send it to them or the mailing list and they will integrate it into one of the next releases. Make sure you state against which version the patch was made. Please note that Jes has no way to test Atari-specific patches.

Note: If you patch processor-specific code (e.g. 68030 vs. 68040 MMU or FPU) make sure that you document the dependencies.

8.4. Bug Reports

Send bug reports to the author of the code or to Jes. Probably a better approach is to post it to the linux-m68k mailing list or to the appropriate newsgroup. If there are bugs that will probably stay in the code for an extended period of time let me know so I may publish them here.

8.5. Known bugs

8.5.1. TT-FPU bug

Problem:

Linux reports *** COPROCESSOR PROTOCOL VIOLATION *** FORMAT=9 or something similar.

Fix:

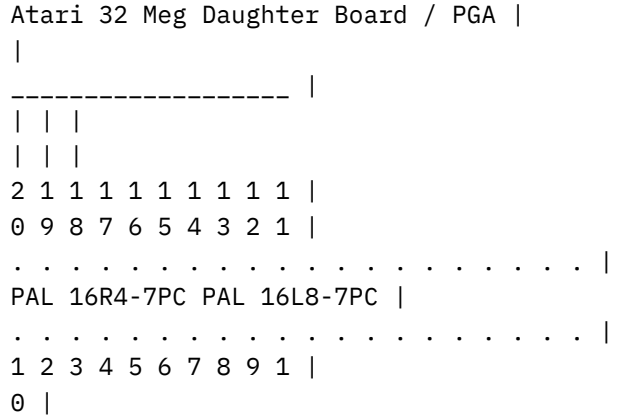
Pull the 16L8 PAL's pin 11 free (this is the signal 'XBG') and solder it to +5V. This prevents the PAL from tri-stating AS and DS until XBGACK has gone low.

To make your 32 MHz daughter-card work:

1. Pull pin 11 of the 16L8 PAL out of the board

2. Solder pin 11 of the IC to +5V (pin 20 of 16L8)

****This applies to the CA400771 32 MHz daughter board****
**********Other boards should not have this bug**********



CA400771 |
_____|
|
|
___|

8.5.2. Amiga with GVP 16-bit RAM

Problem:

When using a GVP card with 16 bit RAM on an Amiga with 68040
Linux/m68k dies.

Fix:

Unfortunately, there is no known solution to that problem. So your
best bet is to get some real 32 bit RAM. The 16-bit RAM may still be
used as a ramdisk using the z2ram device, but you must disable it as
normal RAM (-m option of amiboot).

Quoting from the README for amiboot:

If you have some non-AutoConfig memory you want to use under Linux, or if you
want to disable some parts of your memory (e.g. Zorro II RAM on '040 based
systems), you have to use a memory file and the --memfile option. This file
contains information about the memory chunks you want to use under Linux. The
format for the file is:

```
chipramsize
[0xfastchunkaddr fastchunksize]
[0xfastchunkaddr fastchunksize]
...
```

For example, if you don't want Linux to use your 2nd meg of chipram, you would
create a file that looks contains only:

```
1048576
```

If you had 1M of chip ram, 2M of 16 bit FAST ram at address 0x200000 and 16M of
32 bit FAST ram at address 0x80000000, and you didn't want Linux to use the
slow 16 bit FAST ram, you'd create a file that looks like:

```
1048576
0x80000000 16777216
```

The memory file can also be used to specify in which block of memory the kernel
will be put. Normally Amiboot will put the kernel in the first block of Fast
RAM it will find. If you use a memory file, it will put the kernel in the first
block of fast RAM you specify.

8.5.3. Zorro II DMA Bug on A3640 rev 3.0

Problem:

You get strange system crashes and segmentation faults with a SCSI controller and an Amiga 3000 or 4000 with a Commodore A3640 revision 3.0.

Fix:

The immediate fix is to make your SCSI controller stop using DMA. Add the kernel parameter wd33c93=nodma:1 to the boot command you are using.

A better solution is to replace the A3640 with a newer version of the card or a third-party card like the Phase5 Cyberstorm, Warp Engine, QuikPak 4060T, or Apollo 4060.

8.5.4. MC68060 performance issues

(provided by Jesper Skov)

Problem:

In order to streamline the design of the MC68060, Motorola left out the implementation of a few addressing modes and instructions. The '060 remains user-level compatible with the other family members by emulating these addressing modes and instructions in software.

Whenever the '060 encounter an unimplemented instruction, a special exception is taken that enters the ifpsp (Integer & Floating Point Software Package) part of the kernel. Here the instruction is emulated and processing is resumed.

Obviously, this adds an overhead to the use of the system and since gcc 2.7.2 uses the unimplemented instructions for 64 bit multiplication and division there is reason for concern. Judging from my tests (highly inaccurate :) I expect a boost of at least 10% when applications can be recompiled with an 060 aware gcc (that would be release 2.8.0, due out last year ;)

Fix:

Recompile applications with an 060-aware gcc when available.

9. Future Development

I would like a list of projects planned/started, similar to the Linux Projects FAQ. If you send me info, I will put it into this section.

Please note that a lot of these are rather old. I have marked the ones that haven't had any recent activity with ? (these may revert to unclaimed status if I don't get mail from someone saying that they are being done).

9.1. General

o Creation of a freely available Debian distribution for Linux/m68k. Send mail to debian-68k-request@lists.debian.org with the word "subscribe" in the message body. Mails should be sent to

debian-68k@lists.debian.org. Please do not join the list if you are not able to actually work on the packages. Testers are not yet needed (it's too early for that).

o A port of the Generalized Graphics Interface <http://synergy.caltech.edu/~ggi/> (a kernel-level I/O abstraction) to Linux/m68k: Geert Uytterhoeven <Geert.Uytterhoeven@cs.kuleuven.ac.be> (?). (Neat side effect: A GGI port would make it fairly easy to provide SVGAlib emulation for Linux/m68k.)

o ? Integration of VME stuff into main kernel tree: Richard Hirst <srh@gpt.co.uk> and Jes Degn Soerensen <Jes.Sorensen@cern.ch>.

o Atari TOS emulation: The OSIS Project <http://www.nocrew.pp.se/osis/>.

o AmigaOS emulation: The Amiga Replacement OS project <http://www.lysator.liu.se/amiga/aros/>.

o (Unclaimed) Rewrite of 68882 FPU emulation under GPL or under a less restrictive BSD-style license (like the MIT license).

o (Unclaimed) Macintosh emulator (based on Shapeshifter, perhaps?)

9.2. Amiga

o ? Drivers for Arcnet cards are in alpha/beta: Frank Neumann <Frank.Neumann@informatik.uni-oldenburg.de>.

o ? Support for the Oktagon SCSI controller is planned: <kcozens@io.org> and <shermane@ct.picker.com>.

o A frame buffer device for the Spectrum, Piccolo, Picasso II and SD64 graphics cards is in the works: Frank Neumann <Frank.Neumann@informatik.uni-oldenburg.de>.

o ? Support for the A2410 and DMI Resolver graphics boards is planned: Topi Kanerva <topi@susanna.oulu.fi> and Jes Degn Soerensen <Jes.Sorensen@cern.ch>.

o Support for the Commodore A2232 7-port serial card is under development: Eric van Dijken <E.vanDijken@PTT-Telecom.nl>.

o Support for the Commodore A2024 monitor (a high resolution grayscale monitor): Frank Eibisch <ergocat@minet.uni-jena.de>.

o Support for Phase5 PowerPC/68060 (PowerUp) boards: Roman Zippel <zippel@fh-brandenburg.de>, Jes Degn Soerensen <Jes.Sorensen@cern.ch> and Jesper Skov <jskov@cs.auc.dk> (Phase5 contact person).

The following drivers were asked about (or I thought of them) but nobody has reported interest in writing them:

o Concept and code for the use of chip ram and the blitter from user space.

o Support for Utilities Unlimited Emplant serial and SCSI.

o Support for the Commodore/DKB A4091 SCSI card and the A4000T built-in SCSI controller (could be based on the NCR53C710 driver for the MVME166/167 boards?)

o BSC Alfa Data MultiFaceCard II support. Docs available from Joerg Dorchain <dorchain@mpi-sb.mpg.de>.

o Improved Cybervision support (on-the-fly mode changes, 15/16/24 bits-per-pixel framebuffer support, 3.2-based XF68_Cyber, new 3D version, etc.). Perhaps part of GGI effort?

o Warp Engine SCSI controller support.

o Prodev Merlin graphics card.

o Commodore A2090 SCSI controller.

o Commodore Bridgeboards (A2286 in particular).

o Access to ISA cards via GoldenGate/BridgeBoard (as in OpenBSD <http://www.openbsd.org/>)

9.3. Atari

o Port to Hades: (I can't remember)

9.4. VME

9.4.1. Motorola MVME147 board

A port to the MVME147 board has been started by Dave Frascone <chaos@mindspring.com>. It is currently in alpha testing.

9.4.2. Motorola MVME17? boards

These are MVME systems with 68060s. A port of a relatively recent kernel should be pretty simple, starting from the MVME 166/167 port.

9.5. Other Systems

9.5.1. Apple Macintosh

Rob Pelkey <rpelkey@bates.edu> is coordinating the Linux/Mac68k project, a fresh effort to port Linux/m68k to the Mac. More information on this project is available at the Linux/Mac68k Home Page <http://www.bates.edu/~rpelkey/linux-mac68k/>.

9.5.2. Hewlett-Packard/Apollo Domain Workstations

The first pre-alpha is now available at <ftp://www.ba.be/pub/apollo/>. It apparently only runs from a ramdisk, but it does support the monochrome framebuffer and the keyboard. Contact Peter De Schrijver <p2@linux.cc.kuleuven.ac.be> for

more details.

9.5.3. Sun 3 Workstations

Pekka Pietikaeinen <pp@netppl.fi> is the point of contact for this port. A patch relative to 2.0.25 is available from him.

9.5.4. HP 9000/300

(provided by Jim Partan)

Philip Blundell <pjb27@hermes.cam.ac.uk> is apparently working on a port to this system. More details can be obtained from him.

9.5.5. NeXT, etc.

As far as I know, there is nobody working on ports to these systems at the present time, but there has been some interest from users.

10. Common problems

A lot of these no longer apply to new users, but may be of interest to people who have been running Linux/m68k for a while.

This is by no means an exhaustive list. If you have any suggestions for entries, please send them to me.

10.1. I can't find the man page for XXX

There is a *wealth* of Linux documentation out there for the original PC Linux which almost always applies to Linux/m68k. Check out the documentation at your favorite Linux FTP site.

10.2. How can I access my SCSI tape drive?

Use /dev/st0. Be aware that your tape drive must be up and running at boot time so that Linux can recognize it and you can use it.

10.3. Where did all my Amiga's chip memory go?

It's still there, but the kernel doesn't offer it to the user. It is used by drivers that use the custom chips (like floppy, framebuffer, and sound).

10.4. How do I access Linux partitions from AmigaOS?

There is an ext2 filesystem for AmigaOS (available at <http://titan.cs.bonn.edu/~fasten/>). It allows you to read/write ext2 partitions. Not all write operations are currently (version 0.3) supported. Important: Do read the "Known bugs" section.

Other ways to transfer files from Linux to AmigaOS are to use an msdos partition, an Amiga/PC formatted floppy with msdos file system (this requires a Mountlist entry on AmigaOS side), use of a partition with minix file system and the minix file handler on AmigaOS side (the driver is somewhat unstable) or by accessing the floppy / any (empty!)

partition directly via GNU tar.

You can also read and write Amiga partitions from within Linux (using the affs filesystem).

10.5. My SCSI bus locks up when I want to use my DAT drive

(provided by Frank Neumann)

This problem seems to be related to certain A3000 Amigas: probably only those with BootROMs. It has been discovered that if you have a DAT drive connected whose SCSI address is smaller than the smallest SCSI address of a hard disk in your Amiga, the bus will lock up very early (under AmigaOS, while the SCSI bus is being scanned: you can notice this by seeing that the SCSI LED is constantly lit and nothing happens). The solution is to use higher address for DAT drives (and maybe also for CD-ROMs) and the lower ones for direct-access media (read that as "hard disks").

10.6. My SCSI bus locks up when the kernel probes for devices

(provided by Frank Neumann)

Some devices dislike being polled on LUNs (logical units) other than 0. What can happen here is that the SCSI bus just locks up because the device does not answer the inquiry. Quite a couple of drives have already been added to the blacklist of "bad" devices in the kernel, but there are probably more. If you discover this behavior on one of your SCSI devices, you might try adding it to the blacklist (in drivers/scsi/scsi.c) yourself or ask someone to do it for you if you are sure about it.

If you think you're adventurous and want to fix the kernel for a specific SCSI device yourself, here is what you could do:

Under AmigaOS, use the scsiutil command (on Aminet) and its -i option to send an Inquiry command to that particular device. Write down its vendor identification, product identification and Product revision level. For instance, an Apple CD-300 CD-ROM drive might give (at the bottom) this output:

```
Vendor identification: SONY
Product identification: CD-ROM CDU-8003A
Product revision level: 1.9a
```

Now go into the kernel source tree and (under drivers/scsi/scsi.c) add your drive to the blacklist of drives that have problems (just search for "blacklist"). Recompile the kernel and try it out without the wd33c93= options you probably used so far.

If it works, you might want to send your change as a GNU context diff to one of the Linux/m68k maintainers.

10.7. I displayed a binary file, and now my console is totally screwed up

(provided by Frank Neumann)

Once in a while, it may happen to you that you try to read a binary file. Text viewers like more will interpret the input they get as control characters, to for instance change to an alternate character set. This may result in a strange looking prompt, made up of special characters. In such a case, you need to reset the terminal to its initial state. There are several ways to do this, here's what I use: You have to type (blindly):

echo ^V^O

Read this as: Control-V, Control-O. The sequence "Control-O" does just what we want: It resets the text attributes and character set, and also clears the screen. You have to mask the control character with Control-V, otherwise the shell would directly try to use the "Control-O" for its purposes.

You can also avoid this problem by replacing more with less.

10.8. Can I use both ELF and a.out libraries/binaries in my system?

(provided by Frank Neumann and Jesper Skov)

No problem. If you moved to ELF according to Andreas Schwab's hints (<ftp://tsx-11.mit.edu/pub/linux/680x0/ELF/README>), you already have a mixed system. All old a.out shared libraries, stubs, static libraries and simple object files (*.so, *.sa, *.o, *.a) are now in /usr/m68k-linuxaout/lib, except for libc and libm which remain in /lib. The ELF shared libraries are in the usual places (/lib, /usr/lib and maybe /usr/X11R6/lib and /usr/local/lib) and don't interfere with the a.out libraries.

When starting a program which is either a.out or ELF, the corresponding link loader (ld.so and ld-linux.so respectively) will determine what shared libraries are required and load them on the fly. This of course works for both a.out and ELF binaries. You only have to keep in mind that with a mixed system (using some binaries which require ELF libraries while others which require a.out libraries) both ELF and a.out libraries have to be kept in memory (in particular, but not limited to, libc and libm). This certainly costs valuable memory. So, the long-term solution will be a pure ELF installation (libraries and binaries).

You can download the ELF versions of the programs via FTP, download sources and recompile, or "Debianize" your system (I really don't recommend the latter unless you really know what you are doing).

If you install from Watchtower-2, you will have the a.out compatibility libraries but (hopefully) no a.out binaries.

Debian/m68k will support a.out compatibility libraries, but does not include any a.out programs.

Note: Concerning a.out libraries, a couple of people had problems with the last libc that was created (4.7.2). So we recommend staying with 4.6.27 which most people were using.

10.9. After installing a patch, the new files are in the current directory

Do a man patch. Understand what the -p option does. In case the rest of the patches install ok, add a -p0 to your command options. I usually use "patch -s -E -p0 < patchfile" (s: only report errors, E: remove empty files).

If you are in the linux directory, almost all kernel patches will apply with either -p1 (this covers all official Linux patches) or -p0.

10.10. I can't mount MS-DOS diskettes on my Amiga

On the Amiga, the floppy minor numbers are 0-3 for drives 0-3 using Amiga formatted disk and 4-7 for drives 4-7 using MS-DOS formatted disks (drive+4). Please name them mfd0-mfd3. Just in case you don't know how to create the device files: Do a mknod /dev/mfd(0-3) b 2 (4-7) and please read a book about Linux (even PC :-). Now you can do a "mount -t msdos /dev/mfd0 /mnt". In case this still doesn't work: Do a "cat /proc/filesystems" and check whether the kernel was configured to support msdos filesystems.
Alternatively you can use the mtools package. You can find a correctly configured and pre-compiled package on tsx-11 in the bin directory.

10.11. Less behaves weird when I press a key

The older versions of the root-filesys have the wrong device numbers for /dev/tty. Delete it and do a MAKEDEV std (you do have a somewhat current /dev/MAKEDEV, don't you?)

10.12. What are the current major/minor device numbers for /dev/xxx?

The address of the "official" version of MAKEDEV for Linux/i386 can be found at sunsite and mirrors in <http://sunsite.unc.edu/pub/Linux/system/Admin/>. A list of the major/minor device numbers can also be found in the kernel tree as Documentation/devices.txt.

Debian/m68k will include a MAKEDEV that is preconfigured for Linux/m68k.

10.13. How can I tell an a.out binary from an ELF one?

Use the file command. It will either tell you 'mc68020 demand paged' if it is an a.out binary, and give a longer (self-explanatory) description if it is ELF.

You can also use ldd. If it says something about a "DLL jump", the binary is in a.out format; otherwise, it's in ELF.

For statically linked binaries, ldd reports statically linked (ELF)
for ELF binaries. I have no idea what it says for a.out binaries,
because I don't have anything statically linked a.out any more (at
least, not that I can find).

10.14. GCC complains that it can't find shared libs while linking

(provided by Geert Uytterhoeven)

The current ld requires you to create links from *.so to *.so.6 for
all libs, so you should have e.g. libX11.so -> libX11.so.6,
libX11.so.6 -> libX11.so.6.0

Recent versions of ldconfig seem to take care of this automatically.

10.15. Linux recognizes my Amiga's XXX board, but it doesn't work

Linux/m68k can detect the Amiga's AutoConfig devices. That it is able
to detect and correctly classify these devices does not mean that the
kernel has an actual driver for that device. The list of supported
hardware given earlier should be exhaustive, i.e. anything that is not
listed is not supported. Note: turbo boards that appear as AutoConfig
devices are almost always supported (except for the SCSI controller,
if they house one).

10.16. I can't use ttyS3 and ttyS4 simultaneously on my Atari

This is perfectly normal: ttyS3 and ttyS4 correspond to different
physical external connectors on the Atari, but these connectors use
the same internal hardware (Channel A of the SCC).

10.17. Amiboot dies when I start it with VMM running

(provided by Martin Apel)

What happens is that amiboot gets loaded into virtual memory and
shoots itself out of accessible memory when disabling the MMU. But
fortunately there's an easy way to solve this:

Enter amiboot into the task list of VMM with code and data set to "No
VM". Then amiboot (version 3.0 or higher) should work correctly.

10.18. How do I byte-swap an ext2 filesystem?

Note: Michael Schmitz has written a mini-HOWTO on this topic, which is
more suited to people who are new to Linux. It is available at
<http://www.clark.net/pub/lawrencc/linux/ext2swap.html>.

IMPORTANT: Make sure you are using e2fsprogs-1.06-swapfixed or later!
The 1.05 and original 1.06 versions of e2fsprogs had serious bugs that
can corrupt your disks while byte swapping.

There are three reasons why you'd want to do this:

1. You want to share some sort of mass storage medium (Jaz or Zip
disks, hard disks, SyQuest media etc.) between Linux/i386 (or
another Linux port) and Linux/m68k.

2. You want to use ``the ext2 filesystem for AmigaOS''.

3. You want to use Linux/m68k 2.1.21 or later.

For the purposes of this discussion, "big-endian" refers to the ext2 filesystem format used by default by Linux/m68k 1.2.13 (pl4-10) and "little-endian" or "common" refers to the Linux/i386 ext2fs format.

Unless you have a lot of memory, you'll need to activate some swap space before doing the byteswap (if you haven't done so already).

There are two steps. First, you must run e2fsck -f on the partition to make sure it is completely error-free. Then use e2fsck -s to do the byteswap to the common format. Note that e2fsck -s will have no effect on a common format partition (so it's OK to use it if you're not sure).

You can see whether or not a partition is in the common format by running dumpe2fs on it. A warning message will be displayed if it is in the big-endian format.

Recent versions of e2fsprogs (1.05 and later) will create partitions in the little-endian format by default.

Linux/m68k 2.0.28 includes a warning about big-endian format filesystems. Note that Linux/m68k 2.1.21 and later 2.1 series kernels can't mount the big-endian format (support for them has been removed). You will have to convert your filesystems before upgrading to 2.2, when it is released. (However, it is possible to convert your filesystem while running 2.1.21 or later from a ramdisk.)

10.19. My kernel hangs at the login prompt

It is possible that you have an IDE controller on your system without any IDE devices attached to it. If you have been experiencing problems like this, you should upgrade to kernel 2.0.28. If upgrading doesn't fix the problem, ask for help in the newsgroup.

10.20. I just upgraded to 2.1.21 (or later) and modules don't work

You need modutils-2.1.23 or later. Note that these modutils are incompatible with kernels from 2.1.0 to 2.1.17, so you'll need to keep a copy of modutils-2.1.13 around if you plan on switching back and forth. The sources for modutils can be found at <ftp://ftp.redhat.com/pub/alphabits/>.

Make sure you apply the patch in the modutils archive. You will also need to apply Andreas Schwab's 2.1.21 patch, available on the mailing list. Note that some of the patches do overlap.

Modules in 2.1 series kernels also require running libc 5.4.17 or later (which in turn requires ld.so 1.8.5 or later). Don't run anything called libc 6 (aka glibc) unless you're Andreas Schwab (or really like life on the bleeding edge).

10.21. Where can I get Linux/m68k on CD-ROM?

(S.u.S.E. info provided by Christian Steigies)

In Europe, S.u.S.E. distributes a 4 CD set called "SuSE Aktuell 4.4". The latest edition is also dated December 1996. In addition to a direct mirror of erlangen's 680x0 tree, a mirror of ftp.phil.uni-sb.de's linux-m68k tree is included. Each set is 45 DM, or you can get 6 for 209 DM in Germany and 259 DM in "Ausland" (which I'm guessing means "outside of Germany": my only foreign language is French, sorry). S.u.S.E.'s web site is at <http://www.suse.de/> (German language only).

If you have already started using the Debian packaging system, iConnect Corporation distributes CDs of master.debian.org which are updated every 2-3 days and should include the unstable/binary-m68k tree. 2.0 (aka 1.3) snapshot CD's are $25.00 US (plus $5.00 US shipping and handling inside the US and $10.00 US elsewhere). Check out <http://www.i-connect.net/> for details.

10.22. How do I patch my kernel?

Once you have a copy of the Linux/m68k kernel, you should rarely need to get a completely new tree. Instead, you can patch the kernel to the next released version.

For example, if you have the 2.0.25 kernel tree already, you need to get the file linux-2.0.28.diff.gz via FTP (don't get the file with the word "native" in it unless you have the same version kernel tree for Linux/i386). Then use cd to get to the directory above your kernel tree (probably /usr/src), and make a copy using hard links to save some space:

```
cp -rl linux-2.0.25 linux-2.0.28
```

You may also want to change your symbolic link linux -> linux-2.0.25 to point to the new tree:

```
ln -sf linux-2.0.28 linux
```

This way, your links in /usr/include don't have to be changed every time you upgrade your kernel (i.e. you can link /usr/include/linux -> /usr/src/linux/include/linux instead of using the kernel version number hard-coded). Then, cd to linux-2.0.28 and type the following 2 commands:

```
rm -rf include/asm
zcat (path of linux-2.0.28.diff.gz) | patch -p1 -s
```

If all goes well, it will work for a minute or two and then return you to your shell's prompt. Make sure the patch applied correctly by typing find . -name '*.rej'. If no filenames are listed, everything worked perfectly.

Now do a make clean to delete all the backup .orig files left by patch, and then do a normal make config, make dep and finally make.

Once you've successfully made a copy of the new kernel, you can safely delete the previous version's tree using rm -r.

Miniproject: Someone with a bit of spare time might want to adapt scripts/patch-kernel to understand Linux/m68k diffs.

Please note that you will get rejected patches if you patch a kernel tree that you patched from the Linux/m68k mailing list (or from any other source). The easiest way to avoid this is to make a "clean" (i.e. distribution) kernel tree and another tree which you apply the patches from the mailing list to.

10.23. How do I choose what video mode to use with Linux?

This is done with the 'video' boot parameter. For details on what resolutions are supported, you'll want to read Documentation/m68k/framebuffer.txt and Documentation/m68k/kernel-options.txt in the Linux/m68k kernel source tree (the former document only appeared in 2.0.28).

You can also specify what font you want to use with the font option to 'video'.

For example, to boot into 640x480x4 mode on an Amiga with a 31 kHz or multiscan monitor, use video=vga.

10.24. How can I get my Jaz drive to work with Linux (or another OS...)?

Recent models of the Jaz drive (with firmware version H.71 and later) are shipped in a so-called "write-verify" mode. This mode causes problems for operating systems (like Linux) that can't run Iomega's proprietary drivers.

I (Chris) have been in touch with Iomega tech support, and they provided me with the low-level commands that allegedly get the Jaz drive into the correct mode. However, the commands they provided don't seem to work (probably (ab)user error, knowing my level of SCSI programming knowledge).

In the meantime, the only thing to do is find a Mac or PC with a SCSI interface and use Iomega's Jaz Tools software to disable the write verify mode. This can also be done with a registered copy of Shapeshifter on the Amiga.

More information about the Jaz drive and Linux (including the Jaz mini-HOWTO) can be found at Bob Willmot's Jaz-Linux information page <http://www.cnct.com/~bwillmot/jaztool/>.

10.25. When I use dpkg or tar, I get messages about a "broken pipe"

This usually means that you are running a buggy version of getty. The agetty and mingetty versions of getty are known not to have this problem, so replace your current getty with one of these.

10.26. Where can I get kernels with FPU emulation?

Kernels with FPU emulation are available from
<ftp://ftp.nocrew.pp.se/pub/linux/>. Hopefully, in the near future,
an FPU emulator will be written with a less restrictive license that
can be integrated into the main source tree.

10.27. I can't seem to boot from a ramdisk

Make sure you specify on the boot line "-r <ramdisk-name>
root=/dev/ram".

10.28. I can't execute programs in my current directory

As a security precaution, most systems come preconfigured to not
include the current directory in your path. The lazy way out is to
add '.' to your path, but I strongly recommend against doing that
(particularly if you are running as root).

The right way to handle this situation is to preface the program name
with "./".

10.29. When I run X, it complains about invalid modes

The easiest way to fix this is to change the "Modes" line in your
/etc/XF86Config to read:
Modes "default"

Later on, you can get Geert Uytterhoeven's fbset program and customize
your video modes.

10.30. When I run X on 2.0.28, I get Oopses

There is a minor bug in the 2.0.28 transparent translation code that
breaks framebuffer access. You should be able to obtain a patch for
this bug at James Troup's Linux/m68k pages
<http://thor.lib.chalmers.se/~jamest/>.

10.31. Kernel 2.1.X doesn't compile out of the box for me

This is usually because Jes doesn't have the time to test every single
configuration before releasing the kernel sources. Monitor the
mailing lists for patches (usually all the fixes have been posted
after about two days).

In addition, James Troup maintains a set of pages with the latest
patches and release announcements at
<http://thor.lib.chalmers.se/~jamest/>.

11. Famous last words

11.1. Credits

I want to thank everyone who contributed to this FAQ. There are many
people who did so by answering questions or by asking those questions.
Some sections are marked "provided by"; this means that the text was
originally written by that person but has been edited by Joerg or
myself.

Extra thanks to the following people for their suggestions and submissions:

o Martin Apel <apel@tecmath.de>

o Richard Hirst <srh@gpt.co.uk>

o Benjamin Lorenz <benni@phil.uni-sb.de>

o Frank Neumann <Frank.Neumann@informatik.uni-oldenburg.de>

o Jim Partan <jimp@waves1.whoi.edu>

o Raoul van Putten <rlputten@cip.informatik.uni-erlangen.de>

o Jesper Skov <jskov@cs.auc.dk>

o Christian Steigies <steigies@physik.uni-kiel.de>

o Geert Uytterhoeven <Geert.Uytterhoeven@cs.kuleuven.ac.be>

o Last, but certainly not least, Joerg Mayer <jmayer@informatik.uni-kl.de>, who started the ball rolling and wrote about 85% of this.

11.2. Copyright and License

This FAQ is Copyright (c) 1995-96 Joerg Mayer and Copyright (c) 1997 Chris Lawrence.

This FAQ may be freely redistributed, provided that it is not modified in any way. Permission is also granted to generate new copies of the FAQ in other formats from the FAQ's unmodified SGML source.

Amiga, Atari, Commodore, Motorola, MS-DOS, Sun, Unix and maybe a few more words I used in this text are trademarks. So what?

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3
Charset: latin1

iQCVAwUBMxUzfbUAwWgr8IOpAQG4QQQA0FRoaTOODXw0cqIJU3GmD4bVZo8E5LlQ
vKgqqCDJgTUSUCweAUchQ9eV445TkShwYLu4oLGF+aIOlkkABz1KdIgbHWeJapX9
/KKCoHyDCTVbey+maomhAkg2OxJ4gBiI9d4rrIye73lpSXuhL9J9wbbheAy27Pm6
5+NfmxGqCKk=
=Wy8G
-----END PGP SIGNATURE-----

--

| | |
|---|---|
| Chris Lawrence | My home page: |
| <quango@ix.netcom.com> | http://www.clark.net/pub/lawrencc/ |
| | |
| Amiga A4000/040 and | <*> Support Babylon 5 in Memphis <*> |
| Linux/m68k 2.1.26 | http://www.clark.net/pub/lawrencc/b5.html |

# 4089. Re: KP SACK (was Re: XaAES 0.6 : Foreign client error and mouse doesn't move)

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvafoqhbj9.fsf@emw.ericsson.se>
Source record: 126897

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

>
> >Well, as I have done my own code (based on yours ofcourse) I only have
> >to add one line of code to get sound effects (okey 2 lines, one
> >more at startup to load the sound). :-)
>
> Ah, you'll only have done part of it, I guess. :)
> Have you got any .SAA files? :-)))

Opps, sorry. I don't use SAA files at all. I just play the sound.
Not that exciting.

> >Do you ask me? I have no idea when it will be available. :-)
>
> Hehehe... no, I was just being vague... I'm waiting for a response to an
> email before definate release of version 1.0 (which is complete).

Copyright problems?

> Version 0.5 is definately going to be available on friday if V1.0 isn't.
> (the only thing remaining to be done to either version is drawing an icon)

Hehehe.. I'm very good on doing icons. ;-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4090. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvbu96hbnt.fsf@emw.ericsson.se>
Source record: 126898

frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) writes:

> 
> Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
> 
> > And what about all those companies that doesn't excist anymore? Can someone
> > realy still claim the rights for it? Maybe they can, I have no idea, but
> > it could be worth looking into.
> 
> If the compnay ceases to exist, then surely all claims to copyright are
> void, right? Wrong, they revert to the original opyright holder - the
> programmer. So, contact the programmer (a lot are still about, mostly on
> other plaforms), and ask if it can be released free for all.

For all? I want them for my self. ;-)

Seriously, is there someone who wants to help? Maybe we could try to
put togheter a list with games, publisher and if they doesn't excist
anymore, the progrmmer? Then we could try to get hold of who ever owns
the rights for them and contact them.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4091. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv7mjuhah9.fsf@emw.ericsson.se>
Source record: 126899

frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) writes:

> > I'm glad to help however I can, but I don't know how yet.
> > I don't have many old games, if any and as most doesn't work on
> > my box anyway so I'm not the right person to do it.
>
> OK, listen up. If you want to do some kind of campaign like this, I'll
> lend support. I'd rather see old games out in the open for all to play
> with rather than starting more piracy arguments.

Exactly my point. We would get rid of all this talk about piracy and we
could also make the Atari more atractive because of alot of free good
games are available for it.

> If anything can come of this idea, I can provide ftpspace on a fast UK
> server with no access restictions.

Great. I will need help though and I would like not to to be in charge of
all this as I don't realy have the time to do it. This is if anyone want
anything to be done.

> I'd need to be 110% SURE that you had written permission from the author
> to distribute the game, though, before I'd add it to the site.

Another slight problem is that most games have some kind of nasty
copy protection. How would that be solved? Are there any games that
doesn't have it? :-\

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4092. Re: Cab 2.0 Beta5 (Gemjing)

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv914ahb9o.fsf@emw.ericsson.se>
Source record: 126900

merciful@worldaccess.nl (Eabe Kuik) writes:

> I'm testing CAB 2.0 Beta5 now for several days and its working well. But there
> must be a new sound modul for CAB. Does anyone know where to get the CAB modul
> "GEMjing" for playing soundsampels, midi files etc.

Nope but I know of a good sound player (works on all falcons including the
Afterburner040 which some other don't). Mail: dave.murphy@zetnet.co.uk
about it. He might even add midi support if you ask nicely. He has
got a webpages as well where you can download it, but I don't have it
right here.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 4093. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: rick_ellis@vnet.ibm.com
Message-ID: <5f3o6h$mdm@zen.hursley.ibm.com>
Source record: 126901

Some people just don't get it do they?
The point of asking permission to distribute ST games is to avoid stupid prats posting their "warez".
Sad. It really is.

# 4094. Krzysztof SOWIK, please email me!

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.022797.110156.18@wxs3-9.worldaccess.nl>
Source record: 126902

I received some stuff from you but the snailmail address is unreadable! Please email me privately...

--

/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
Gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\------------------------------------------------------------/

# 4095. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: rick_ellis@vnet.ibm.com
Message-ID: <5f3nl0$mdm@zen.hursley.ibm.com>
Source record: 126903

Several days ago I attempted to contact a few programmers and software houses to gauge their
thoughts on making their old Atari software available for free distribution, as of yet I have
had no replies. If someone was to organise an attempt to contact programmers of Atari ST software
I would be happy to help. I contacted a few software groups that have put other old software
into 'public domain' such as Gremlin who have their old software on their website. Perhaps this would be a good place to start. If they reply i'll pass on their response.

Cheers
Rick.

# 4096. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv67zeh3id.fsf@emw.ericsson.se>
Source record: 126904

frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) writes:

> > We can but try, I'm certainly willing to be part of such an effort.
>
> Me too, for want of a better phrase [G] See my other posting. If anyone
> wants to help and would rather use a mailing list, I'd be happy to set
> one of for the project - if you're interested, mail me at
> frank@tachyon.co.uk
>
> Thought : Maybe it's a good idea to contact ELSPA on this occasion, see
> if there are any reasons why this couldn't be done for any reason.

You sounds like our man. :-)

A mailinglist could be a good idea so that we can get in touch with each
others in a easy way and pass information.

I will try to help as much as I only can.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4097. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv4teyh2cv.fsf@emw.ericsson.se>
Source record: 126905

rick_ellis@vnet.ibm.com writes:

> 
> Several days ago I attempted to contact a few programmers and software houses to gauge their
> thoughts on making their old Atari software available for free distribution, as of yet I have
> had no replies. If someone was to organise an attempt to contact programmers of Atari ST software
> I would be happy to help. I contacted a few software groups that have put other old software
> into 'public domain' such as Gremlin who have their old software on their website. Perhaps
> this would be a good place to start. If they reply i'll pass on their response.

Cool. Maybe setting up that mailinglist could be a good start which Frank talked
about. Then we could start to collect addresses and game titles to do a list
and then try to contact them. Maybe the best thing would be to use both email
and regular mail as well and why not fax if possible.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4098. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33158AE8.3D5D@cfcsc.dnd.ca>
Source record: 126906

Sophie Delorme wrote:
> Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:
> ... if you format a floppy disk on an IBM it can _only_ AFAIK
> >format it to DOS. Although there are some extended sector/track
> >DOS only formatters out there.
> >good luck.bonne chance
> I understand and agree with this statment and this seems to confirm the
suspicions/problems I am having: the IBM refuses to read the tos
formated disk, instruc
> The only other solution I can see is plugging the two machines together via midi, using
external sync and re recording the sequence on the IBM
one track at a time
> Regards,
> Andrew "the guy who wants to play music and no play with computers" Harder

I don't know what kind of software you have! :^)
Try getting a hold of FastCopy, DCFormat, TLCFormat, etc. FastCopy is good.
You should be able to format the disk to 80 tracks @ 9 sectors per track,
_and_ put an IBM boot sector onto it.
The easiest way though is to format your disk on the IBM, TOS will read it,
so you can then write to that disk, and if the IBM can't read a disk it
has formatted then you are not the one with the problem! :^)

# 4099. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970227134403158994@tachyon.demon.co.uk>
Source record: 126907

Magnus Kollberg <emwoll@emw.ericsson.se> wrote:

> Another slight problem is that most games have some kind of nasty
> copy protection. How would that be solved? Are there any games that
> doesn't have it? :-\

Yeah, that's a thorny question I hadn't thought about :/

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 4100. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970227134404159074@tachyon.demon.co.uk>
Source record: 126908

Magnus Kollberg <emwoll@emw.ericsson.se> wrote:

> A mailinglist could be a good idea so that we can get in touch with each
> others in a easy way and pass information.

OK, I'll do what I can at this end and post here when I get something
set up.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

# 4101. Re: Wanted: Atari ST RF (TV) Video Cable

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk
Message-ID: <19970227134406159149@tachyon.demon.co.uk>
Source record: 126909

<John> wrote:

> Help! I need one of those cables that you use to connect a TV set to an ST.
> If anyone has an extra one they could sell me, please let me know.

Any video game store should be able to supply it, since it's the same
cable used to connect a SNES, Megadrive/Genesis, Jaguar etc to a TV - in
the UK, at least.

ATB, Frank.

--
Frank Charlton : Freelance Journalist, Web Designer & .netjunkie
frank@tachyon.co.uk http://www.netkonect.net/tachyon/
PGP key available - mail pgpkey@tachyon.co.uk

## 4102. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33158E98.1B86@cfcsc.dnd.ca>
Source record: 126910

Magnus Kollberg wrote:
> and@sun1.imr.uni-hannover.de (Andreas Kromke) writes:
> > Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
> > : Yes, this I find a bit stupied. Why not make a patch available for people to
> > : download and update their copy. Geneva has this and I have not heard any
> > ASH customers can get free minor updates from their WWW site.
> > Unfortunately this is only for the German version. Ask your distributor.
> As there are no other versions than the german (if you don't want old
> versions) and I do have the german, couldn't I get it from there as well?
> Do you have the url to where I can get the update?
> //Magnus Kollberg

the only URL _I've_ seen is
http://members.aol.com/ashinfo/index.html

good luck.bonne chance

# 4103. Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Richard Krejstrup <di94rkr@student.hk-r.se>
Message-ID: <331595C1.5AC8@student.hk-r.se>
Source record: 126911

Hi, anyone here who knows if it's possible to
make a postscript output (to printer or disk) with
GDOS (NVDI). I got an old sys driver but it doesn't
work properly, it can't find the `header.ps` file, even
if I copy it to every partion of the harddrive...

I have a +65 pages dokument in Papyrus format that I
want to send a friend, but he hasn't got an Atari
computer. Can I in some way print the dokument
to file in postscript format if I use NVDI?

--
/Richard Krejstrup
di94rkr@student.hk-r.se
http://www.student.hk-r.se/~di94rkr

# 4104. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv3euigwin.fsf@emw.ericsson.se>
Source record: 126912

frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) writes:

> > Another slight problem is that most games have some kind of nasty
> > copy protection. How would that be solved? Are there any games that
> > doesn't have it? :-\
>
> Yeah, that's a thorny question I hadn't thought about :/

Yeah it's a kind of problem to say atleast. I guess the chance
for getting a version without the copy protection is a bit to
small as well. :-\

//Magnus kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 4105. Atari in Computer Shopper...

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: thechyld@eastky.com
Message-ID: <857035546_OASIS_@eastky.com>
Source record: 126913

In the "What Ever Happened To?" column, John Dvorak has written an article on the rise/fall/rise/fall of Atari corporation. Kinda interesting reading. He mentions Don Thomas's last article as well. This is this months Computer Shopper... :)

--

```
_/_/_/
```

# 4106. format hard disk, anti virus?

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Matthias Dubowy <ac091@rrz.Uni-Koeln.DE>
Message-ID: <Pine.A32.3.91.970227152515.38964A-100000@rs3.rrz.Uni-Koeln.DE>
Source record: 126914

Hi there,

we=B4ve got an old 1040 ST with a modern (?) hard disk (540 MB). We think=
=20
that there is a virus on dthe hard disk. Is there anybody who could send=20
me an anti-virus programm?

On the otehr hand: Is there anybody who could tell me how to format a=20
partitionished hard disk?

please send a personal to ac091@rs1.rrz.uni-koeln.de

Thank you

Matthias

# 4107. WTT: Gemulator for Software

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: main@appstate.edu
Message-ID: <857056655.21146@dejanews.com>
Source record: 126915

I have Gemulator 4.15g with the Gemulator ROM card fitted with TOS 2.06 ROMs. I would like to trade for any of the following ST software:
Outline Art 3.0
Calligrapher Gold
Papyrus
AtariWorks w/Speedo GDOS 4.2
TruePaint
If you are interested, please contact me via e-mail at:
main@appstate.edu

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

## 4108. CAB Bug?

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970227101508.4705B-100000@moose.erie.net>
Source record: 126916

After getting the STiK configuration sorted out, CAB 1.5 has been working prettty reliably. But for some reason, the search function at www.dejanews.com does not recognize anything entered in the search box. It always comes back iwth a "null query" response. That is, it thinks you didn't type anything into the search box. Other web search engines (Lycos, Alta Vista) seem to work okay. Has anyone else had this problem with CAB on www.dejanews.com?

I'd also appreciate recommendations for the best supporting programs to use with CAB for the different file types (sound, graphics viewers, etc.)

# 4109. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5f39kh$gaf@ash.ridgecrest.ca.us>
Source record: 126917

>and@sun1.imr.uni-hannover.de (Andreas Kromke) writes:
>
>>
>> Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
>> : Yes, this I find a bit stupied. Why not make a patch available for people to
>> : download and update their copy. Geneva has this and I have not heard any
>>
>> ASH customers can get free minor updates from their WWW site.
>> Unfortunately this is only for the German version. Ask your distributor.
>
>As there are no other versions than the german (if you don't want old
>versions) and I do have the german, couldn't I get it from there as well?
>
>Do you have the url to where I can get the update?
>
>Couldn't they put up the english vesion as well. If I have understod it
>correctly it's you who does the translation of the program and what is
>causing all the dealys are the translation of the manual and you don't
>need the manual for updates. A readme file would do.
>
>BTW. What happened to the guy who said he would translate the developers
>docs for MagiC to english? I have found the ST-Guide documentaion you
>and some other guy has made. It's _much_ better than the manaul. Couldn't
>someone, you, translate that as well? I treid to look for the new undocumented
>appl_write calls, but I couldn't find them (for hiding/unhiding apps).
>
>//Magnus Kollberg
>--
>

The only patches I seen on the ASH site were for Calamus SL and
I <think> a patch for MagiC 4-5. A friend in Germany is always able
to get the latest and greatest, but it isn't from the ASH Web page.
It seems there is an ASH BBS that registered users can download updates
from. I know he always gets MagiC for TOS and Mac for no charge from
here. He is now using MagiC Mac 2. The upgrade from 1.2X didn't cost
a dime. Toad i'm sure will make out on this when it arrives. I know
that System Solutions offers a "freshen-up" for NVDI 4r3 to r6 for
free, but Toad is charging $20.00 for this (and I can't even get it
from them after I paid). But that is another story:(. I think that
most all of ASH's products are supported on this BBS. I almost
wish I had the number. For about $10.00 I can get the latest upgrade.
That is cheaper than the importers are getting.
Andres, do us a favor and post the BBS number:)

Mike

# 4110. atari 540 St Urgent!

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: pjonkers@noord.bart.nl
Message-ID: <3315ab5f.583682@news.noord.bart.nl>
Source record: 126918

Hi , is there someone who can tell me something about an atari 540 st.
Or someone who has a picture of it?

Thanks in advance!

P. Jonkers

pjonkers@noord.bart.nl

# 4111. Re: Cubase Audio Disks

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5f39q9$gaf@ash.ridgecrest.ca.us>
Source record: 126919

>Max Farina (massimo@irfmn.mnegri.it) wrote:
>: > I need the original files that came with Cubase Audio Falcon. When I
>
>: Try FTP.STEINBERG-US.COM in \dist\product_updates\atari\cubase_audio\
>
>I'm sorry to be such a big pain :| but I downloaded every update and
>other related Cubase Audio Falcon file that I could find, and there are
>still files that appear on the non-factory disks that were not included in
>those updates.
>
>Currently, most of the DSP effects will not function, and I am under the
>impression that I am missing something important here. I just recently
>ran across the driver for the FDI, which I also didn't know about
>previously.
>
>Surely someone out there has Cubase Audio Falcon on diskette? Even a
>directory listing from each diskette would be very helpful, as I may have
>all of the files, but they are probably not in the correct
>places/directories.
>
>Thanks again ;)
>
>-------------------------------------------------------------------------
> Aloha,
> John Perez - jperez@hawaii.edu
> Computer Specialist - Office of Information Systems
> University of Hawaii - School of Nursing
>-------------------------------------------------------------------------
>

Hi John,

Same problem here. The MROS files are not included with the
upgrade at the Steinberg web site. I purchased Cubase second
hand as well, but the person that used it before me decided to
put the "upgrade" over the original files on the supplied disk:(.
I think there are some other files missing as well, but I don't
really know.

Mike

## 4112. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv20a2gsfn.fsf@emw.ericsson.se>
Source record: 126920

Richard Krejstrup <di94rkr@student.hk-r.se> writes:

> I have a +65 pages dokument in Papyrus format that I
> want to send a friend, but he hasn't got an Atari
> computer. Can I in some way print the dokument
> to file in postscript format if I use NVDI?

Can't papyrus save in RTF format? Most wordprocessors worth
the name has RTF import/export.

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 4113. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-27 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <857064138_OASIS_@ping.be>
Source record: 126921

In article <5evli5$f0h@due.unit.no>
josk@ifi.unit.no (Jo Even Skarstein) said:-

>Martin Byttebier (Martin.Byttebier@ping.be) wrote:
>
>: One final note. NEVER use the "window re-sizes to display all objects"
>: option in the SETUP/WINDOW menu. This option causes a system hangup.
>
>Really? It works just fine here under MiNT/N.AES. What OS/version do you
>use?

On my TT and under plain TOS (3.06) this option doesn't work at all.
As soon as I open a second window I get two bombs and that's it. Since
I had troubles with this option it never came in my mind to use it
with N.AES (yes I'm using that too). I just tried it now and yes
indeed with N.AES this option works fine.
But as I've said before, under plain TOS (and on my TT) it seems not to
work.
Nevertheless IMHO it's the best replacement desktop available for the
moment.

TTFN
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 4114. Re: Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <857141646@news.compulink.com>
Source record: 126722

>The day I'll have enough money to buy a Hades 060 is approching but
>before I take the big discision I'd from you the pro's and especially
>the cons of the Hades. Are there programs that won't work?
>Also I'd like to know if one can use a TTM194/195 screen with it
>
Get in touch with Chris Krowchuk of Computer Direct
(chris@compdirect.com). They manufacture the Direct60 clone that uses
the Hades board, and he's done extensive testing on just what works on
it - the compatability list is fairly long.

And for people in the Toronto area and surrounding, Chris will be
the special guest at TAF's March meeting (March 19th), at which he will
be demonstrating the Direct60, as well as making available a variety of
software and hardware as well as software upgrades. Time is 6:30 PM at
North York Centre in the Rose Room below the library.

# 4115. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvvi7deys8.fsf@emw.ericsson.se>
Source record: 126723

lais@cs.man.ac.uk (S94) writes:

>
> On the contrary, Swedish-English is one of the most refreshing styles around,
> and I always read postings from Sweden regardless of subject!

You do? :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4116. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Gary Priest <Gary@the-gap.demon.co.uk>
Message-ID: <2cPSmAAJOwFzIwDx@sotnops.demon.co.uk>
Source record: 126724

In article <857142515@news.compulink.com>, dreibel <dreibel@idirect.com>
writes
>
> I've been using an EZ135 drive since December, and can highly
>recommend it for anyone who wants some sort of removable backup - so
>have a number of my fellow TAF members. One of the nice things about it
>is that it has standard SCSI connectors (not those propriety connectors
>found on the ZIP and JAZ that require special cables) - that was VERY

Are you saying that the ZIP drive does not have a standard SCSII
connector? I thought it did? I thought I could just buy a ZIP drive and
buy a SCSII 2 cable from Maplins. And hey presto!!

I think I am going to get a zip drive, EZ135's are no longer produced,
and I don't want to go to the expense of a EZ230 :(

I have got a Falcon, running AHDI 6. Can someone please confirm that all
I need to do is buy the ZIP drive and a SCSII 2 cable (from Maplins
probably) and plug and go???

The above comment has me rather worried :(

--
Gary Priest

# 4117. Re: Problem with 520STfm

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-2802971619450001@47.85.0.99>
Source record: 126725

In article <5f3134$6b5@portal.gmu.edu>, kparks1@osf1.gmu.edu (Keith M Parks) wrote:

> Just purchased this machine and having problems. Machine won't boot. The manual mentions a language
> disk for booting but I thought ST's has TOS in ROM....? Anyway, when I turn the machine on, the floppy
> disk seeks (I don't have any disks for this machine) and the screen is black with a white border.

On my TV, the border is black , the screen is white.

If the disk drive seeks, why not put a blank (formatted floppy) in it to speed up booting. STFM's should have TOS inside (ROM).
>
> Is this normal behavior or do I have a broken machine on my hands?
>
If it's trying to read a disk, this is a good sign.

> I should also note that I don't have a mouse either. This couldn't be the cause of my problem could
> it? Where can I get a mouse?
>

You can operate an ST without a mouse, but it's not fun.

--
Gerry O'Rourke
Materials Engineering
Nortel (Ireland) Ltd
E-mail gigxr01@nt.com

# 4118. Re: Wanted: Atari ST memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3317076B.3962@cfcsc.dnd.ca>
Source record: 126726

aixit@aol.com wrote:
> you can=B4t upgrade an ST computer only with sim modules.
> (Of course it is possibly if you like soldering a lot of wires)
> A very easy way to expand the memory is using the MAGNUM ST
> memory expansion board.
> The Magnum breaks down the 4MB limit.
> You can use ps/2 sims and have only to sold on _one_ wire.
> You need a socket on you cpu.
> Fridolin
> F.Heyer
> FH@aixit.com

A very wonderfull thing, more than 4MB!
but why can you not do the same for an STe or MegaSTe?
I would buy two for these machines I have if they would work.
Is it possible to make these upgraded memory boards for the STe's?
thank you.merci

# 4119. Re: Atari Transputer Workstation

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3316FF8D.167EB0E7@fir.fbc.com>
Source record: 126727

The Mega ST is simply used for I/O, the Blossom card is for Video and you can add several CPU cards into the unit. Helios is doing a special on its newest version of its OS for the Transputers, got my website and goto the Unofficial Atari Transputer Web Site to see whats going on Transputer wise. If you need parts, Bruce at B&C Computervisions has plenty of Transputer parts for sale. 408-986-9960

Curt

# 4120. Atari TT030 for sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: cj763@FreeNet.Carleton.CA
Message-ID: <5f71p3$a2h@freenet-news.carleton.ca>
Source record: 126728

```
For sale:
Atari TT030 computer with CaTTamaran 48Mhz accelerator
board.
Atari TTM195 monitor.This is a 19' mono screen with a
resolution of 1280 x 960
The computer can also display 5 other resolutions with
a VGA monitor
Built in 50 meg Seagate Hard drive.
Mouse,cables and manual included.
Asking price is $700 Can.
Leave me some mail or call me at 819-561-2054
Gatineau, Quebec
Francois Groulx

--
```

# 4121. Centek email.

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970228122542.14415A-100000@usr07.primenet.com>
Source record: 126729

```
Here we go, Centek has now an email address: centek@technologist.com
The website will come soon.
bye

--------------------------------------------------------------------------------
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
--------------------------------------------------------------------------------
```

## 4122. upgrading 520ST to 1 meg, Atari<=>PC disk xfers

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: deangra@rosemount.com
Message-ID: <33170ca2.76811689@rosevax>
Source record: 126730

I'm looking for info on how to upgrade my 520ST to 1 meg Ram. Also,
can the 360K atari formatted disks be accessed by a PC?

# 4123. SUNDOG IMAGE FOR USE with pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: tivegas <tivegas@ix.netcom.com>
Message-ID: <01bc2551$fb07c3a0$4dab5ccf@condor>
Source record: 126731

To anyone interested, i would be willing to trade ST images for a copy
of sundog.
I have about 4 hundred titles! Lookign for sundog
ASAP
TIVEGAS

# 4124. Re: AUTO program to clear memory? (warm boot=bombs)

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <331724f62f6250@sn.no>
Source record: 126732

On Thu 27-02-97 19:16, Guy Harrison (guy@swampdog.demon.co.uk) wrote:

> In article <3314e97038edd62@sn.no>
> hallvart@sn.no (Hallvard Tangeraas) said:-
>
>>Is there some kind of program which can be put in the AUTO folder which
>>clears everything in memory?
>>
>>I seem to have a problem with bombs when I reboot the machine sometimes-
>>when doing a cold-reboot <CTRL-ALT-RIGHTSHIFT-DEL> all's well, but if I do
>>a normal warm-reboot <CTRL-ALT-DEL> I often get bombs in the boot-phase,
>>and messages that certain programs are already installed (such as
>>"TOS2GEM"). "HSmodem" also seems to be pretty picky at times about this.
>
>What TOS version is it? It sounds like the cookie jar is not being
>cleared?

I'm using TOS 2.06.
And as for Auto programs and ACCessories, this is what I have installed:

AUTO PROGRAMS:
-w--a 9098 31/10/96 02:02:32 automous.prg*
----- 7733 14/04/94 01:11:40 ckbd.prg*
-w--a 3919 30/12/94 16:07:54 drvin.prg*
-w--a 364 28/06/89 23:43:16 environ.prg*
-w--a 5338 05/01/91 10:11:34 fujidesk.prg*
-w--a 856 03/10/95 21:51:50 jar20.prg*
-w--a 3679 31/01/94 16:00:00 ledpanel.prg*
-w--a 27826 18/01/94 19:25:12 letemfly.prg*
-w--a 4854 13/11/95 03:32:24 mfp.prg*
-w--a 990 12/02/81 04:53:24 n_althlp.prg*
-w--a 351 17/03/96 11:15:46 ovfix1.prg*
----- 4152 18/09/93 12:16:00 silkmous.prg*
-w--a 361 23/02/97 23:04:56 slectric.inf
-w--a 67978 21/12/93 02:59:22 slectric.prg*
-w--a 7330 24/03/95 22:36:08 tos2gem.prg*

ACCESSORIES:
-w--a 53377 02/01/95 23:34:38 autorais.acc*
-w--a 60 08/11/96 03:17:50 autorais.cfg
-w--- 1362 24/03/93 10:57:16 callslct.acc*
-w--- 5348 13/03/91 20:08:34 chmeleon.acc*
-w--- 41217 07/08/95 23:12:26 st-guide.acc*
-w--a 2014 28/10/96 03:38:08 st-guide.inf
-w--- 44685 10/01/96 15:18:42 xcont_uk.acc*

Hallvard

--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 4125. spc to gif/jpg?

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: ae900@FreeNet.Carleton.CA
Message-ID: <5f7892$dae@freenet-news.carleton.ca>
Source record: 126733

I was wondering what if any software is available to convert spc image files to gif or jpg files. Any suggestions?

RMS

# 4126. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: damien@jetman.demon.co.uk
Message-ID: <33192959.3937072@news.demon.co.uk>
Source record: 126734

On Thu, 27 Feb 97 19:23:06 GMT, guy@swampdog.demon.co.uk (Guy Harrison) wrote:

> In article <yvv7mjuhah9.fsf@emw.ericsson.se>
> Magnus Kollberg <emwoll@emw.ericsson.se> said:-
>
>>Another slight problem is that most games have some kind of nasty
>>copy protection. How would that be solved? Are there any games that
>>doesn't have it? :-\
>
>If you do manage to get an agreement with an author then there's
>always the possibility they can tell you how to disable it?

Highly unlikely. Time goes by, source gets lost, disks go bad. Memories fade!

It is likely that cracked versions of games will be the way to go with this;
raising that problem with authors is going to be an interesting one.

Or how about cracking original copies ourselves - it isn't that difficult. I
was employed for a short while to remove protection from older games when they
were rereleased as budget titles; I also had to use similar compression
routines that pirates used in order to cut the number of disks in the
re-release down (thereby keeping costs lower). Didn't get a jot of help from
the game authors or the guy who originally put the protection on (even though
it was him employing me :). I did change the odd cheat-code to get my revenge
though... but that's another story.
--
Damien Burke

# 4127. JPEG image manipulation

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Simon@husbands.demon.co.uk
Message-ID: <857148954_OASIS_@husbands.demon.co.uk>
Source record: 126735

Hi to all out there.....

Could anyone suggest a program that will allow me to view JPG files and then alter the sizes ( I have some scanned JPG files and want to be able to trim them, and also to be able to produce thumbnail versions for my site )? I'm hoping for something without too many frills - cheap and cheerful! Any ideas?

Thanks in advance.

Simon

--

=----------------------------------------------------------------------=
Your friend and mine, SIMON HUSBANDS simon@husbands.demon.co.uk
Music, Minis, Pianos, Photos, Soot Juggling - they're all at our site!!
http://www.husbands.demon.co.uk
=----------------------------------------------------------------------=

# 4128. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <44804685_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 126736

In article <2cPSmAAJOwFzIwDx@sotnops.demon.co.uk>
Gary Priest <Gary@the-gap.demon.co.uk> wrote:-

>I have got a Falcon, running AHDI 6. Can someone please confirm that all
>I need to do is buy the ZIP drive and a SCSII 2 cable (from Maplins
>probably) and plug and go???

Oops. Of course I meant HDDriver 6!!! Silly me :)

--

---

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 4129. Re: DLLs for Atari?

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <E6Br2o.4Iv@novice.uwaterloo.ca>
Source record: 126737
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <317cd$017f.152@HERMES>, Gaven Miller <gmiller@inca.co.nz> wrote:
>I have been working on a TSR that allows the loading of modules and "DLL"
>like extensions or plug-ins. It will be released later this year, and will
>be freely distributable (within reason).

Shared libraries are really only useful in a multitasking environment,
otherwise only a single process would ever use them at a time anyway.
Of course there are benefits of being able to fix bugs without re-linking
the executable.

You may want to look at MiNT--it may have support for shared libs.

Also, shared libs, if not implemented correctly, may cause problems in
a multitasking environment with memory protection between processes.
Generally, shared lib code will reside in "shared, read-only executable"
memory space.

Art
--
Art
atwareck@novice.uwaterloo.ca

# 4130. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Sophie Delorme <sdelorme@netcom.ca>
Message-ID: <5f7bsj$t7a@tor-nn1-hb0.netcom.ca>
Source record: 126738

Boy is my face red! This turned out to be too simple, but it did require a bit of stick-to-itness. Thanks for all the help and as it turned out everybody had a little piece of the truth. This is what I learned:

It is true that a DOS machine cannot read a TOS disk, and it is equally true that an Atari cannot read DOS disx, but (and this is a big but) Atari can _write_ to a DOS preformatted disk providing it is 720k DD. This next part could be particular to my situation, but as it turns out the native software (in this case MTPro) needs to "export" the standard midi file and not just "save" it to disk. This takes a bit longer than a regular save to disk command (so long that for a while I thought something was wrong with the Atari) but it is crucial to the process in my case.

So now I'm off to move files and shuffle disks, make directories etc... with my faith in Atari fully intack.

So anyway... whatever you do, don't let anyone try to sell you some utility to convert midi files from Atari to PC.

Many thanks,

Andrew H.

# 4131. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: david@ritter.demon.co.uk
Message-ID: <71230243_000008_OASIS_NEWS@ritter.demon.co.uk>
Source record: 126739

In article <2cPSmAAJOwFzIwDx@sotnops.demon.co.uk>
Gary Priest <Gary@the-gap.demon.co.uk> wrote:-

>
>I have got a Falcon, running AHDI 6. Can someone please confirm that all
>I need to do is buy the ZIP drive and a SCSII 2 cable (from Maplins
>probably) and plug and go???
>
The cable will need to be a 25-pin D connection on one end for the zip
drive otherwise you will need an adaptor. I got an adaptor for my zip
drive from Hisoft so you could give them a try if you need one.

--

---
david@ritter.demon.co.uk
---

# 4132. Re: HELP: Nedd Atari ST/Mega/TT Info

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <33173953.267@mail.sas.upenn.edu>
Source record: 126740

Thanks very much for the info, friend. :)

-Tony

# 4133. SILIconvention´97 Party

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Tino Gietschel <t_gietschel@mail.netwave.de>
Message-ID: <3317B782.6CEB@mail.netwave.de>
Source record: 126741

```
================================================================================
SILIconvention'97 - Germany//Bremen - http://www.siliconvention.com
OFFICIAL INFO TEXTFILE v4.5
================================================================================

The Organizers of the FRIED BITS I-III,SILICONVENTION'94,BB SYMPOSIUM'96,
YELLING JAM PARTY and INTERCON'96 Party bring you the biggest computer-
party at Easter 1997.

The Siliconvention follows the very successful Fried Bits partys that were
held during the last years on the same time and location.

All Systems are welcome! That means we have lots of Competitions for the
following computers: ACORN, AMIGA, ATARI, C64, PC.

The SILIconvention should be seen as an alternative to the usual style of
taking parties.

In our opinion just renting a hall and putting a video-beamer and
some music-boxes into it isn't enough, there should be something more about
it.

Therefore we decided to organize a party which offers what we missed
at other parties so far :
Seperated competition-hall and sleeping rooms.
Showers, live acts, food and drinks at reasonable prices.
The seperation of rooms has the advantage that you may :
Sleep when you want to, watch any competition you like, go shopping,
or stay at the party-area and enjoy the great spirit of the demo-scene.

We think that having fun is much more important than stupid warfares
between groups, systems, parties, people ...
We don't like the arrogant attitude some groups and organizers of other
parties exhibit towards other people, groups, systems, ...

So our party will differ in that !

There are some rumours about the SILIconvention being a "commercial" party,
this is not the case. Of course we have sponsors (all other partys we know
of have sponsors) because without them it wouldn't be possible to keep the
entrance-fee as small as possible and have nice competition-prizes as well.

But there will be NO sales on the SILIconvention !
It is not a sales exhibition but a demo-party where people from all systems
may have fun together.

All of our sponsors are only providing equipment for the party, or prizes
for the competitions. So we have excellent prizes,as you can see in the
```

list below.
Our prizes will fit the competitions, so there won't be any PC-group
winning an Amiga turbo-card and no Amiga-crew will win software for the PC.
We have either prizes that fit the system, or things everyone
can use (for example video-game-consoles).

Some people wonder why they haven't heard of the main-organizers, the reason
for this may be that we are from the Acorn and Atari Falcon scene , if you
are involved in one of these scenes you know us , otherwise you probably
don't.
But we are not unexperienced in organizing parties (the list at the top is
not exaggerated) since we organized many parties and took part in much more,
so we know what we are doing.

And we have well known organizers from all systems, so you can be sure
no system will be neglected.

As you can see, we are keeping the promises other parties make (and made) !

Who?
---

The Organizers are: ADM (Atari)
Arsenic (Amiga)
Blank (PC)
Complex (PC)
Fairlight (C64)
Icebird (Acorn)
Inter (Atari)
Plush (C64)
Talent (C64)
TSCC (Atari)

Where?
---

Gemeinschaftszentrum Obervieland
Alfred-Faust-Str.4
28277 Bremen // Germany

Check out the best partyplace you've ever been to. How about a big building
complex with showers, kitchens, lots of party halls and rooms and a nice
presentation hall with the greatest video beam and brainblasting sound
equipment ? Nice,isnt it ?!

There also is a seperate disco-room on the partyplace. There will be a
great RAVE-Act and SID-Act during the SILIconvention'97! No entrance fee
will be charged from party guests. Have a nice Rave?!

When / Timetable:
---

...during Easter 1997...

Friday 03-28-1997 12:00 CET official opening
20:00 C64-music disco

Saturday 03-29-1997 18:00 competitions part 1
22:00 RAVER's Night:
-1 hour Liveact (Techno / House)
-10 hours Rave with 2 DJ's

Sunday 03-30-1997 17:00 competitions part 2

Monday 03-31-1997 09:00 prize-winning ceremony for the
competitions
12:00 CET official ending

What do you need?
---

All you need is a computer(including Monitor), a warm sleeping bag,
extension leads with multiple sockets(!) and 30 DM entry.
If you wanna save money, then reserve your coming until March 20th 1997:
transfer 20 DM (for each person) to:

Bank : SPARKASSE Bremen (Germany)
Account number : 1247 0308
Bank code number : 290 501 01

DONT FORGET TO STATE YOUR FULL NAME ON THE TRANSFER FORM!!!

IF you have problems or questions dial this number:
+0049-421-8498236. From 19:00 to 23:00 (CET).

What can you expect?
---

-Room for 2000 people
-Quiet, seperate halls for sleeping
-Extremely powerful PA equipment
-Competitions presented with 2 videobeamers, we have
3 videobeamers on the party
-RAVER's NIGHT: 10 hours RAVE with 2 DJ's and one hour liveact in our
seperate disco (entry free for party visitors)
-C64-Tune disco
-Internet terminals with 24h access
-A room full of brainblasting videogame-consoles like N64,PSX,Saturn..
where you can play the latest games..
-Pizza-Service (in the evening)
-We will offer fair prices for food and drinks. You can also bring your
own food to the party.
-Discount shops, about 200m from the partyplace, McDonalds 1.5km
-A big easterfire next to the partyplace
-Party T-Shirt's. The best T-Shirt printing techniques you've ever seen.
The shirts will glow in the dark !

Prizes you may expect:
---

-9 Nintendo 64 game consoles
-State of the art PC system
-200 computer magazines with CD's (bestseller games series)
-SuperCPU (c64)
-Swift Link RS232 (c64)
-Jiffy DOS (c64)
-Modem
-Risc PC hardware
-A digital video camera in a special competition.
-PC games and software
-OS/2 Stuff
-Videos,CDs
-Jackets,t-shirts,rucksacks,mousepads...
-.....

..and many more prizes we are currently negotiating about.

How to reach the SILIconvention'97?!
---

by car: Drive to Bremen using the highway and exit at
"Bremen - Brinkum". Then follow the signs that will show
you the way to the SILIconvention'97. Should you have
trouble finding the partyplace, just call this number:
8498329.

by train: Get off at "Bremen Hbf" (main station) and take the tram
number 1 direction "Arsten" , exit at "Kattenturm - MITTE"
and follow the signs... Should you arrive after 23:15
or have troubles to find your way, call this number:
8498329.

by plane: After reaching the Airport Bremen call this number:
8498329.
Please state the number of people who arrived - thanx!

Competitions and Rules?
---

The main attraction will be the competitions. Anybody may take part with
graphics, musics or programing. The entries will be shown on two
videobeamers in a big presentation hall. The best ones will win prizes.

ACORN Demo Competition:
-configurations: RiscPC SA200, 16MB, 2MB VRAM, Risc OS 3.7
-changes of display freqencies (HSYNC/VSYNC) are not allowed
-the definitions of all screen resolutions used in the demo must be
included in the form of an extra information file.
-own musik has to be included
-no interaction (like mousebuttons/keys to be pressed to continue,etc.)
-maximum size of the demo: 8 MB on disc
-playing time: max. 15 minutes
-deadline: sunday, 03-30-1997, 08:00

AMIGA Demo Competition:
-configuration: Amiga 1200 Blizzard CPU 1230, 50 Mhz, 8 MB Fast
-maximum size of the demo: 8 MB on disc
-playing time: max. 15 minutes
-deadline: sunday, 03-30-1997, 08:00

ATARI Falcon Demo Competition:
-configuration: standard ATARI Falcon030, 4 MB RAM, RGB
-maximum size of the demo: 8 MB on disc
-playing time: max. 15 minutes
-deadline: sunday, 03-30-1997, 08:00

C64 Demo Competition:
-configuration: standard C64 I or II with Action Replay V
-maximum size of the demo: 2 disksides (1541)
-playing time: max. 15 minutes
-deadline: sunday, 03-30-1997, 08:00

PC Demo Competition:
-configuration: Pentium 133, 16 MB RAM, GUS or SB Pro
-(minumum configuration 486 DX 4/100, 8 MB RAM, GUS or SB Pro)
-maximum size of the demo: 8 MB on disc
-playing time: max. 15 minutes
-deadline: sunday, 03-30-1997, 08:00

ACORN 64Ktro Competition:
For detailed info see Acorn Demo Competition
-one file max. 64k = 65536 bytes
-playing time: max. 10 minutes
-deadline: saturday, 03-29-1997, 08:00

AMIGA 40Ktro Competition:
-configuration: Amiga 1200 Blizzard CPU 1230, 50 Mhz, 8 MB Fast
-one file max. 40k = 40960 bytes
-playing time: max. 10 minutes
-deadline: saturday, 03-29-1997, 08:00

ATARI Falcon 96Ktro Competition:
-configuration: standard ATARI Falcon030, 4 MB RAM, RGB
-one file max. 96k = 98304 bytes
-playing time: max. 10 minutes
-deadline: saturday, 03-29-1997, 08:00

PC 64Ktro Competition:
-configuration: Pentium 133, 16 MB RAM, GUS or SB Pro
-(minumum configuration 486 DX 4/100, 8 MB RAM, GUS or SB Pro)
-one file max. 64k = 65536 bytes
-playing time: max. 10 minutes
-deadline: saturday, 03-29-1997, 08:00

Coding Competition:
-code the best effect in 4 Kb
-all systems allowed
-maximum filesize = 4096 bytes

-playing time: max. 5 minutes
-deadline: sunday, 03-30-1997, 08:00

Graphics Competition:
-picture should be completely hand pixeled. Retouching is allowed
-800x600 pixel max.
-max. 24 Bit
-use general filetypes
-deadline: saturday, 03-29-1997, 09:00

Render Competition:
-picture should be completely rendered. Retouching is allowed
-800x600 pixel max.
-max. 24 Bit
-use general filetypes
-deadline: saturday, 03-29-1997, 09:00

C64 Graphics Competition:
-picture should be completely hand pixeled
-picture must be executable
-scrolling is not allowed
-no music
-deadline: saturday, 03-29-1997, 09:00

4 Channel Protracker Competition:
-player: Protracker V2.3 (Amiga)
-maximum filesize 1.44 MB
-playing time: max. 4 minutes
-deadline: saturday, 03-29-1997, 09:00

Multichannel Music Competition:
-player: Cubic Player (PC)
-maximum filesize 1.44 MB
-playing time: max. 4 minutes
-deadline: saturday, 03-29-1997, 09:00

C64 Music Competition:
-choose between new SID and old SID
-music must be executable
-graphics and other effects will not be shown
-playing time: max. 4 minutes
-deadline: saturday, 03-29-1997, 09:00

Wild Competition:
-description: anything that does not fit into the other categories.
theme: all about computers.
-playing time: max. 10 minutes
-deadline: saturday, 03-29-1997, 11:00

Fake Demo Competition:
-description: produce the worst demo
-all systems
-maximum size of the demos: 2 MB

-playing time: max. 5 minutes
-deadline: saturday, 03-29-1997, 11:00

Netwave-Internet Game Competition:
-description: code an internet game
-must be working on Netscape or Microsoft-browser
-the rights of every entry will go to Netwave
-prize: a state of the art PC-system
-deadline: sunday, 03-30-1997, 11:00

Lariviere-Homepage-Design Competition:
-description: design the new homepages for the company Lariviere
-Please ask for further details of the requirements per email!
-use the text-contents of the old homepage
-use product-photos, ask for them
-maximum resolution mode: 800 x 600
-must be running with Netscape- and Mircosoft-browsers
-maximum size of the whole homepage: 1 MB
-Java or Animated-Gifs are allowed
-the homepage-design must look seriously (no freak-design)
-Lariviere gets the rights on each entry after the competiton
-Info: Get more info and support:
Email : lariviere@is-bremen.de
Homepage: http://www.lariviere.de
-Prize: Win a digital camera!
-Vote: The Competition will be voted by Lariviere.
-deadline: Sunday, 03-30-1997, 11:00

Surprise Competition:
-desciption: surprise, surprise!
-rules will be announced on the party
-deadline: sunday, 03-30-1997, 11:00

General Rules
-no pornographic or racial discriminating stuff will be accepted
-the playing time may be shortened
-we preserve the rights necessary to publish all entries
(for example on CD-Rom).

Many competitions - lots of prices. Our sponsors will donate lots of
prices and money for this party. Be sure!

Please note this:
---

- Smoking is generally allowed. In some rooms, smoking is absolutely
forbidden (for example in sleeping rooms).

- Drinking of alcohol is allowed. If somebody causes trouble he will be
kicked out.

- Please don't park your car in front of the entrance door or emergency
escape doors.

Contact
---

/// contact us for more information about SILIconvention'97 ///

Snailmail: Tino Gietschel
Kattenescher Weg 18a
28277 Bremen - Germany

Email: siliconvention@siliconvention.com
t_gietschel@mail.netwave.de

Internet: http://www.siliconvention.com

Mailbox: ADM-Box Line 1: 0049-421-8498235 (28.8 Modem)
ADM-Box Line 2: 0049-421-8498234 (X75 ISDN)

---
+++ Can you face the SILIconvention party? +++
---

# 4134. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <857159212_OASIS_@ping.be>
Source record: 126742

In article <3315E59D.37F2@cadvision.com>
Keith Brooks <newhoriz@cadvision.com> said:-

>Martin wrote:
>
>> Thing 1.09 DOES exist in English, at least for those who have a
>> subscription with disk for Atari Computing, which is BTW an excellent
>> magazine.

>So, the only way to get an English version is through the magazine? Ok,
>how does one get that?
>
>

Subscription rate:
6 issues with reader disk: for the UK: £30.00
for Europe: £35.00
for USA: £36.00
Other: £38.00
There is also a possibility to take a 3 issues subscription
with/without reader disk.
If you don't want to take a subscription you can also order the reader
disk.
One disk: £2.50 incl. p&p for the UK
£2.75: Europe
£3.00: Rest of the world

For more details mail to ataricomputing@cix.co.uk.
Thing v1.09e can be found on disk nr.2

--

**********
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**********

## 4135. Atari 520ST w- monitor

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Jorge Barrios Sanchez <sjbarrio@hamlet.uncg.edu>
Message-ID: <Pine.GSO.3.93.970228153559.23535A-100000@hamlet.uncg.edu>
Source record: 126743

HI all!

I have an Atari 520 ST and a monitor with cables but no software for sale.
I will sell both for $150 obo + shipping COD.
Please reply via e-mail if intersted.

Thanks

Veej

# 4136. Atari ST FTP site list

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <331724fa2f99d1@sn.no>
Source record: 126744
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here's this months update to the FTP site list.
As you'll probably notice, this list is a lot smaller than the previous ones. I'm happy to say that it's *not* because sites having closed down or anything, but because I've chosen to omit the "How to use FTP" part from this update and onwards.

Most of you already know how to get hold of files via FTP, either by using FTP/ncFTP etc. or WWW. For those of you who don't know (or would like to learn more about it) you can still get hold of this documentation as a separate file. It's available from my Atari section web pages, or directly at:

ftp://ftp.sn.no/user/hallvart/atari/info/ftp_info.txt (16 Kbytes)

(which incidently is in the same directory as the FTP site list)

There's one change to the list this time- a new site, from Karl Samyn of Belgium: ftp://193.190.205.13/archive/atari/

Hallvard

---------- File start ----------
Distribution date: 28-February-1997
Frequency : Monthly (end of each month)
Distributed to : comp.sys.atari.st & comp.sys.atari.st.tech
File location : <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
WWW location : <http://home.sn.no/~hallvart/pages/atari.html>
WWW version with
direct site-links: <http://home.sn.no/~hallvart/pages/atari_ftp.html>
Author/maintainer: Hallvard Tangeraas, Oslo, Norway (hallvart@sn.no)

Re-distribution allowed as long as nothing is altered or omitted.
Copyright (C) 1994-1997 Hallvard Tangeraas (hallvart@sn.no)

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/ _/
_/ The ____/ __ __/ ____/ _/
_/ Atari / / / _/ _/
_/ ST __/ / ____/ _/
_/ FTP / / / _/
_/ list _/ _/ _/ _/
_/ _/
_/ (C)1994-1997 H. Tangeraas _/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
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- - - - - - - - - - - - - - - - -
* = specialized or small site
- - - - - - - - - - - - - - - - -

FTP site Directory IP address
------------------------------------------------------------------------
Belgium
-------
193.190.205.13 * /archive/atari/ (193.190.205.13)

Czech republic
--------------
ftp.dcs.muni.cz /pub/archives/atari/ (147.251.48.3)

Finland
-------
ftp.funet.fi /pub/atari/ (128.214.248.6)

France
------
ftp.cnam.fr /pub/Atari/ (163.173.128.15)

Germany
-------
ftp.leo.org /pub/comp/platforms/atari/ (131.159.0.252)
(131.159.0.198)
ftp.regent.e-technik.tu-muenchen.de
/pub/comp/platforms/atari/ (129.187.231.131)
ftp.uni-trier.de /pub/atari/ (136.199.8.81)
alice.fmi.uni-passau.de * /pub/atari/ (132.231.1.180)
ftp.uni-kl.de /pub/atari/ (131.246.94.94)
ftp.uni-erlangen.de /pub/atari/
* /pub/Linux/LOCAL/680x0/ (131.188.3.2)
(131.188.71.2)
ftp.tu-clausthal.de /pub/atari/ (139.174.2.10)
ftp.uni-muenster.de /pub/atari/ (128.176.121.55)
ftp.uni-paderborn.de /atari/ (131.234.22.34)
vax.ph-cip.uni-koeln.de /pub/atari/ (134.95.64.1)
pascal.math.fu-berlin.de * /atari/ (160.45.40.50)
ftp.cs.tu-berlin.de /pub/atari/ (130.149.17.12)
(130.149.144.4)
ftp.fu-berlin.de * /pub/atari/ (160.45.10.6)
ftp.uni-regensburg.de /freeware/software/atari/ (132.199.1.203)
ftp.germany.eu.net /pub/comp/atari-st/ (192.76.144.75)
ftp.uni-bremen.de * /pub/atari_st/ (134.102.228.2)
ftp.hrz.uni-kassel.de * /pub3/atari/ (141.51.12.12)
ftp.rz.tu-bs.de * /pub/atari/ (134.169.9.44)
ftp.coli.uni-sb.de /pub/comp/atari/ (134.96.68.11)
ftp.phil.uni-sb.de * /pub/atari/ (134.96.80.220)
(134.96.82.13)
ftp.inf.tu-dresden.de /pub/atari/ (141.76.1.11)
ftp.uni-giessen.de * /pub/atari/ (134.176.2.11)
ftp.rz.tu-harburg.de * /ATARI/ (134.28.240.5)
```

ftp.uni-oldenburg.de /pub/atari/ (134.106.38.5)
ftp.uni-frankfurt.de * /pub/Atari/ (141.2.1.2)
ftp.on-luebeck.de * /pub/systems/atari/ (193.29.188.9)
ftp.informatik.rwth-aachen.de * /pub/comp/Atari/ (137.226.225.3)
ma2s2.mathematik.uni-karlsruhe.de * /pub/atari/ (129.13.115.2)
ftp.uni-duisburg.de * /pub/atari/ (134.91.3.16)

The Netherlands
---
nikhefh.nikhef.nl /pub/atari/ (192.16.199.1)
ftp.twi.tudelft.nl * /pub/atari/ (130.161.156.11)
ftp.icce.rug.nl * /pub/erikjan/Atari/ (129.125.14.129)

Norway
---
ftp.sn.no * /user/hallvart/atari/ (194.143.8.25)

Switzerland
---
ftp.isbiel.ch /atari/ (147.87.2.27)
ezinfo.ethz.ch /st/ (129.132.2.72)

United Kingdom
---
micros.hensa.ac.uk /micros/atari/ (194.80.32.51)
ftp.demon.co.uk /pub/atari/ (158.152.1.44)

United States
---
atari.archive.umich.edu /atari/ (141.211.120.11)
f.ms.uky.edu /pub2/atari/ (128.163.132.108)
ftp.netbsd.org * /pub/NetBSD/ (206.86.8.12)
ftp.teleport.com * /pub/users/atari/ (192.108.254.15)

MIRROR SITES
---
FTP mirrors are alternative sites to certain popular ones which are
usually under a high load most of the time (many people accessing them
at the same time).
Mirror sites contain the exact same directories and files, but have
different entry points. Try to use the one closest to you geographically
and not during business hours (in that geographic area).

Mirrors for 'atari.archive.umich.edu'
---
United States
---
ftp.toad.net /pub/umich/ (205.197.182.100)
barnone.citi.umich.edu /atari/ (141.211.128.19)

Europe
---
src.doc.ic.ac.uk /packages/atari/umich/ (146.169.16.11)

(146.169.17.5)
(146.169.32.5)
(146.169.33.5)
(155.198.1.40)
(146.169.43.1)
(155.198.191.4)
(193.63.255.1)
(146.169.2.10)
ftp.switch.ch ^^^ /mirror/atari/ (130.59.1.40)
(130.59.10.40)

^^^ ftp.switch.ch is restricted to educational/research institutions only!
---

Mirror for 'ftp.uni-paderborn.de'
---
src.doc.ic.ac.uk /packages/atari/uni-paderborn/ (146.169.16.11)
(146.169.17.5)
(146.169.32.5)
(146.169.33.5)
(155.198.1.40)
(146.169.43.1)
(155.198.191.4)
(193.63.255.1)
(146.169.2.10)

Other mirrors
---
ftp.phil.uni-sb.de * /pub/atari/mint/umich.mirror/ (134.96.80.220)
(mirror for atari.archive.umich.edu- 'mint' section) (134.96.82.13)

ftp.phil.uni-sb.de * /pub/linux-m68k/mirror.erlangen/ (134.96.80.220)
(mirror for ftp.uni-erlangen.de- 'linux' section) (134.96.82.13)

tsx-11.mit.edu * /pub/linux/680x0/ (18.86.0.44)
(mirror for ftp.uni-erlangen.de- 'linux' section)

ftp.gui.uva.es /pub/atari/ (157.88.36.190)
(mirror for ftp.cnam.fr)

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* = specialized or small site
- - - - - - - - - - - - - - - -

MAIL SERVERS
---
Mail servers can be used to get hold of the same software as through FTP,
but instead of using a lot of download time online, files can be 'ordered'
via email.
In order to get information about how to do this, send an email to the
various addresses below with the word: help
in the mail itself. If possible, do not include any 'signature' in the mail,
as the automated system which replies to these mails tries to interpret any

message (and with a certain amount of errors no response to your requests
will be given at all).

Email server email address Equivelant to FTP site
---
atari@atari.archive.umich.edu atari.archive.umich.edu
mail-server@ftp.tu-clausthal.de ftp.tu-clausthal.de
mail-server@cs.tu-berlin.de ftp.cs.tu-berlin.de
archive-server@Germany.eu.net ftp.germany.eu.net
ftpmail@ftp.uni-stuttgart.de ftp.uni-stuttgart.de
ftp-mailer@ftp.informatik.tu-muenchen.de ftp.informatik.tu-muenchen.de
archive-server@micros.hensa.ac.uk micros.hensa.ac.uk
mailserver@leo.org ftp.leo.org

---

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--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4137. Re: Needed: Atari 520 power supply

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <331745C5.1CFBAE39@fir.fbc.com>
Source record: 126745

Kevin,

Give B&C Atari Sales & Service a call, I'm sure they'll have a 520St
power supply to sell you. 408-986-9960

Curt

# 4138. Re: Please help with STik/Cab

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <857147944_OASIS_@bassment.demon.nl>
Source record: 126746

Hi Rick!

>it properly because it displays it upon connection (Stik that is). In
>cab, when I tried to type in a numerical address such as:
>
>http://204.192.121.205
>
>(its the only one I know) it **** did ***** manage to go there. ie.
>the text appeared on the screen!! Why do normal addresses, ie.
>
>http://www.brocku.ca
>
>not work????? I know that once in a while RESOLVING HOST should take

This MUST be in your Domain Name Server settings. In default.cfg, have you set the variable "NAMESERVER" to the NUMERIC address of your provider's domain name server? (so not ns.whatever.com but xxx.xxx.xxx.xx) I can't imagine anything else being the problem. Unless other STiK programs ARE able to resolve hostnames (like Finger, MG-FTP or AtarIRC), then you seem to have discovered a new bug in CAB.

Good luck,

Maurits.

--

=----------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=----------------------------------------------------------------------=

# 4139. Re: CAB 2.0 nomore shareware ...

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <857147206_OASIS_@bassment.demon.nl>
Source record: 126747

>Also I have tried to go to the ASH web pages, but CAB refuses to show
>this page because there is no title !!!!! a pity !!!!!

Actually this is not quite the case. If you get an empty Window with the
"bad smiley" saying "<title></title> missing", you have received an empty
document, which, according to CAB, is perfect html-code except for the fact
it doesn't have a title :)

So compare this with the "document contains no data"-message from Nutscrape
(which I've seen much more than the CAB-phenomenon actually) :)
The fact that you receive an empty document could be a bug in CAB as well as
in STiK.

Cya,

Maurits.
--

=----------------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=----------------------------------------------------------------------------=

# 4140. Re: SLM 804 'Not Detected'

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <857147514_OASIS_@bassment.demon.nl>
Source record: 126748

>This message from postmaster@bassment.demon.nl to All came in on a wing and a
>prayer...

Wow... this Internet is really amazing... :)

>You don't say which host adaptor you're using, if it's one with a DMA through
>port then you could try swapping the order of the devices round, ie
>DMA-Host-SLM controller or DMA-SLM controller-Host.

Well, I use it together with a Megafile. Swapping them gives a scary result:
If the megafile is in the thruport of the controller, it doesn't work
anymore. If the controller is in the thruport of the megafile, only the
printer doesn't work. This, together with the fact that the Calamus driver
doesn't work points to the scary conclusion that the controller is indeed
busted (or the cable is).

>If you've tried all the above, then I'd check the cable between the
>controller and the printer for open circuit wires (the handbook has the
>pinouts BTW).

I guess that's all that's left.. :(
Thanks for your help!

Maurits.

--

=----------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=----------------------------------------------------------------------=

# 4141. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33174B65.68CC@cfcsc.dnd.ca>
Source record: 126749

Gary Priest wrote:
> Are you saying that the ZIP drive does not have a standard SCSII
> connector? I thought it did? I thought I could just buy a ZIP drive and
> buy a SCSII 2 cable from Maplins. And hey presto!!

1)I think that the ZIP drive are stuck with either 6 or 7 as a SCSI id.
2)I've heard (perhaps whomever pointed it out could butt in here and explain again) that you may need to hook up a seperate wire for termination power - but that may have only been for those using the Link, and you have a Falcon.
3)give it a shot, what the eh, you can always return it, or spend the extra and get the EZ230

> I think I am going to get a zip drive, EZ135's are no longer produced,
> and I don't want to go to the expense of a EZ230 :(

you might be able to get an EZ135 2nd hand? I know your dilemma though.
I want to get a SyJet (1.5 GB) and like the EZ230 versus the Zip, it is slightly more money than the Iomega Jaz. but When you compare cost per MB,
Syquests are much less expensive, but the price
you pay at the gate sometimes counts for more. *sigh*

> I have got a Falcon, running AHDI 6. Can someone please confirm that all
> I need to do is buy the ZIP drive and a SCSII 2 cable (from Maplins
> probably) and plug and go???
> The above comment has me rather worried :(
> Gary Priest

good luck.bonne chance

## 4142. Re: How can I create an TOS Imagefile?

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5f7qfd$mpv@lyra.csx.cam.ac.uk>
Source record: 126750

In article <01bc24e7$87c03fe0$443098c2@nass.hannover.sgh-net.de>,
"Jakob" <jnass@metronet.de> writes:
>How can I create an TOS-Imagefile from my old ATARI ST? TOS 1.2!

You need a program like the following (the addresses are for tos 2.06; you
need to change them for older versions, I can't remember what to):

```
/* sucktos.c - program to save copy of atari ROM to disc */

#include <stdio.h>

int main( void ) ;

int main( void )
{
char *p ;
FILE *f ;

f = fopen( "tos.img", "wb" ) ;

for( p = (char *)0xE00000; p < (char *)0xE40000; p++ )
fputc( *p, f ) ;

fclose( f ) ;

return 0 ;
}
```

# 4143. FS: Monitors for your Atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970228131153.14853A-100000@acs2.byu.edu>
Source record: 126751
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Monitors in very good cosmetic and working condition. $30 color or B/W. Buyer pays shipping. Send me ZIP code to inquire for shipping expenses. Includes power cable.

They have to go faST. Regards : Phill.

UTAH * USA * 1997

# 4144. FS: Atari ST hardware

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: pope@rrwilson.ucdavis.edu
Message-ID: <5f7p7l$8r8$3@mark.ucdavis.edu>
Source record: 126752

Hello Atari ST enthusiasts!

I have the following Atari ST hardware for sale. All of
these are in good condition, most with original boxes. Prices are as
marked (+ shipping), but I'll negotiate for large orders. I would
prefer to sell these locally, i.e. Sacramento or S.F. bay area, but it
will be first come, first serve.
Email me at pope@rrwilson.ucdavis.edu with your order!

- George Pope

16-bit Hardware

Atari 1040ST TOS 1.4 1MB $50.00
Atari 1040ST TOS 1.0 1MB $50.00
Atari Mega ST2 4MB / Spectre GCR $100.00
Altos 14" multiscan color monitor $75.00
Atari SM124 monochrome monitor $50.00
Atari SC1224 color monitor $50.00
Monitor Master switch $10.00
Supradrive 60MB $60.00
Supradrive 30MB $30.00
Supradrive 44MB Syquest removeable $50.00
Olympia NP dot-matrix printer $50.00
Zoom FaxModem 14.4 V.32bis $20.00
Avatex 1200hc modem 1200bps $10.00
ComputerEyes color video digitizer $35.00
Hippovision b&w video digitizer $20.00
Stereomaster sound digitizer $5.00
SoundOff! sound digitizer $5.00
ForgetMe Clock II $5.00

--
pope@rrwilson.ucdavis.edu
http://bhabha.ucdavis.edu:8080/~pope/home.shtml

# 4145. STReport #1309

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <hTEaxu9.dpj@delphi.com>
Source record: 126753

02/28/97 STR 1309 The Original Independent OnLine Magazine!

- CPU Industry Report - Croatian Hackers? - McAfee Updates
- Senate Nixes Net Fees - Corel NewsWire - CIS wins Suit
- Borland Lays Off 300 - SyQuest SyJet Ships - SmartSuite 97 Ships
- Modem Wars Heat Up - People Talking - Classics & Gaming

3Com, U.S. Robotics To Merge
HP to Acquire Symantec Unit
Feds Crack $2.8M Internet Scam

```
___ ___
/ \----/ \ Dana P. Jacobson - Atari Editor - STReport
|-----| |-----| STReport International Online Magazine
/\_0_/ \_0_/\ The Original * Independent * Online Magazine
-| o o |- -* FEATURING WEEKLY *-
/ \_____________/ \ "Accurate UP-TO-DATE News and Information"
\ \ | | | | / / Mail subscription: dpj@delphi.com
ww ooooo----ooooo ww STReport's WEB Site
http://www.streport.com
```

# 4146. Atari Stuff for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Brett Frasier <bfrasier@burgoyne.com>
Message-ID: <33170CF6.278A@burgoyne.com>
Source record: 126754

I have a few years of Atari stuff I need to part with. I might even give it away if you will pay to ship it. Lots of Software some Hardware. If you have any interest in this stuff get back to me and I can find out if you are looking for something in particular. Maybe we can work out a deal.

Brett Frasier
bfrasier@burgoyne.com
Ogden Utah USA

# 4147. Re: Specifications for the .SPX graphics format?

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970228210801121703 6@ts143.vcr.wis.net>
Source record: 126755
Cross-posted to: comp.sys.atari.st,comp.graphics.misc

Frank Charlton <frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk> wrote:

> > convert these to some other format, I am purely interested in a
> > description of the format (or perhaps source code to read it).
>
> I know a UK programmer recently created a viewer called Klikview which
> can display .SPX images on the Falcon030, you might want to try a search
> for that. I *think* the guy was Darren Hook, but I couldn't be sure.
> Presumably he must have some details about the format to decode it ;)

I have a program (from Electronic Images) that simply takes a bunch of SPC or SPU spectrum images, loads them all in memory, and concatinates them all together for the SPX file... Using Photochrome or speed of light, you can take any GIF image, and split it up into multiple 320x200 spectrum pictures, and make your own SPX!

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

# 4148. Re: Atari ST emulator: shower me with tips!

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970228210755121662@ts143.vcr.wis.net>
Source record: 126756

Robert Hagenstr&#65533;m <rob@ksk.sala.se> wrote:

> Demos like The Care Bears' "The Cuddly Demos", "The BIG Demo", Lost Boy's
> "Ooh, Crickey! Wot a Scorcher" and some others...
>
> Is there a software emulator that is able to run these demos with sound on
> my PC?
> I have a tos100.rom to run them with... don't know if that will help, and I
> have one of these "plug and fucking pray" systems, so I don't want to
> hardware emulate...

I highly doubt that ANY emulator could run those at least half-ass!
They make so many undocumented hardware calls, time the video inturrupts
so accurately its not funny.. Remember that the whole point of those
demos was to show the processing power in the ST, and they used EVERY
bit of processor power (including any coprocessors) they could utilize!!

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

# 4149. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <77546005_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 126757

>Daron, I don't know if the postal regulations are the same over there as
>over here - but a couple of years back, the FBI seized the hardware at Steve
>Jackson Games, and Steve was able to not only force them to give them back,
>but the Feds had to pay damages because there was undelivered email on the
>hard drives, and interfering with private email delivery is illegal here.
>You got any NeST email/netmail on that system? <G>

Interesting, as there is about 5-6mb of undelivered mail on one of the
drives. I might look into this once the matter is over to see what wee
can do.

--

---
dbrewood@nest.demon.co.uk
---

# 4150. Re: Lot's 'O Stuff For Sale-Atari

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: FANGMANN <dfangmann@msn.com>
Message-ID: <01bc25f7$39f8fca0$83062399@itjfvkli>
Source record: 126758

dfangmann@msn.com Following Software Titles For Sale:

Atari CD Master/Audio CD Master 4
includes following drivers:
INFOPEDIA v2.0 , Time Almanac 90's, Time Almanac 95, UFO I & UFO II,
Space
Missions, 1995 Auto Almanac, MPC Wizard v2.0.
includes following CD's:
Time Almanac 90's Time 95 Almanac UFO II
Space Missions MPC Wizard v2.0 INFOPEDIA v2.0
whole package costs: $125

SARA CD Driver for Grolier CD Release 6, CD included: $50

Suzy B's CD 1GB DATA: SOLD

ST Format Magazines, August '95 thru Sept'96(final issue)
includes cover disk and 'wonder disks' for all issues
complete set, 14 issues: $100 (most floppies still in shrink-wrap)

ST Informer Magazine, May '96 with Welcome Disk and PD disk # 97: $5

Productivity Software: original box/doc's included:

The Music Studio-Activision, incl. song file disks: SOLD
First Word Plus v3.15/2disks & v3.200TT/1disk: SOLD
Flash II v3.0-Sunsoft: SOLD
Photo Show STE v2.3 w/Photokina Portfolio Player CD-It's All Relative: $5
Data Diet 1.0: $10
Regent Word II Word Processor:$5
EZ Test Writer v1.52:$5
Diamond Back 3 Backup: SOLD
Pagestream 2.2 SE & Pagestream Assistant:$40
Hard Disk Sentry-Chro-Magic:$15
LottoDDS-Missionware:$10
Typing Tutor/Word Invaders-Academy Software: SOLD
PrintMaster Plus v1.0 & PrintMaster Library #2,#9 plus
ArtGallery Fantasy and Gallery I & II: SOLD
Most Shareware Viewer:Free w/order
Atari Works v1.2:$20
SPEEDO GDOS 5:$40
Winning Pictures Viewer/4mg & color monitor req-it's all relative:$5
Cyrel Serial Mouse Manager:$5
Multi-Desk-Unlimited desk accessory power!:$5
Neo Desk 3 v3.02 & 3.01/3.02/3.03 to 3.04 upgrade patch program & Neo
Desk

Accessories Vol:$20
Warp 9 software accelerator & Warp9 extend-o-pack: SOLD
Mouse Boot v3.d-SRL SYS:$5

GAMES: $5ea. unless noted: all have original doc's/box

MOEBIUS-Origin Systems
Warship-SSI
LED STORM-Capcom
Read-a-Rama-2disks
Eliminator-Hewson
Last Duel-Capcom
Transputor-AS
Phantasm-Exocet
Karateka-Broderbund
International Ice Hockey-Impulze
Goldrunner II-Microdeal
Pac-land-Grand Slam
Zero Gravity-Microdeal
Devon Aire-Epyx
Roadwar 2000-SSI
The Pawn-Rainbird
Championship Wrestling-EPYX
Planet of Lust-Free Spirit TOS 1.0 only
STAR QUAKE-Terrific Software
Prime Time-First Row
Dive Bomber-EPYX
Carrier Command-Rainbird
Battlezone-Atari
Alcon-Taito
Renegade-Taito
Arkanoid-Taito
Swiftar-Accustar
The Sentry-Firebird
Mercenary-DataSoft
Project Neptune-Epyx
Metro Cross-Epyx
Battleship-Epyx
Pinball Wizard-Accolade
Final Assault-Epyx
Starglider-Rainbird
F15 Strike Eagle-Micropose
Jewels of Darkness-Firebird
Silicon Dreams-Firebird
Typhoon Thompson
Red Lightening-SSI
Hollywood Hustler-Desert Star***$20
Dragon Scape-Free Spirit
Substation-Chro-Magic***$20
Mixed Up Mother Goose-Sierra***$10
B-17 Flying Fortress-Micropose***20

Wishbringer-Infocom
Space Quest-Sierra
The Black Cauldron-Sierra/Disney***$10
Fun School 3***$15
Zynaps-Hewson
Dog Fight-Micropose***$20
Crash Garrett

Buyer pays shipping. Payment Check/Money-order or COD.
Dan Fangmann
dfangmann@msn.com

US & Canada ONLY!! Payment is US Funds!!

# 4151. Re: Atari Lot's 'O Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: FANGMANN <dfangmann@msn.com>
Message-ID: <01bc25f8$24507120$83062399@itjfvkli>
Source record: 126759

--
Dan Fangmann
dfangmann@msn.com

Following for sale:

MEGA STE/4MEG(removable SIMMS), TOS 2.06, 52MEG internal Quantum, Golden Image cordless trackball, Atari Mouse,
asking $250. AlberTT VGA card, SOLD.

SLM804 Atari Laser, recently changed drum, works great with Atari Works!, asking $150.(comes with an extra new toner cartridge-Atari LPS005)
SC1224 Atari Color Monitors, refurbished $55(original box); used $45(good condition).

PCM124 Atari PC Monitor, new, 9pin connector, original box, asking $50.

SM124 Atari Monochrome Monitor-used, works great...$50(original box incl.)

SCSI TOWER: 85meg Seagate HD, Sony CDU-541 CD DRIVE, ICD 155MB tape drive(5 extra tapes), 540 meg FUJITSU(new) HD, 50meg Seagate HD(new),50meg
SeagateHD, 6 SCSI devices in all, wired together in one new case with powersupply/fan with single output to LINK 2 SCSI Adapter, included with cable: recently constructed asking $550>
Tower will boot automatically to any ST/STE without internal hard drive. Full instructions to install to MEGA /ST/STE/TT with internal hard drive.

ICD driver software, tape backup software and ExtenDOS pro included!

1040 STF's, 1 meg, good used condition, tested, $65.

Jaguar Game System with CD Player, 2 controllers, Raiden, Highlander CD, Braindead 13 CD, Tempest 2000 Soundtrack CD, Blue Lightening CD, MYST Demo CD, Vid Grid CD, like new, asking $150.

Aerochopper R/C Aircraft/Helicopter Flight Simulator.
Includes actual Futaba 'Conquest' 4 channel controller that plugs into the cartridge slot on an Atari ST. Software, manual and original box included.
Excellent program for a 1 meg Atari. asking $125.

Star NX1001- 9 pin dot matrix printer, like new, original box/owners manual, tractor feed or 'auto-load' single sheet. Print on both sides of paper! asking-$50.

Olivetti PR2300 Ink Jet Printer *plus* AXIOM 32K Wordstore Printer Buffer *plus* 20+ Ink Jet cartridges. Printer is mint, asking $75 for the lot!

Buyer pays shipping costs. Ship via UPS COD to USA and US Post Office to
> Canada ONLY!! Dan F.
>
> software list to follow...
>
>
>
>
>
>
>

# 4152. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <33161e801290820@sn.no>
Source record: 126786

On Thu 27-02-97 11:21, Keith Brooks (newhoriz@cadvision.com) wrote:

>I've downloaded Thing v1.00 and v1.09 but neither is in English. I take
>it you're all either living with German menus or you're using v0.59?

Nope. I've certainly got the English version 1.09!
I can't remember where I got it from, but from the "help" file it says the
following:

---
The following FTP Servers hold the latest archives:

1) ftp.uni-kl.de im Verzeichnis /pub/atari/shell
2) ftp.uni-oldenburg.de im Verzeichnis /pub/atari/desktop

Independent of the source of supply the archivess always have the
following names:

THINxxxD.LZH ... German version x.xx
THINxxxE.LZH ... English version x.xx
---

Good luck!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4153. Farewell Atarians

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Alexander Pope <app@pope.demon.co.uk>
Message-ID: <331624A0.1965@pope.demon.co.uk>
Source record: 126787

Hi,

Merlin is sad to say that we are leaving the Atari PD scene
from this Friday (Feb.28th).

We would like to thank everyone for their support and
enthusiasm which has kept us going for the past 5 years but
all good things must come to an end. Unfortunately it has
become unviable to continue this side of the business with
the new avenues that we are pursuing.

As a result of closing down we have many items to offer for
sale with all prices excluding carriage.

STFM 1 meg (with tracker ball) £75.00
External disk drive £25.00
100 meg HD wth loads of PD programs on it £100.00
800 PD disks including boxes £200.00
Falcon 4 meg no internal HD £300.00
Wide selection of commercial games
(no boxes or manuals) original disks - £50.00
Complete set POV demo disks (140 approx) £30.00
500+ PD disks £120.00
SCSI connector cable £30.00
7 Black Box games (Obsession & Substation) £15.00 each
Complete STOS code to Dave Cobbledick's games £25.00
ESLA football manager type games 1 meg only £5.00 each
1 Killing Impact (Falcon only) £15.00
6 Pong (Falcon only Ping type game) £5.00 each
9 Plonker 1 meg only £2.00 each
Parasol Stars (boxed & shrink wrapped) £17.00
2 Joystick extenders £5.00 each
23 single disk boxes £10.00
2 40 disk disk boxes (very robust) £3.50 each
Falcon mini SCSI cable £10.00

All prices are based on a near offer basis (ono) and
exclude carriage.

e-mail us at st@pope.demon.co.uk
or snail mail us at:
Norwich House, Bisley, Stroud, Glos. GL6 7AA
Tel: +44 (0)1452 770133 Fax: +44(0)452 770872

We are sorry to be leaving such a friendly group and sadly
say goodbye to all our customers and friends we have made.

All the best.

Phineas and Alison

# 4154. Re: Warez

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: telmnstr@infi.net
Message-ID: <5f58vb$qif$1@mh002.infi.net>
Source record: 126788

In article <5f4t2o$af9@ornews.intel.com>, Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) says:
>
>In article <01a8e7ec$7e6403a0$281d018d@kool.nychey.com>,
> "gore" <gore@gord.com> wrote:
>>Message-ID: <01a8e7ec$7e6403a0$281d018d@kool.nychey.com>
>>NNTP-Posting-Host: pix141.cheyenne.com
>>
>>Someone point me to all the Great ST warez please...
>
>I've made arrangements for your postmaster at cheyenne.com to "help" you
>with this little problem.
>
>Pirates are SOOOOOOO stupid sometimes. Wannabe pirates are worse.
>

Uhh. The Atari ST was based upon it. :-)
Thats why it is history.

- Tm

# 4155. Re: How can I create an TOS Imagefile?

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970228020401.VAA12057@ladder02.news.aol.com>
Source record: 126789

there is a file called TOS_DUMP that can do the job, If you can't find it e-mail me and I will send it to you.

David
dwmoar@aol.com

# 4156. DLLs for Atari?

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <21c7cd$f362d.10@HERMES>
Source record: 126790
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.ech,comp.sys.atari.programmer

Has anyone ever seen any DLLs for the Atari?

Or know of any programs that use them?

I have been working on a TSR that allows the loading of modules and "DLL"
like extensions or plug-ins. It will be released later this year, and will
be freely distributable (within reason).

(More details will be forthcoming - I am still debugging the Load/Free
funcs, as well as make it somewhat more "intelligent")

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

# 4157. Wild & Wacky Atari Auction (Update #5)

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970228043900.XAA22943@ladder02.news.aol.com>
Source record: 126791

Wild & Wacky Atari Auction (Update #5)

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
Everything has been tested except the Intv carts.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March 8th.

One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
---
---

Atari "Centipede" T-Shirt (Brand New) $7.50 bry
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $5 DisKountrs
Atari "Centipede" hanging multi-piece mobile (Brand New) $7 insane
Atari "Millipede" hanging multi-piece mobile (Brand New) $7 insane
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $2 sumguy

Atari Grey Service Center Coffee Mug $5 jJColb90
Atari "Power Without the Price" Balsa Wood Glider $1 min
Atari Red with Gold Lettering Pen holder $3 smedley
Atari "Centipede" hanging multi-piece mobile (Brand New) $5 DisKountrs
Atari "Millipede" hanging multi-piece mobile (Brand New) $5 DisKountrs
Atari Laser Art solid wood paper holder (Brand New) $6 smedley
Atari solid Brass Belt Buckle (Brand New) $5 TRADED
Atari red "Kite" (Brand New) $3 DisKountrs
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED
---
---
BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

Activision OINKERS: $2 bworkman
Activision RIVER RADIERS: $2 bworkman
Activision GRAND PRIX DRIVING TEAM: $2 bworkman
Activision SUB CLUB: $2 bworkman
Activision SPIDER FIGHTERS: $2 bworkman
Activision TRAIL DRIVE: $3.50 smedley
Activision EXPLORERS' CLUB: $2 bworkman
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM: $2 bworkman
Activision MEGAMANIACS: $5 Fxites
Activision FLYING ACES: $2 bworkman
---
---
Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash
---
---
Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11
Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1 randy.miller13
Hi-Res Magazine Premiere Issue $4 dogberry

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

# 4158. Re: CAB going commercial??

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: dipching@ping.be
Message-ID: <857108828_OASIS_@ping.be>
Source record: 126792

In article <x7F5hkv.dpj@delphi.com>
dpj@delphi.com said:-

>I heard a rumor that ASH has bought the rights to CAB and will be
>releasing it as a commercial program. Has anyone heard this and can
>confirm? If it's so, perhaps version 2.0 will be the commercial version?
>What about the other modules, still shareware?
>
>
CAB 2.0 exists but it is nomore freeware, it will be distributed by
Application System Heidelberg ... and I cannot read their page !!!

anyway, go to see what about CAB 2.0 at:

http://www5.tripnet.se/~mille/english/cab.html

--


---
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# * FREE TIBET * FREE TIBET * Jo Vandeweghe #
# * FREE TIBET * FREE TIBET * dipching@ping.be #
# * FREE TIBET * FREE TIBET * A*C*M*S #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# http://www.ping.be/~pin10575/INDEX.HTM #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---

# 4159. fs: ST BOOKS AND SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: bazzarr@aol.com
Message-ID: <19970228062700.BAA00362@ladder02.news.aol.com>
Source record: 126793

ATARI ST BOOKS AND SOFTWARE SALE

BOOKS: All books 7$ each unless otherwise stated. Include 3$ for first book and 1$ for each extra book

> ST Programers Guide- Compute!
> Compute!'s FIRST BOOK OF ATARI
> Introduction to Sound and graphics on the ST- Compute!
> Atari ST LOGO -Martin Sims
> Compute!s Second book of Atari Graphics
> 1001 THINGS TO DO ON YOUR ATARI COMPUTER
> Atari ST GEM Programers Reference- 413 pages 4$ shipping
> Elementary ST Basic - Compute!
> ST APPLICATIONS - Compute! - 360 pages 4$ shipping
> Compute!'s St ARTIST Comes with software
> Atari Logo Sourcebook
> Original St owners manual
> Original Atari ST basic Quick reference guide
> Atari ST BASIIC Sourcebook and tutorial.
> Printmater users guide 3$ plus 1$ shipping
> Complete Word perfect 1989 referance. Aprox 600 pages - hard bound binder. 5$ shipping
> Complete Lotus Symphony. Large hard bound 4$ shipping
> Atari 1st Word users manual. 3$ plus 1$ shipping

SOFTWARE -include 3$ for first and 1$ for each additional package
All software comes with manuals and original packaging unless otherwise stated.
Any software package 10$ each. I will test everything before shipping

> Atari ST CHEMISTRY Vol. 1 - Scholastic Series- Complete with manuals and original box
> Atari ST GEOMETRY Vol. 1 - Scholastic Series- Complete with manuals and original box
> Atari ST ALGEBRA Vol 1. Scholastic Series- Complete with manuals and original box
> Copy II ST - Centarl Point Software. Software backup and copying
> Word Writer St - Timeworks- large book and software package
> Drafix High Performance CAD software. Four books and three disks.
> DataManager ST -Timeworks- large book and software package
> Partner ST -Timeworks- large book and software package. Memory resident pop up calculator,
address-phone book auto dialer, alarms, memo pad, planner calendar, expense manager, disk
manager, vital statistics includes area codes, distances, holidays,

weights and measures, metrics,
etc, and Thesaurus
> Sylvia Porters SWIFTAX
> Publishing Partner - SoftLogik-
> Timeworks Desktop Publisher - Platinum series
> Cetificate maker w/ certificate library -Springboard- two boxes-
> HabCom comunications software. good programe -
> Home Accountant- Haba Systems Inc.
> PAINTWORKS graphics editor and paint program- Activision
> Typseter Elite- Xlent Software-
> Saved! - MichTron - desk accessory. Move copy delete and undelete files
and disks, Trakbuf - double
the speed of reading a floppy, resetproof RAM disk, printer spooler,
Keeptime, and more
> PM Interface. Lets you use Printamster with other programes.
> GranSlam- Gramer and style checker.
> The Pawn adventure game- Rainbird / Magnetic Scrolls
> Leather Goddesses Of Phobos- complete w/ 3D glasses and Scratch and
Sniff !
> The Hichhiker Guide to the Galaxy. Complete w/ microscopic space fleet
and hint book!
> Vegas Gambler- Slot machine, blackjack, poker, roulette.
> S.D.I Strategec Defense Inititave. - Cinemaware-

MISC.LOOSE SOFTWARE * NO MANUALS * PRICE INCLUDES SHIPPING
> USA language disk 2$
> Pro Football Wizard- MichTron- 2$
> Expert Opinion w/ Minerals knowledge base 3$
> Time Keeper software and book for Navarone Ind. Time Keeper module 2$

Joseph Lerro
609-662-4751

# 4160. Atari Works and Speedo

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <857100470@acpu.com>
Source record: 126794

CJ439@FREENET.CARLETON.CA (Robert Wills) danced the two-step and said:
|After years of craving it, I picked up Atari Works and Speedo GDOS
|ver.4.x? AW looks fine, but I can't print anything. I just get
|gobbledegook ASCII, along with pitiful beeps. I'm using a MegaSTe
|TOS 2.05, Canon BJ5 in Epson LQ emulation. I vaguely remembered
something
|about Speedo clashing with Warp 9, so I disabled W9. Still no go. In
fact,
|it locks up so completely, that a CTRL-ALT-DEL warm boot won't work!
|Any ideas?
Actually, I think Speedo 4.1 works with W9, but I have disabled
(using the W9.dat file) screen acceleration for most (or all) programs
that use Speedo, so I could be wrong. This is my Warp 9.dat file:
W935
RECIPE.PRG A0 B0 J0
M_READER.PRG B0 J0
MARCEL.PRG A0 B0 J0
WORKS.PRG A0
DCAD3TTF.PRG B0 J0
EZ_MONEY.PRG A0 B0 J0
PRISMPNT.PRG B0 J0
TOUCHUP.PRG B0 J0
DB3.PRG B0 J0
PAINT.PRG B0 J0
LANDMINE.PRG B0 J0
The A0 kills off the screen acceleration for the specified program.
That lockup sounds like your Speedo caches are too small. Try running
drivers.app and outline.app, and messing around with the cache sizes
(I really don't remember what I did, but reading the manual helped me
(surprise!).
HTH. "The Poor Deluded Soul" - tderrick@acpu.com

# 4161. Re: Spreadsheet required

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <857100134@acpu.com>
Source record: 126795

Neil Martin told us all:
|LDW power falls over on the tt (in all resolutions).
|I've been looking for LDW power 2 to see if it will solve the problem,
but
|so far to no avail.
Hmm... this doesn't agree with my experience. I received a
copy of LDW Power with the first TT that I bought. Seemed to work fine
in TT Med, including the demos; it says that it is v1.03.
"The Poor Deluded Soul" - tderrick@acpu.com

# 4162. Please help with STik/Cab

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: rszermin@freenet.npiec.on.ca
Message-ID: <5f5qv1$aaf@brain.npiec.on.ca>
Source record: 126796

I am hoping someone can help me getting stik/cab to work on my ATARI ST.

I downloaded the www130 pack from micros.hensa hoping to get a slip connection. I am able to get the Stik software to work fine (ie. it dials, logs on, finds the IP address that is assigned. (I know this because it displays it in the box, the software says "Connected" and the window closes). Then, when I go into cab, it says "Resolving host" when I try to go to some local addresses and just sits there (every few seconds the RecieveData and SendData lights flash on my modem). I read all the documentation and I am quite confident that the software is configured with the right DNS. The server after I enter SLIP (using a terminal prg like STalker) says:

Annex address is 139.57.65.9. Your address is 139.57.65.1xx

where xx varies. In the configuration for Stik the annex address is entered in the correct line, and the ASSIGNED address, I know it finds it properly because it displays it upon connection (Stik that is). In cab, when I tried to type in a numerical address such as:

http://204.192.121.205

(its the only one I know) it **** did ***** manage to go there. ie. the text appeared on the screen!! Why do normal addresses, ie.

http://www.brocku.ca

not work????? I know that once in a while RESOLVING HOST should take more than 30sec., but generally it is rather quick (under 10 sec.), right?

Initially I was using the Cab 1.1x that came with the WWW130 package, but then I downloaded the latest Cab 1.5 and STik 1.12 thinking some bugs may have been fixed. I get the same thing. My CAB.OVL file (from the origingal WWW130 archive of course resides in the same directory as CAB.APP and again was updated to 1.21). I am running a 1040STe with 4Mb ram and mono or color set up. I have a GVC 14.4 Fax/Modem and a 44Mb HardDrive. Again, the problem is it just sits there saying RESOLVING HOST with the modem lights flashing every 5 sec. or so. I am running nothing else (other than Stik, a replacement file selector, SerialFix 2.00).

P.S. Slip connections work just fine for my friends who have PC's on this server (which is called ANNEX, it is a University server for the university I attend: Brock University in Canada). They run Netscape and it works fine.

Can anyone help me?

# 4163. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33169c85.1875768@news.demon.co.uk>
Source record: 126797

On Thu, 27 Feb 1997 04:01:48 +0000, frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>It would, yes. I had nothing to do with the ads, nor did any of teh
>editorial staff. We were fed camera-ready pages by a freelancer within
>Future.

This is where I should make a quip about only following orders :)

>WTF was I supposed to do? Quit my job and lose my mortgage? Believe me
>Damien, I tried *hard* to get any shit like that out, and even offered
>to vet the ads before they went to the printers.
>
>So, don't tar us all with the same pre-feathered brush, please :)

Just thought it needed saying. ST Format was known as 'Saint Format' among many of my friends for the obvious anti-piracy stance in the mag and then all the contact ads at the back. Gave us all a laugh and destroyed any credibility the anti-piracy editorial may have had.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4164. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33169c00.1743666@news.demon.co.uk>
Source record: 126798

On 27 Feb 1997 20:08:11 +0100, hallvart@sn.no (Hallvard Tangeraas) wrote:

>Good! there are enough people out there who want to get it for free, and
>it's action like that which kills the platform.

It's dead already. Some life could be breathed back if TOS was distributable
freely. But that would make sense, and Atari were never known for that.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4165. Re: Magic Shadow Archiver techie question

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33169d4b.2074244@news.demon.co.uk>
Source record: 126799

On Wed, 26 Feb 1997 17:37:23 -0600, Callum Baird Lerwick
<lerwick@freenet.msp.mn.us> wrote:

>Yup. I couldn't get anything from him. Someone needs to give him a good
>excuse/large sums of money/death threats to get him off his ass and write
>some specs...

He may not remember any more, might even have lost the source. I'll take a look
at it myself this weekend and see how uncompressed archives are stored at least.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4166. Re: CAB bug?

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: csilver@kendaco.telebyte.com.Spam.Th.is
Message-ID: <5f65a6$7os@news.telebyte.com>
Source record: 126800

Message-Id: <Pine.LNX.3.95.970227101508.4705B-100000@moose.erie.net>

And Dennis wrote:

> After getting the STiK configuration sorted out, CAB 1.5 has been
>working prettty reliably. But for some reason, the search function at
>www.dejanews.com does not recognize anything entered in the search box.
<snip>
with CAB on www.dejanews.com?

Hi Kemosabe,

There is nothing wrong with CAB connecting with DejaNews. I've been using it for about a year as my servers NG link is poor, to say the least.

DejaNews is one of the most amazing connections on the Net. Here is the best way I've found to connect without problems:

http://www.dejanews.com/forms/dnq.html (Hotlist it!) It's called Power Search. As an example type in the search box [ comp.sys.atari.st ]
Change the following settings:

Number of matches (100)
Sort by per page (Date)
Articles date weight (Great)

You'll get everything posted to this NG. If you want to find an individual's posts, just type in there name or e-mail address in the search box and change the (Date) setting to (Author). Bingo...
There are many other features to numerous to mention. Just try them out. You'll learn something new all the time.

To paraphrase a famous song, "Every move you make, every post you place, DejaNews is recording you!"

Something to keep in mind before you post a bawdy flame...

Charles

**********
Time is fluid; Space is dimensional. Space can exist
without time, but not vise versa. Timing is everything
or nothing... C. Silver
**********

# 4167. Re: Cab 2.0 Beta5 (Gemjing)

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-ya02408000R2802971106130001@newsserver.cilea.it>
Source record: 126801

In article <5f1j6p$sri8@easy4.worldaccess.nl>, merciful@worldaccess.nl
(Eabe Kuik) wrote:

> I'm testing CAB 2.0 Beta5 now for several days and its working well. But
there
> must be a new sound modul for CAB. Does anyone know where to get the CAB
modul
> "GEMjing" for playing soundsampels, midi files etc.
>

Try to get TEXEL demo archive...

```
-------------------------------------------------------------------------------
| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |
-------------------------------------------------------------------------------
```

# 4168. [Q] Jumpers near the TOS chips in a 1040STe

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: acounis@lpnp16.in2p3.fr
Message-ID: <5f6e4v$qh6@ccpnws.in2p3.fr>
Source record: 126802
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Salut,
I have just been given a 1040STe and I would like to know which jumpers I must enable/disable to put TOS 2.06 (32 pins Eprom chips) instead of TOS 1.4 (28 pins ROM chips); can anyone help me ?
Why TOS 2.06 ? because my other ST has TOS 2.06 and the disks are formatted for that TOS AND it has a much nicer desktop.

Thank you for your help.

--
+---------------------------------------------------------------+
| ACOUNIS St&#65533;phane Laboratoire de Physique Nucl&#65533;aire et des |
| Hautes Energies - Universit&#65533; PARIS 6 |
| T&#65533;l: 01-44-27-43-62 Fax: 01-44-27-46-38 |
+---------------------------------------------------------------+

# 4169. Re: Cab 2.0 Beta5 (Gemjing) and TEXEL

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Alain-Pierre DERENNES <Derennes@mot.enst-bretagne.fr>
Message-ID: <3316B686.38D8@mot.enst-bretagne.fr>
Source record: 126803

```
Goetz Hoffart wrote:
>
> In Msg A41696@KA2, merciful@worldaccess.nl wrote:
>
> EK>Does anyone know where to get the CAB modul "GEMjing" for playing
> EK>soundsampels, midi files etc.
>
> It is not available yet because it is still beta. Midi file playing is not
> implemented (and never will). GEMJing is playing:
>
> - WAV (Windows WAVE samples)
> - DVS (Winrec samples, unpacked)
> - au (Sun/NeXT samples)
>
> on all ST, STE, TT, Falcon and MagiCMac. When released you can get it from
> ftp.maus.de (pub/incoming), several Maus mailboxes in Germany, my home page and
> every CAB and Texel release.
>
> Regards
> Goetz
> (Texel-Team)
```

Hello,

I see in your reply that you are in the texel team. Applications Systems
France wrote to me that texel 2 is not available and that no date is
given. Have you some comments? And what (where) is your home page?
Regards.

--

**********

Les infos ci-dessus, autres que professionnelles, ne peuvent engager mon
employeur

**********

Alain-Pierre DERENNES
Ing�nieur d'Etude Charg� de Communication au
T�l�com Bretagne
Technopole Brest Iroise Groupe Manche Atlantique de
Plong�e (GMAP)
BP 832 1er �peron port de commerce

29285 BREST Cedex 29200 BREST
Tel: 02 98 00 14 76 Tel: 02 98 43 15 11
Fax: 02 98 00 13 43 Fax: 02 98 44 68 80

**********

# 4170. WTB: (UK) Atari MIDEX

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: em09@liverpool.ac.uk
Message-ID: <E6B7tt.FAL@liverpool.ac.uk>
Source record: 126804

Does anyone in the UK have an Atari MIDEX module to sell?

It does not have to be a PLUS but it does need to be of the
canary variety (going cheap :-).

John.
--
Mechanical Engineering Department John Boyes
Mechanical Engineering Building email: j.boyes@liverpool.ac.uk
Brownlow Street phone: +44 (0) 151-794-4861
Liverpool fax: +44 (0) 151-794-4848
L69 3GH (U.K.) ftp: ftp.mechnet.liv.ac.uk /pub/j_boyes/...

# 4171. Re: ST-Guide 1.5

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Martyn Tidd <etlmntd@etlxdmx.ericsson.se>
Message-ID: <3316B8A8.59E2B600@etlxdmx.ericsson.se>
Source record: 126805

Hi Derryck

please@no.spam.mail.here.mettav wrote:

> e> Does anyone know where I can FTP an English version of ST-Guide v1.5?
> e> I believe it's available but can't find it anywhere.
>
> http://www.cix.compulink.co.uk/~inactive/
>
> Regards, Derryck

OK, thanks for that :-)

Regards
Martyn

# 4172. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvzpwpfa6q.fsf@emw.ericsson.se>
Source record: 126806

mgrove@owens.ridgecrest.ca.us (Michael Grove) writes:

>
> It seems there is an ASH BBS that registered users can download updates
> from. I know he always gets MagiC for TOS and Mac for no charge from
> here. He is now using MagiC Mac 2. The upgrade from 1.2X didn't cost
> a dime. Toad i'm sure will make out on this when it arrives. I know

And I just got the news that ASH has bought the rights for CAB 2 as well.
:-((((

I still hope that we will be able to get hold a swedish version as we have
done so far (support has been excellent), but seeing how it has gone with
MagiC (which doesn't even excist in swedish) I realy doubt it.
I guess we will have to stick with german update for CAB 2 as well in the
future. :-(((

Maybe CAB 2 will come for the PC as well? looks like most ASH software
is heading against the PC market these days.

I don't blame that author of CAB, but if ASH (or maybe it's System Solution
we should blame) doesn't treat CAB better than MagiC I will go for
WebSpace (if any).

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4173. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvybc9f9wl.fsf@emw.ericsson.se>
Source record: 126807

Callum Baird Lerwick <lerwick@freenet.msp.mn.us> writes:

> 
> > Another slight problem is that most games have some kind of nasty
> > copy protection. How would that be solved? Are there any games that
> > doesn't have it? :-\
> 
> If the game is any good, there is probably a cracked version *somewhere*!

Yes I guess that is one problem. To make it a reality we will need to put
up the cracked versions and when we need to get those from somewhere. :-\

Doesn't sound like the ideal solution amd mot a very good one.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4174. Re: ARJ

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvwwrtf9pc.fsf@emw.ericsson.se>
Source record: 126808

Hans Wessels <mr_ni@mbh.org> writes:

> 
> Magnus Kollberg wrote:
> >
> > So what kind of game is this then? Anything good?
> 
> Ofcourse it's good! (I always make good things.) It's a platform game. It's
> something like Tony Greenwoods Heartland, only a bit better.

Hehehehee.. is it using GEM? ;-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

## 4175. DLLs for Atari?

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <317cd$017f.152@HERMES>
Source record: 126809
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Has anyone ever seen any DLLs for the Atari?

Or know of any programs that use them?

I have been working on a TSR that allows the loading of modules and "DLL"
like extensions or plug-ins. It will be released later this year, and will
be freely distributable (within reason).

(More details will be forthcoming - I am still debugging the Load/Free
funcs, as well as make it somewhat more "intelligent")

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

--

Quote For The Month:

"Tech Support - <mumble> speaking. How can I help you?"
"I just rang to tell you that the software is running just _great_"
<thud>
"I'm sorry, <mumble> just collapsed unconscious. Can I help?"

--

Oh, and BTW: "Timo's the man!"
(I'll take my 1997 Diamante 3.5 SEi in metallic silver, thanks Timo.)

--

Quote For The Month:

"Open up, it's the pigs!"

# 4176. Re: anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5f6g1v$ai1@m1.cs.man.ac.uk>
Source record: 126810
Cross-posted to: comp.sys.atari.st,alt.flame,alt.newbie

In article <331154fe.2030421@news.demon.co.uk>, damien@jetman.nojunkmail.demon.co.uk (Damien Burke) writes:
>I doubt piracy ever even made a dent in developers' pockets. Most people who
>pirated would never have bought the damn games anyway - how is that a loss to
>the developer?

I can understand this and to an extent agree. I have known people with loads of pirate games. They never played them, most were crap and I certainly don't think they would have bought them in any case. I have gone out and bought several games after playing a pirate version and thinking it was dead cool, so in my case it has helped the good developers, which were in the minority unfortunately.


---
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---
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---

# 4177. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5f61fi$2uh@ash.ridgecrest.ca.us>
Source record: 126811

>mgrove@owens.ridgecrest.ca.us (Michael Grove) wrote:
>
>>a dime. Toad i'm sure will make out on this when it arrives. I know
>>that System Solutions offers a "freshen-up" for NVDI 4r3 to r6 for
>>free, but Toad is charging $20.00 for this (and I can't even get it
>>from them after I paid). But that is another story:
>
>Hi Mike, FWIW Computer Direct offers this freshup for free... the only
>cost to you would be the postage.
>
>
>
>All the best,
>Chris @ Computer Direct
>
>

Hi Chris,

You forget that Toad keeps the original disk when they
upgrade. That is according to their policy. System
Solutions has never responded to this question when
I put it to them.
Unfortunately,(for me, good for you:) the next NVDI
upgrade I will get will be to purchase the full version
(from Computer Direct of course:).

Mike

# 4178. Re: Atari Transputer Workstation

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5f6hht$b77@m1.cs.man.ac.uk>
Source record: 126812

In article <856906636_OASIS_NEWS@rjelwell.demon.co.uk>, rich@rjelwell.demon.co.uk (Richard) writes:
>
>An Atari Transputer Workstation (Abaq?) happened to come in to my
>possesion earlier today (lucky me).

Git ;-)

>As of yet I haven't got a suitable monitor or leads to get it fully
>up and running yet and, of course, it may not work when I do.

If it doesn't, give it to me!

>Having taken the cover off I can tell you that it is basically an
>ST (with Rainbow TOS 1.4) in a huge tower case with a mother of a
>mother board which is the transputer bit. There is also a SCSI
>adapter of some sort and a daughter board (called a Farm Card, I
>think) with 4 transputers on it.
>I gather that the ST is really just a front end for programming the
>transputer bit.

I think that's actually a Mega ST, and it was used for I/O(!)

>I am posting here to request if anyone has any info on the ATW
>could they let me know. I am not really sure what to do with it.

Hmm, I have a bunch of old ST World mags at home (200 miles away...) which have some nice glossy articles about the ATW, but they won't tell you what to do with it or where to gte software (it'll be out of date anyway)


---
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# 4179. ST software and piracy (was Re: Games)

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: joshaugh@uk.oracle.com
Message-ID: <3317cd54.845220531@newshost.us.oracle.com>
Source record: 126813

On Thu, 27 Feb 1997 04:01:48 +0000, frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:

>> Ah, would that be the same ST Format that accepted 'contact ads' for quite a
>> while?
>It would, yes. I had nothing to do with the ads, nor did any of teh
>editorial staff. We were fed camera-ready pages by a freelancer within
>Future.
>
>When I complained to the publisher about these ads saying 'ST Contacts
>wanted, 100% reply', I asked for them to be removed. The publisher in
>his infinite "wisdom" said there was nothing illegal being said or done,
>and wouldn't.
>
>WTF was I supposed to do? Quit my job and lose my mortgage? Believe me
>Damien, I tried *hard* to get any shit like that out, and even offered
>to vet the ads before they went to the printers.
>
>So, don't tar us all with the same pre-feathered brush, please :)

Awe, come on. What success the ST did have was almost entirely based on piracy of games, with the exception of use in the music industry and a few other small niches. Not only that, but the old magazines were an absolute breeding ground for it with the contacts pages.

Now tell me, you reckon that all this helped kill off the ST right? Some much was being copied that the publishers couldn't make good money out of the platform and so abandoned it. No way. If you take 2 ST users, Mr. Straight who never had a copy of anything and owned all original software, and Mr. Blackbeard who had a large copied collection, I'll tell you that old Blackbeard would have on average spent much more money in the ST industry than Mr. Straight, on both hardware and software. We are not talking about large scale pirates here who sell copies of games as originals on market stalls and the like. 95+% of piracy is done by friends handing the stuff round.

If you think that copied software is doing the publishers out of a lot of money, I think you are mistaken. Granted some people would have purchased some software that they instead copied. However, many people, if they thought a game was good (after they'd copy it), they would often buy the same game, and others from the same company. It was poor software that did most damage to the gaming software industry in the 80's. That's why Nintendo cleaned up on the game industry in the late 80's, it provided quality software.

Game copying was just a prelude to all the cover disk junk you get now (which is just a reaction by the publishers to cut down on piracy). It showed you how good the game was (or more usually how bad) and if the publisher wrote games

that were worth buying. Without priacy of software the ST would have been nowhere near as successful as it was. Gamers would have bought too many bad games and so would have stopped buying them altogether.

My line is this: free the software up, let the ST live on emulated, don't let it die a second death.

Jamie

## 4180. Vector conversion (X-Change)

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5f6jpa$c6p@m1.cs.man.ac.uk>
Source record: 126814

Does anyone use the program X-Change from The ST Club? Is it any good? I need to convert some Postscript files (%!PS-Adobe-2.0 EPSF-1.2 to be precise) to some Atari format (CVG, GEM, etc.) but if there is another program with more functions I might consider it.


---
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---

# 4181. Re: 1040 STe and TV!

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: cgb9@ccddn1.em.cdc.gov
Message-ID: <857134189.3479@dejanews.com>
Source record: 126815

In article <331636CE.4B9C@aol.com>,
JamesBRey@aol.com wrote:
>
> Just got a 1040Ste with a video jack on it. No monitor. I wanted to
> plug this into a TV. I tried plugging the video jack to the video in
> jack on the TV but no luck.
>
> Anyone know how to do this?
>
> Thanks.
>
> jr

You must have an RF(sp) adapter(same type as for the Atari 2600 or Atari Jaguar) and plug it into your 'antenna' input on your TV. Or alternatively you could get the monitor master which enables you to plug into the audio in jack of your TV.

Hope that helps.
Curtis

----------====  Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 4182. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: cgb9@ccddn1.em.cdc.gov
Message-ID: <857134588.3702@dejanews.com>
Source record: 126816

In article <yvv4teyh2cv.fsf@emw.ericsson.se>,
Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
>
> rick_ellis@vnet.ibm.com writes:
>
> >
> > Several days ago I attempted to contact a few programmers and software houses to gauge their
> > thoughts on making their old Atari software available for free distribution, as of yet I have
> > had no replies. If someone was to organise an attempt to contact programmers of Atari ST software
> > I would be happy to help. I contacted a few software groups that have put other old software
> > into 'public domain' such as Gremlin who have their old software on their website. Perhaps
> > this would be a good place to start. If they reply i'll pass on their response.
>
> Cool. Maybe setting up that mailinglist could be a good start which Frank talked
> about. Then we could start to collect addresses and game titles to do a list
> and then try to contact them. Maybe the best thing would be to use both email
> and regular mail as well and why not fax if possible.
>
> //Magnus Kollberg
> --

I believe the authors of the 'Alternate Reality' games have give
permission to distribute their games. Someone may want to check the
Alternate Reality homepages to check on this. I know they have the Atari
800 and PC versions of the games posted on the sites.

CB

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 4183. Re: ARJ

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <3319d846.3259445@news.airtime.co.uk>
Source record: 126817

On 28 Feb 1997 12:31:43 +0100, Magnus Kollberg
<emwoll@emw.ericsson.se> wrote:

>> Ofcourse it's good! (I always make good things.) It's a platform game. It's
>> something like Tony Greenwoods Heartland, only a bit better.

Diamond Ice already beat Heartland at the end of last year, Billy Boy
the current project will wipe the floor with both those, yet you are
still trying to beat Heartland????.....I'll take that as a compliment
Hans :)

>Hehehehee.. is it using GEM? ;-)

hehehehehehhe.....plonk!

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 4184. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5f6kjd$ckv@m1.cs.man.ac.uk>
Source record: 126818

In article <yvvene3hpdt.fsf@emw.ericsson.se>, Magnus Kollberg <emwoll@emw.ericsson.se>
writes:
>The thing is I have no adresses of publishers or which game they
>have done and english isn't my native english so someone who can
>write proper english in a way that doesn't piss people of is
>needed.

On the contrary, Swedish-English is one of the most refreshing styles around,
and I always read postings from Sweden regardless of subject!

Best wishes,

---
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lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 4185. Re: Wanted: Atari ST memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: aixit@aol.com
Message-ID: <19970228140100.JAA22056@ladder02.news.aol.com>
Source record: 126819

Im Artikel <330C9344.41C6@jaleo.idecnet.com>, Martin Mielke <martin@jaleo.idecnet.com> schreibt:

>Hello everybody!
>
>I would like to upgrade the RAM of my 1040 STfm but because I cannot
>find the right SIMMs I'm thinking of getting some equivalent on PC
>shops, threfore I would like to get so much info as possible on this
>kind of Atari Internals (speed, pins, etc) or if you got a better
>solution please let me know under
>
>martin@jaleo.idecnet.com
>
>

Hi Martin,

you can't upgrade an ST computer only with sim modules.

(Of course it is possibly if you like soldering a lot of wires)

A very easy way to expand the memory is using the MAGNUM ST
memory expansion board.
The Magnum breaks down the 4MB limit.
You can use ps/2 sims and have only to sold on _one_ wire.
You need a socket on you cpu.

Fridolin

F.Heyer
FH@aixit.com

aixit GmbH
Hansmannstr. 19
52080 Aachen
FON 0241 9519230
FAX 0241 9519225
http://www.aixit.com
email
sales@aixit.com
TOS2WIN@aixit.com

# 4186. WANT: TT030, Stacy 4

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <5f59d5$8fe$1@cti01.citenet.net>
Source record: 126820

```
Requested minimal specifications:
---------------------------------
TT030 Stacy
----- -----
TOS 3.06 TOS 1.04
4M ST-Ram 4M Ram
4M TT-Ram
Internal HD Internal HD
---------------------------------
Internal HD capacity doesn't matter, as I have access to very good
SCSI drives localy.
Power supplies to Canada + US standards please! ;-)
Monitors and other goodies not essential, but specify if you are
including them, quote their price separately from the machines.
---------------------------------
Please only Canadian offers, unless you have a way get the machine
into Canada while bypassing customs... <grin>
Specifiy the currency used when quoting your offer, and obtain the
price for shipping via UPS 2nd day from your province to Quebec.
```

# 4187. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-02-28 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <857142515@news.compulink.com>
Source record: 126821

> In article <5evhhn$b49@news.telebyte.com>
> csilver@kendaco.telebyte.com.Spam.Th.is (Charles Silver) wrote:-
>
>>Before you buy a ZIP drive you might consider a SyQuest EZ Drive(135meg cart)
>>IMHO, the SyQuest is faster and uses a better technology. The price here
>>in the US is the same as a ZIP drive, about $125. The cable to connect to a
>>Falcon cost anywhere from $29 to $60 ;)
>
>Hmm. I nearly bought one of these at the last UK Atari show, and was told
>that the EZ135 was being discontinued! Is that true?
>
>My latest trip to PC World showed no sign of EZ135's, but did show ZIP
>drives, JAZ drives and something called a Ditto drive?
>
>Any input would be much appreciated, as i don't want to buy a white
>elephant!!
>

I've been using an EZ135 drive since December, and can highly
recommend it for anyone who wants some sort of removable backup - so
have a number of my fellow TAF members. One of the nice things about it
is that it has standard SCSI connectors (not those propriety connectors
found on the ZIP and JAZ that require special cables) - that was VERY
important to me. As for support, Syquest is well known for their
support of their older drives - and as for cartridges, at least two
companies make generic cartridges, which can be picked up at any Mac
dealer. They now make a replacement drive, the EZ Flyer, that's 230
megs and will also take the 135 cartridges.

# 4188. Re: Monitor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: RichT@atarinet.portland.or.REMOVE.TO.REPLY.us
Message-ID: <5fa33b$g70@news.vr-net.com>
Source record: 126622

In article <33182CE4.18F5@ix.netcom.com>,
Robert Aries <robaries@ix.netcom.com> wrote:
>
>I just got my hands on a Falcon--a buddy of mine is letting me check it
>out as I might be able to use it in my music studio. Anyway, I have an
>NEC MultiSync 2V monitor that I use with my Mac. Will this monitor work
>with the Falcon? The connectors don't match but I can probably get some
>adapters to correct that. I know the Falcon can do VGA or SVGA...can
>multisync monitors handle this? (Unfortunately I lost the documentation
>on the NEC monitor).

The 2V can handle quite a few different rezzes (I'm typing this in front of a NEC Multisync II and the 2V is a little more versatile). You need a VGA adapter block for the Falcon - I imagine it probably costs about $15 retail. Toad Computers (emal info@toad.net) or Computer Direct (email info@compdirect.com) will likely have one in stock and can ship just about any way you like. You can build one yourself, of course, but my time is worth at least $20/hour (according to my agency - I happen to know that Intel is paying $32.50/hour for me, though <G> ) and it will take at least 2 hours to gather all the parts and make the assembly...

>I'll probably have some more Falcon-related questions coming up!

Bring 'em on - my Falcon should be arriving no later than Thursday ("Real Soon Now" was getting old so I paid for the shipping myself) and I'll be able to provide some hands-on answers.

Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
atari@teleport.com | my personal position
GRUNT Computing - Support for | only and probably
Atari users worldwide | horrify my employers.

# 4189. Re: Page stream drivers

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: RichT@atarinet.portland.or.us.REMOVE.TO.REPLY
Message-ID: <5fa3lo$g70@news.vr-net.com>
Source record: 126623

In article <cf9_9703011210@conchbbs.com>,
John.Kormylo@7861.conchbbs.com (John Kormylo) wrote:
>
>I have released (freeware) PGS drivers for all 5xx and 6xx deskjets,
>both B&W (600 dpi max) and color (300 dpi max). These use all 4
>possible raster compression methods to minimize print time.
>
>They aren't very large, so I could UUE or MIME them to you easily.
>(I really need to get my own web page!)

John, if you'll send everything you want placed on the Web to me (UUcoded is probably best) at atari@teleport.com, I'll create an ELF folder on the Atari Teleport ftp site and make it available.

(posted and mailed)

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atari@teleport.com | my personal position
GRUNT Computing - Support for | only and probably
Atari users worldwide | horrify my employers.

# 4190. Re: starcall

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: RichT@atarinet.portland.or.us.REMOVE.TO.REPLY
Message-ID: <5fa4d6$g70@news.vr-net.com>
Source record: 126624

In article <5f9m99$j2s@preeda.internex.net.au>,
jagger@connexus.apana.org.au (Brian Lang) wrote:

> I haven'y heard of Fastserial. How old is it? Is it designed to run on a
>Falcon?

Hold on, I'll look at the info dialog... Well, I dunno, it gave lots of cool
info about my TT's Modem2 port, but there's no data. I am sure it will work
on a Falcon, though I haven't tried it. Ask me again next week. <G>

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# 4191. Re: Warez

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: RichT@atarinet.portland.or.REMOVE.TO.REPLY.us
Message-ID: <5fa6i4$h0c@news.vr-net.com>
Source record: 126625

In article <5f58vb$qif$1@mh002.infi.net>,
telmnstr@infi.net (tele monster) wrote:
>>Pirates are SOOOOOOO stupid sometimes. Wannabe pirates are worse.
>
>Uhh. The Atari ST was based upon it. :-)
>Thats why it is history.

You care to explain that before you get into the killfile, or would rather
continue to be thought of as a complete prat?

Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
atari@teleport.com | my personal position
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# 4192. Re: CAB Bug?

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: RichT@atarinet.portland.or.REMOVE.TO.REPLY.us
Message-ID: <5fa65t$g70@news.vr-net.com>
Source record: 126626

>
> I'd also appreciate recommendations for the best supporting
>programs to use with CAB for the different file types (sound, graphics
>viewers, etc.)

Ned's Player (N_Play) works beautifully for audio files of most types and runs
as either an ACC or a program.

Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
atari@teleport.com | my personal position
GRUNT Computing - Support for | only and probably
Atari users worldwide | horrify my employers.

# 4193. Re: GEMulator FAQ 1.00

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: damien@jetman.demon.co.uk
Message-ID: <33199164.1304475@news.demon.co.uk>
Source record: 126627
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

On Sat, 01 Mar 97 13:22:21 GMT, cronos@worldaccess.nl (Richard Karsmakers) wrote:

> This document looks most like the way it ought to in Courier at size 10.

On a newsgroup, that's an odd thing to expect...

> GEMulator96 is a software Atari ST emulator for PCs, created by Darek
>Mihocka of Emulators, Inc. It emulates most of the ST systems released by
>Atari, the 520/1040ST, STfm, STf, STm, MegaST and MegaSTE.

Software emulator? With TOS 2.06 or Magic, yes, but not otherwise. No other ST emulator needs a pointless hardware card to use TOS ROMs; choosing to concentrate on the least accessible of all the emulators seems odd to me.

[snip list of sites to go to]

Why no mention of Pacifist? It's far better than Gemulator from what I've seen.

> This chapter features a list - as complete as we could make it - of various
>programs that *do* work on the GEMulator.

I've had most of the ones mentioned there work fine on Pacifist too; I can not say 100% of those listed work because I don't have all those programs. But none of the ones I tried failed.

> END OF FILE RECOGNITION
>
> Q: In "GfA Basic", the EOF(#x) command doesn't find the end of a file.

This may be a TOS version problem; I remember I had some GfA BASIC code that relied on EOF detection and it failed on a friend's TOS 1.4 machine but was fine on my 1.2 machine. Pretty sure GfA brought out a slight update and the problem didn't occur from then on; however, this was GfA 2.x not version 3.

> Q: Can joysticks be emulated?
> A: ?

A: Yes, they can. Pacifist does it, though it doesn't work with all programs.

>Predictably, due to the direct access on addresses FFFF8604 and FFFF8606,
>this doesn't work on the GEMulator. How can this be solved?
> A: ?

Get Pacifist which seems to be emulating the FDC quite well (though not by using the PC's drive, but by using virtual disk images). Presumably these are always write-enabled, I haven't checked.

>- Floppy: media change is seldom recognized. I have to reboot when changing
>floppies.
> A: ?

Something real STs often have problems with because of a bug in TOS as I recall; however Gemulator is much worse in this area - makes you wonder if they are bothering to check if the disk is changed at all.

> MS-DOS VS. ATARI-FORMAT DISKS
>
> Q: I cannot read all Atari disks on the PC.
> A: MS-DOS and Windows are very picky when it comes to being able to read
>disks. Even though Atari systems use a disk format that is largely
>compatible with PCs, MS-DOS and Windows require very specific values to be
>present in a disk's bootsector.

They do? Most of my ST disks that can be read at all show up files OK when looked at, and have a variety of strange bootsectors. I find most problems are due to disks simply being unreadable full stop; you can check this in most cases by trying to make a disk image with the IMGBUILD program that comes with Pacifist. If it fails to read a disk, you'll need to make another copy using a real ST. I've only had one disk show up a directory full of rubbish characters, and to be honest I forget if it actually had a file structure on it or not.

> Together with GEMulator you should get a
>program by the name of MOSDOS.PRG. This Atari program will transform Atari-
>formatted disks into ones that MS-DOS and Windows can read. Do note that
>this does not work with non-standard Atari format (such as 10 sectors per
>track 'FAT' disks, hyper-formatted disks, etc.).

IMGBUILD with Pacifist is quite happy with 10 sector, 11 sector, 81-83 track disks and so on.

> PRINTING
>
> Q: When I print, the printer stops before the printer buffer is fully
>flushed. I have to start another print job to finish my first job. I'm using
>GEMulator 4.15 on a P133 running Win95. I've tried default, Fast BIOS
>Printing, and FPPRINT (or whatever it's called) with the same results. I'm
>trying to print to a Canon BJ-200. I had no such problems using GEMulator
>3.x on my old 486 DX2/66.
> A: ?

Probably didn't get a form feed at the end. Some printer drivers have an option to add a form feed at the end of a job. Otherwise, try printing an empty page from another program afterwards.

Nice FAQ otherwise, keep up the good work.

And, totally off-topic, but I have to ask... presuming Ultimate Virus Killer is a descendant of AVK... when did it move on from being 'A' Virus Killer to being the 'Ultimate' Virus Killer? :-)
--
Damien Burke (to reply, remove the 'nojunkmail' part from my address)

Sinclair ZX Spectrum pages: http://www.jetman.demon.co.uk/speccy/

# 4194. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: damien@jetman.demon.co.uk
Message-ID: <331b9678.2604657@news.demon.co.uk>
Source record: 126628

On Sat, 1 Mar 97 11:36:58 GMT, gary@imco.demon.co.uk (Gary Noack) wrote:

>I see disk protection schemes as being the least of our worries. The
>games could be put in the ftp sites or whatever as MSA disk images
>which takes care of quite a few protection methods (I hear).

I can tell you *exactly* how many methods that will get past: 0.
MSA merely copies the disk to a file. Any protected sectors don't get read. And
then the game won't work.

> A much
>bigger problem is games with 'manual' protection and manuals in
>general. Games like Midwinter and Grand Prix both come with huge
>manuals both for protection purposes and to show you how to play the
>game. What is to be done about that?

Ask for permision for the manuals too. No big problem I would have thought;
even if you can't get the original documents from the publishers someone will
have an original that can be scanned in and looking up a scanned page image (or
OCRed page) at the appropriate time on a multi-tasking PC won't be a problem.

[snip off-topic stuff]

>manuals and some support. Now the ST is considered by most software
>developers to be dead meat and they have no plans or intentions to
>make any money out of the system so what difference does it make to
>them if we copy some old games and spread them around a bit? None
>whatsoever.

I look forward to the lawsuit :) Much as I agree, it's best to do this
properly, as we are trying to do on the Spectrum scene. I'm still not sure if
the nostalgia level is high enough for this all to get anywhere, but you never
know.
--
Damien Burke

# 4195. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: damien@jetman.demon.co.uk
Message-ID: <331a95c6.2426468@news.demon.co.uk>
Source record: 126629

On Sat, 1 Mar 97 05:51:12 GMT, guy@swampdog.demon.co.uk (Guy Harrison) wrote:

>Too many problems with that, not least of which is an author may not
>wish to be associated with code which _might_ cause damage of some
>sort - data loss, virus etc due to the "crack".

I can't see any data loss being caused if only used on an emulator; even on a real ST how is a single floppy game going to cause problems? As for viruses, there are virus checkers. A virus, however, is the least likely problem to rear its head. Pirates don't like risking software collections and are usually the most virus-aware people about.

> In agreeing they could
>also be accused of condoning the use of pirated stuff. It's a bit of a
>no go situation imo.

Yeah... I'll have to find some friendly author to have a chat about this and see what he thinks before talking to authors and maybe getting bad results.

>So, basically to do this, you need to approach the publisher first,
>then the author if the rights have reverted back?

Yes.
--
Damien Burke

# 4196. Atari ST Mouse Master For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: brianj@iwl.net
Message-ID: <5f9nko$kq2@news.iwl.net>
Source record: 126630

I have a practical solutions Mouse Master for use on the Atari ST. It allows a mouse and up to two joysticks to be connected to a single mouse port. A switch on the Mouse Master allows the user to select mouse or joystick mode. I am asking $10.00 plus $1.50 shipping. Email me at brianj@iwl.net if interested.

# 4197. Re: CAB 2.0 nomore shareware ...

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: RichT@atarinet.portland.or.REMOVE.TO.REPLY.us
Message-ID: <5fa77h$h0c@news.vr-net.com>
Source record: 126631

In article <857147206_OASIS_@bassment.demon.nl>,
maurits@bassment.demon.nl (Maurits van de Kamp) wrote:
>
>So compare this with the "document contains no data"-message from Nutscrape
>(which I've seen much more than the CAB-phenomenon actually) :)
>The fact that you receive an empty document could be a bug in CAB as well as
>in STiK.

It could just as easily be a network problem caused by too many AOL customers
posting spam and bogging the servers. <G>

Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
atari@teleport.com | my personal position
GRUNT Computing - Support for | only and probably
Atari users worldwide | horrify my employers.

## 4198. Falcon IDE drive speed

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: dest@freenet.edmonton.ab.ca
Message-ID: <5fae5u$c8q$1@news.sas.ab.ca>
Source record: 126632

I just reformatted my Falcon hard drive (Quantum GLS85). When it was empty, ICD's RateHD gave rates up to 1063 K/s at 19ms. After copying back all the files, RateHD reports about 150 K/s at 17ms.

Is this normal? Do all IDE drives slow down as they fill up?

--
--
<dest@freenet.edmonton.ab.ca> F030/STE/Mega/XE/Lynx/Jag-CD-Catbox

# 4199. Re: Newdesk.INF > 4096 bytes ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970302002611.26489A-100000@usr11.primenet.com>
Source record: 126633
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

hmm pretty easy :)
just get shellbuffer, file might be called SHBUF8
If you can't find it, tell me I'll see what I can do.
But I think it shoudl be found on several ftp sites.

On Sun, 2 Mar 1997, Mark Parry wrote:

>
>Hi fellow Motorollas :))
>
>Has anyone found a way around the 'System out of memory' bug when you've got a
>Newdesk.INF file that's bigger than 4096 bytes ?
>
>It's *really* getting on my nerves now and, yes, I *really* do need to have
>that many Applications installed and my Desktop covered in Icons :))
>
>Thanks,
>
>See Ya,
>Paz.
>
>__
>
>16 line .sig snipped to keep the '4 line .sig' brigade happy.
>OK, Frank ? ;-))
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 4200. Re: Atari st Tos

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <3318A9E7.5B29@owens.ridgecrest.ca.us>
Source record: 126634
Body handling: 1 long encoded or obfuscated payload line was not displayed

```
TosTosTosTosTosTosTosTosTosTosTosTosTosTosTosTosTosTosTosTosTosTos

[Long encoded or obfuscated payload not displayed]

Happy decoding
```

# 4201. Re: How? Limit memory under MagiC Mac 1.2.5

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <3318AB23.2043@owens.ridgecrest.ca.us>
Source record: 126635

fr_jacqu@mail.club-internet.fr wrote:
>
> In article (Dans l'article) <5f8mhd$jbj@ash.ridgecrest.ca.us>,
> mgrove@owens.ridgecrest.ca.us (Michael Grove) wrote (�crivait)�:
>
snip a little of my own,

```
> > multasking mode. The main problem is that it hogs
> > all the ram, and dosen't release it upon exit. I
> > tried limitmem, but that didn't work. This version
> > of MagiC dosen't allow (or have) the limit memory
> > option in the install application drop down menu.
> > I tried loading a few apps before start Dynacadd
> > but that didn't make any difference.
> > Is there a way to limit the amout of ram it takes
> > upon start up?
> >
> >
> > Thanks
> >
> >
> > Mike
> I think it is possible to limit the amount of memory with new version of
> Magic MAC. I think you can use drivers vdi with Powerprint and parallel
> port.
>
> F. Jacquemin
>

I have the MagiC Mac 2 demo and will try this out. Printing from the Mac
serial port works fine to the Stylus as it has a serial and parallel
interface.
I have Powerprint, but it is to slow. Calamus SL also works fine under
MagiC Mac
for printing from the serial port on the Mac. Pretty fast.

Thank you,

Mike
```

# 4202. Thank you all RE:FS Atari and Falcon items

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <3318ACE8.4896@owens.ridgecrest.ca.us>
Source record: 126636

A quick thank you to those that purchased items from me. It's really nice to have things go smoothly. Everyone seems happy with their purchases, and as always, if not, send it back for a refund.(same condition of course and within a reasonable amout of time).

For those that bawked on sending the payment for the items you requested, don't bother to reply to the next Atari sale coming up. You guys really missed some good deals. I didn't have to sell the stuff, I don't need the cash, just though I would get it out to ones who could use it.

Thanks again,

Mike Grove

# 4203. Re: DLLs for Atari?

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5f8pmp$sj6@nyheter.chalmers.se>
Source record: 126637
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <E6Br2o.4Iv@novice.uwaterloo.ca>,
Art Twarecki <atwareck@novice.uwaterloo.ca> wrote:
>In article <317cd$017f.152@HERMES>, Gaven Miller <gmiller@inca.co.nz> wrote:
>>I have been working on a TSR that allows the loading of modules and "DLL"
>>like extensions or plug-ins. It will be released later this year, and will
>>be freely distributable (within reason).
>
>Shared libraries are really only useful in a multitasking environment,
>otherwise only a single process would ever use them at a time anyway.

Yes, but I don't think you should look at the above as shared libraries
in the normal sense. DLL, after all, stands for Demand Loaded Library.
That is, a library that is only loaded when it's needed. It doesn't
necessarily have to be sharable by definition.

IMO this would be a generalized way of dealing with for example load/save
modules in image or word processing programs.
If it's released soon enough, I'll definitely consider using it for the
module system that will go into the next version of MGIF. Otherwise I'd
have to write something similar myself.

>Of course there are benefits of being able to fix bugs without re-linking
>the executable.

Perhaps, but for that to be really useful your executable would, IMHO, need
to be partitioned into relatively small 'library chunks'.
It's after all not that often that serious bugs are found in the standard
libraries themselves.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

# 4204. Re: ARJ

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Hans Wessels <mr_ni@mbh.org>
Message-ID: <857173734@p24.f101.n323.z205.mbh.org>
Source record: 126638

Magnus Kollberg wrote:
> Hans Wessels <mr_ni@mbh.org> writes:
>> Ofcourse it's good! (I always make good things.) It's a platform game.
>> It's something like Tony Greenwoods Heartland, only a bit better.
>
> Hehehehee.. is it using GEM? ;-)

Nope, I like to do only very low level stuff, like manipulating bits and bytes.
GEMDOS is as high as I will go.

Bye, Hans

# 4205. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703020005.a47286@ka2.maus.de>
Source record: 126639

MG>It seems there is an ASH BBS that registered users can download
MG>updates from.

Just call +49 6221 30 36 71 for the ASH BBS. But if you aren't registered at
ASH you won't get any updates.

MG>I know he always gets MagiC for TOS and Mac for no charge from here.

This is right for minor updates.

MG>I think that most all of ASH's products are supported on this BBS.

Right, but NVDI and some other aren't.

MG>I almost wish I had the number.

Here you are :-)

Regards
Goetz
(Texel-Team)

# 4206. Re: CAB going commercial??

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703020011.a47287@ka2.maus.de>
Source record: 126640

D>If it's so, perhaps version 2.0 will be the commercial version?

That's right. ASH will distribute it.

Regards
Goetz

# 4207. Re: Cab 2.0 Beta5 (Gemjing)

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703020015.a47288@ka2.maus.de>
Source record: 126641

MF>>Does anyone know where to get the CAB modul
MF>>"GEMjing" for playing soundsampels, midi files etc.
MF>
MF>Try to get TEXEL demo archive...

Mhmmm. This is an old version of GEMJing which doesn't understand the REPEAT- and DELAY tag.

Regards
Goetz

# 4208. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703020021.a47290@ka2.maus.de>
Source record: 126642

SD>It is true that a DOS machine cannot read a TOS disk,

Any PC can read Atari formatted 720kB disks if you are using TOS 1.04 or higher.

SD>and it is equally true that an Atari cannot read DOS disx,

Any Atari can read 720kB disks with any TOS. I did both often enough.

Regards
Goetz

# 4209. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703020027.a47291@ka2.maus.de>
Source record: 126643

AZ>If you do use HD-Disks, just put something on the small hole on the
AZ>upper left of the HD-Disk - so it'll be recognized as DD-Disk. Of
AZ>course it still has to be formatted in DD-mode.

Be careful. Not every Atari floppy will read this. If you want DD then use DD.

Regards
Goetz

# 4210. Re: How much should I pay for a ZIP drive?

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: escher@netcomuk.co.uk
Message-ID: <3320fa8e.3108205@nntp.netcomuk.co.uk>
Source record: 126672

On Wed, 26 Feb 1997 11:40:07 -0500, Ken Macdonald
<macdonald@cfcsc.dnd.ca> wrote:

>Jeez, you guys are paying too much!
>EZ230 is about 280$Cdn[215U$A] and SyJets are 500$Cdn[390U$A]
>lots of things are less expensive here though.
>later.plus tard

Well, if you change the Canadian dollar signs for pounds, that's what
we pay in the UK (about 280 for an EZ230 and 500 for the SyJet).

Has anybody in the UK tried buying hardware from the US/Canada?

Jim

# 4211. connecting falcon scc port to st rs-232 via null modem cable

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: davecook@wt.com.au
Message-ID: <5f8qr4$gek$1@kurica.wt.com.au>
Source record: 126673
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm wanting to connect my 1040sftm serial to the the LAN port on my Falcon (the modem port is already occupied by a modem).

Looking at the pinouts for the falcon lan socket, doesnt give me any clear idea on how to connect the two together.

Anyone know how I can do this?? Or if it is possible at all? I don't want to fry the serial chip on the falcon :)

Cheers,
Dave

--
+-------------------------------------+
| Dave Cook Perth, Western Australia |
| Internet: davecook@wt.com.au |
| on IRC as Cevad |
+-------------------------------------+

# 4212. FS: Atari Computer Goods! More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5f8tva$lm8$1@kelly.teleport.com>
Source record: 126674
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, MonoChrome Monitors, Monitor Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials.

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

# 4213. How? Limit memory under MagiC Mac 1.2.5

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5f8mhd$jbj@ash.ridgecrest.ca.us>
Source record: 126675

I finally was able to obtain an application that
I have wanted since I had seen it advertised in
STart many years ago. I have been running Dynacadd
V2.04.06 under MagiC Mac with pretty good luck.
You can print out through the serial port direct
without problems. There is no driver for my Stylus
Color, but the Epson LQ driver gets a black and
white drawing out with good quality. Dosen't like
multasking mode. The main problem is that it hogs
all the ram, and dosen't release it upon exit. I
tried limitmem, but that didn't work. This version
of MagiC dosen't allow (or have) the limit memory
option in the install application drop down menu.
I tried loading a few apps before start Dynacadd
but that didn't make any difference.
Is there a way to limit the amout of ram it takes
upon start up?

Thanks

Mike

# 4214. Re: Warez

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <317cd$162e28.279@HERMES>
Source record: 126676

gore (gore@gord.com) wrote:
> Someone point me to all the Great ST warez please...

www.microsoft.com

{[:-)]

--

Quote For The Month:

"Open up, it's the pigs!"

# 4215. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <857195472_OASIS_@swampdog.demon.co.uk>
Source record: 126677

In article <33192959.3937072@news.demon.co.uk>
damien@jetman.demon.co.uk (Damien Burke) said:-

>On Thu, 27 Feb 97 19:23:06 GMT, guy@swampdog.demon.co.uk (Guy Harrison) wrote:
>>If you do manage to get an agreement with an author then there's
>>always the possibility they can tell you how to disable it?
>
>Highly unlikely. Time goes by, source gets lost, disks go bad.
>Memories fade!
>
>It is likely that cracked versions of games will be the way to go with
>this; raising that problem with authors is going to be an interesting
>one.

Too many problems with that, not least of which is an author may not
wish to be associated with code which _might_ cause damage of some
sort - data loss, virus etc due to the "crack". In agreeing they could
also be accused of condoning the use of pirated stuff. It's a bit of a
no go situation imo.

>Or how about cracking original copies ourselves - it isn't that
>difficult.

I thinking about that approach but working to it backwards. Naturally
you cannot expect anybody to remember the exact method used but being
given a general idea would help produce an executable without
introducing problems. And, hacking the code _after_ being given
permission would leave the author free from accusations and criticism.

>I was employed for a short while to remove protection from
>older games when they were rereleased as budget titles; I also had to
>use similar compression routines that pirates used in order to cut the
>number of disks in the re-release down (thereby keeping costs lower).
>Didn't get a jot of help from the game authors or the guy who
>originally put the protection on (even though it was him employing me
>:). I did change the odd cheat-code to get my revenge though... but
>that's another story.

So, basically to do this, you need to approach the publisher first,
then the author if the rights have reverted back?

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com

Web http://www.swampdog.demon.co.uk/index.html

# 4216. Re: Please help with STik/Cab

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <857196892_OASIS_@swampdog.demon.co.uk>
Source record: 126678

In article <5f5qv1$aaf@brain.npiec.on.ca>
rszermin@freenet.npiec.on.ca (Rick Szerminski) said:-

>cab, when I tried to type in a numerical address such as:
>
>http://204.192.121.205
>
>(its the only one I know) it **** did ***** manage to go there. ie.
>the text appeared on the screen!! Why do normal addresses, ie.
>
>http://www.brocku.ca
>
>not work????? I know that once in a while RESOLVING HOST should take
>more than 30sec., but generally it is rather quick (under 10 sec.),
>right?

Yes, this is almost certainly a resolver problem. You need to look at the NAMESERVER variable again - it's value must be wrong. It should be a dotted decimal address like 158.152.1.58 (if there is more than one specified then only the first is used currently).

Incidentally, that is my DNS and I've heard it is possible (but haven't tried it) to use "3rd party" DNS servers so you might even be able to use the one above! Obviously, if it works you will want to use one nearer 'cos it'll be damn slow, and if it doesn't work then you are non the wiser. I'm just curious to know if it is possible.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 4217. Re: upgrading 520ST to 1 meg, Atari<=>PC disk xfers

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <857197810_OASIS_@swampdog.demon.co.uk>
Source record: 126679

In article <33170ca2.76811689@rosevax>
deangra@rosemount.com said:-

>I'm looking for info on how to upgrade my 520ST to 1 meg Ram.

Best thing to do is locate one of those ram expansion kits that will accept simm modules. For what it costs, you might as well plug in the whole 4Mb then.

>Also, can the 360K atari formatted disks be accessed by a PC?

Put simply, the hardware is the same, the data organisation is the same but the firmware isn't (usually).

If you can find a way of convincing the PC to format to the old PC 360Kb standard then the ST will be able to read and write to it. You can format on the ST but you need to use a PC compatible formatting program which can modify the boot sector contents so the buggy PC code does not reject the disk.

Btw, the ST will make full use of a 720K drive if you fit one and the above still applies. Most old 720K PC drives can be made to fit - its just that the connectors tend to be in the wrong places but they are the same electrically.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 4218. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3318077e4be3d1@sn.no>
Source record: 126680

On Thu 27-02-97 22:37, Keith Brooks (newhoriz@cadvision.com) wrote:

>Hallvard ...
>> The following FTP Servers hold the latest archives:
[..]

>Neither of the above sites has a v1.09 English file. #1 has v1.09 in
>German and #2 has v1.00 in German.

I seemed to remember that Hensa was the place I got it, and I was right!!!
The English version is definitely there:

ftp://micros.hensa.ac.uk/micros/atari/tos/p/p119/thng109e.zip (475 Kbytes)

Good luck!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4219. Re: Atari in Computer Shopper...

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: aardvyrk <aardvyrk@nospam.cris.com>
Message-ID: <331806BB.6DFF@nospam.cris.com>
Source record: 126681

Ronald J. Hall wrote:
>
> In the "What Ever Happened To?" column, John Dvorak has written an article
> on the rise/fall/rise/fall of Atari corporation. Kinda interesting reading.
> He mentions Don Thomas's last article as well. This is this months Computer
> Shopper... :)

And for those who really don't want to fight the crowds of gamers getting their latest glossy paper fix at the newsstand, or for those who don't care to give themselves indigestion by accidentally glancing at the color scheme of Wired, you can read it on the web at:

http://www5.zdnet.com/cshopper/content/9703/cshp0049.html

Two observations about it. First, Mr. Dvorak gets the 520ST wrong, calling it a 560ST. Not too weird, except that he had just mentioned the 260ST and then names the 1040ST. Kind of a basic pattern recognition... Or it could just be a typo.

Second, he notes that Nolan Bushnell(!), "among others," are interested in getting the Atari name back. That opens up a whole new slew of "what if?" scenarios. Maybe if some sent a few kind, informative, and encouraging emails, and passed around a collections plate... Not that I'm looking for a saviour, but it might be interesting to find new supported Jag games and maybe even new TOS development. But of course I have not the slightest clue what he wants to do with the name. Could be used for a T-shirt to be worn by Chuck E. Cheese.

aardvyrk@cris.com

# 4220. Re: Atari Works and Speedo

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5f93bi$bb9@scanner.worldgate.com>
Source record: 126682

You can't print anything? Where are the beeps happening? It sounds to me like you are trying to print the file from the desktop. Firstly, use the BJ-10e printer driver for you BJ-5 (I use AW and Speedo 4.x with a 1040 STe, printing out to a BJ-5e, so I know it works), secondly, if you're not, print out from in Atari Works. In fact, from reading it again, I can see that you are printing out from in AW, but you're obviously using the wrong printer driver - switch to the BJ-10e driver. It works - I used it just tonight, so I know it works.
If it still won't work, send me email.

Leslie

Tom Derrick (tom.derrick@acpu.com) wrote:
: CJ439@FREENET.CARLETON.CA (Robert Wills) danced the two-step and said:
: |After years of craving it, I picked up Atari Works and Speedo GDOS
: |ver.4.x? AW looks fine, but I can't print anything. I just get
: |gobbledegook ASCII, along with pitiful beeps. I'm using a MegaSTe
: |TOS 2.05, Canon BJ5 in Epson LQ emulation. I vaguely remembered
: something
: |about Speedo clashing with Warp 9, so I disabled W9. Still no go. In
: fact,
: |it locks up so completely, that a CTRL-ALT-DEL warm boot won't work!
: |Any ideas?
: Actually, I think Speedo 4.1 works with W9, but I have disabled
: (using the W9.dat file) screen acceleration for most (or all) programs
: that use Speedo, so I could be wrong. This is my Warp 9.dat file:
: W935
: RECIPE.PRG A0 B0 J0
: M_READER.PRG B0 J0
: MARCEL.PRG A0 B0 J0
: WORKS.PRG A0
: DCAD3TTF.PRG B0 J0
: EZ_MONEY.PRG A0 B0 J0
: PRISMPNT.PRG B0 J0
: TOUCHUP.PRG B0 J0
: DB3.PRG B0 J0
: PAINT.PRG B0 J0
: LANDMINE.PRG B0 J0
: The A0 kills off the screen acceleration for the specified program.
: That lockup sounds like your Speedo caches are too small. Try running
: drivers.app and outline.app, and messing around with the cache sizes
: (I really don't remember what I did, but reading the manual helped me
: (surprise!).
: HTH. "The Poor Deluded Soul" - tderrick@acpu.com

# 4221. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5f93iu$bb9@scanner.worldgate.com>
Source record: 126683

Guaranteed. I use HDDriver 6 on a Falcon, and my ZIP drive works great.

Leslie

Gary Priest (gary@the-gap.demon.co.uk) wrote:
: In article <2cPSmAAJOwFzIwDx@sotnops.demon.co.uk>
: Gary Priest <Gary@the-gap.demon.co.uk> wrote:-

: >I have got a Falcon, running AHDI 6. Can someone please confirm that all
: >I need to do is buy the ZIP drive and a SCSII 2 cable (from Maplins
: >probably) and plug and go???

: Oops. Of course I meant HDDriver 6!!! Silly me :)

: --

: ---------------------------------------------------------------------------
: Gary Priest,Southampton,England gary@the-gap.demon.co.uk
: Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
: ---------------------------------------------------------------------------
:

# 4222. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: andy@urban.prima.ruhr.de
Message-ID: <6S0qA41IsAB@urban.prima.ruhr.de>
Source record: 126684

In article <5f7bsj$t7a@tor-nn1-hb0.netcom.ca>
Sophie Delorme (sdelorme@netcom.ca) wrote:

> It is true that a DOS machine cannot read a TOS disk, and it is equally
> true that an Atari cannot read DOS disx, but (and this is a big but) Atari
> can _write_ to a DOS preformatted disk providing it is 720k DD.

That's not true. If you use DD-Disks there's no Problem at all changing
disks between an Atari an PC. I'm doing that all the time especially with
midi-files and I haven't had any problems at all. The PC does read my old
Atari-disks without any problems. And my Atari does read my PC-disks as
well (of course they have to be DD-formated Disks cause I haven't got an
HD-Disk-Drive in my Atari). If you do use HD-Disks, just put something on
the small hole on the upper left of the HD-Disk - so it'll be recognized
as DD-Disk. Of course it still has to be formatted in DD-mode.

andy
--
andy@urban.prima.ruhr.de http://www.prima.ruhr.de/home/urban/

# 4223. Monitor for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Robert Aries <robaries@ix.netcom.com>
Message-ID: <33182CE4.18F5@ix.netcom.com>
Source record: 126685

I just got my hands on a Falcon--a buddy of mine is letting me check it out as I might be able to use it in my music studio. Anyway, I have an NEC MultiSync 2V monitor that I use with my Mac. Will this monitor work with the Falcon? The connectors don't match but I can probably get some adapters to correct that. I know the Falcon can do VGA or SVGA...can multisync monitors handle this? (Unfortunately I lost the documentation on the NEC monitor).

I'll probably have some more Falcon-related questions coming up!

TX,

Rob Aries

# 4224. GEMulator FAQ 1.00

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.030197.142221.57@wxs4-1.worldaccess.nl>
Source record: 126686
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

```
================================================================================

T H E  G E M U L A T O R  F A Q

Frequently Asked Questions about GEMulator Classic and GEMulator96

================================================================================

Version 1.00 - 1 March 1997

Created and maintained by
Richard Karsmakers - cronos@worldaccess.nl
Robert Goodwin - rsg0910@iglou.com

DISCLAIMER

Although every possible care has been taken to assure optimum accuracy of
the information in this FAQ, etc. :-)

This document looks most like the way it ought to in Courier at size 10.

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## I: INITIAL PROCEEDINGS

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### 1.0 WELCOME!

The GEMulator has been around for a while, yet all this time nobody ever got their noses down to the grindstone in order to create a means for GEMulator users to exchange hints and tips, in other words to conceive a basic document that contains information that GEMulator users would no doubt value like life itself. Well, this is it.
In case you are not familiar with the concept of FAQs, please read the next paragraph.

### 1.1 What the FAQ?!

FAQ simply stands for "Frequently Asked Question", but as of late it has come to indicate a text file full of information about a certain subject. And somewhere in the infinite nooks and crannies of the vastly obscure Internet you can find FAQs for just about anything at all: Sitcoms, rock groups, bomb-building, hallucinogenic substances, Amigas, Serbo-Croatian bonsai tree aficionados, you name it!

### 1.2 How and where to get updated FAQ versions

The idea for this FAQ came into existence somewhere around the end of 1996, at which instant its creators both started to collect the various messages pertaining to GEMulator that made their way onto the various Atari Usenet groups, most particularly onto the group they quite regularly frequent, comp.sys.atari.st.
There will also be more or less frequent updates of this document, of course, which will be posted to comp.sys.atari.st and comp.emulators.misc and put up on the Web at http://members.iglou.com/rsg0910/gemul8r.faq. If you want to receive the current version of the FAQ in your email box every time a new one is released, just email to cronos@worldaccess.com with the subject line "Subscribe GEMulator FAQ".
There are plans to create a GEMulator newsgroup, but so far nothing tangible has materialized.

1.3 How to help improving the FAQ

First of all, please distribute this FAQ to FTP sites, WWW sites, bulletin boards and whichever other places you deem fit. The word must get around so that this FAQ will quickly improve drastically. Right now it contains rather more questions than it does replies, which is a thing that must change.
Second, if you notice anything - anything AT ALL - that is either incorrect or incomplete, please feel free to fill in the gaps (possibly with source reference). Even typo reports are welcome. Most of all, however, we would appreciate your sending in solutions to the problems posed in this document, or submitting procedures that people would need to undertake to render compatible a program so far included in the 'no way' list. Also, we would simply like to know of programs you are using successfully that aren't yet mentioned in chapter 4 (ones that *do* work), or ones you've tried (and failed at) not yet mentioned in chapter 3 (ones that do not work).
Cheers!

1.4 Author information

1.4a Richard Karsmakers

A teacher of English since January 1997, some of you may recognise Richard from some things he's done on the Atari platform, which include the "Ultimate Virus Killer" and the disk magazine "ST News". Although he has in the mean time rounded off the latter, he has vouched to continue developing the former. This, together with his disinclination to convert hundreds of "Superbase" and "1st Word Plus" files to "Access" and "Word" respectively, is the main reason why he is now the owner of a GEMulator-equipped PC set-up.
He still writes for the "Maggie" disk magazine occasionally, and plans to set up a World Wide Web Multi Media Magazine called "WWW-MMM". Having a penchant for loud music, he also maintains the FAQ for the rock group Gwar.

1.4b Robert Goodwin

Robert has been using Atari systems ever since they came out, from the 2600, 400, 520 ST and up, since around the late 70s. When the GEMulator and other Atari emulators came around, he started playing with them to see how much compatibility they provided. So far, there's compatibility to some

extent with various emulators. Even though they're run on IBM clones, he still allocates space in his room for an STE and Mega STE, claiming they can never be replaced by any of the clones. He hopes emulators will improve as time goes by, featuring ever increasing compatibility.

1.5 GEMulator FAQ history

1.00 - 1 Mar 1997
- Compilation started

1.6 Thanks

Lots of thanks to the people on Usenet who have reacted positively to the idea of creating this FAQ - this one's for you! Quite a few people have reacted by submitting questions, sometimes even questions accompanied by an answer. Although we'll no doubt have forgotten a few people here, heartfelt 'cheers!' need to go out to Ben-John, William Jones, Ken MacDonald, Miguel Reizinho, Jeff Vincent and Mark Slagell.
Special thanks to Will Fisher; he's the author of "EmuZine", a Web HTML magazine for emulation in general. For further information about this magazine, you can email Will at blackat@direct.ca.

---

II: WHAT IS THE GEMULATOR?

---

2.0 The GEMulator

2.0.1 What it is

GEMulator96 is a software Atari ST emulator for PCs, created by Darek Mihocka of Emulators, Inc. It emulates most of the ST systems released by Atari, the 520/1040ST, STfm, STf, STm, MegaST and MegaSTE.
GEMulator Classic (current version 3.6) can only emulate the Atari ST. This product is freeware (yes, it's for free!) and works on MS-DOS, Windows 3.1, Windows 95 and OS/2 Warp, requiring at least an 80386 processor running at 33 Mhz, with 2-4 Mb of internal RAM.
GEMulator96 (currently version 4.6 of January 1997) costs US$ 69.95 separate, US$ 99.95 with MagiC 2, US$ 119.95 with MagiC 4, US$ 149.95 with TOS 1.04 ROMs on an ISA card, and US$ 179.95 with TOS 2.06 ROMs on an ISA card. Users of MagicPC (a competing product) can upgrade to GEMulator96 for US$ 39.95. It runs on Windows 3.1, Windows 95 and Windows NT, and requires at least an 80486 processor at 33 Mhz, with 6-8 Mb of internal RAM and a VGA monitor. It works on systems equipped with 386/486/Pentium/Pentrium Pro.
Emulators, Inc. also offer to send you the latest GEMulator with MagiC 4 if you send them your old ST or (Mega) STE with disk drive and at least one (monochrome or colour) monitor. They'll even pay the shipping of GEMulator to you, the kind souls :-\
GEMulator97 is in the pipeline for the summer of 1997; this one should also support Atari TT emulation.

2.0.2 Where to get it

Emulators Inc. can be reached via email at emulators@msn.com, which is also the address where additional questions about GEMulator may be asked. The regular (snailmail) address is:

Emulators, Inc.
14150 NE 20th Street, Suite 302
Bellevue, WA 98007
U.S.A.
Phone 206-236-0540
Fax 206-236-0257

2.1 Where do I find the software?

For GEMulator Classic and GEMulator96:
http://www.emulators.com (click on Downloads)

For software:
ftp.cnam.fr
ftp.archive.umich.edu (a very busy site!)
gopher.archive.umich.edu (preferred)

For the TOS ROMs:
http://www.nfinity.com/~swhalen/node99

For the virtual drives:
http://home1.swipnet.se/~w-11410/js/gem96dem.zip
(Just take the drives out of the zip file and stick them in your GEMulator directory)

For MagicPC: (German)
http://cip2.e-technik.uni-erlangen.de:8080/hyplan/lafreund/magicpc.html
ftp://members.aol.com/ashftp/demomapc.exe (English)

For TOS2Win:
http://www.aixit.com/tos2win/info.htm

For STiMul: (still in development)
http://www.micronet.fr/~tenabis/anglais/qaemu_an.htm

For other emulations go to Matthias Jaap homepage:
http://www.hh.schule.de/hhs/computer/english/emulator.htm

For a Teradesk Desktop Replacement:
ftp://ftp.cnam.fr/pub/Atari/Desktops/tdsk140a.lzh

2.2 How do I install it?

Darek Mihocka, of Emulators, Inc., has said before that a manual is in the making for the GEMulator Classic, but one has not surfaced yet. There is one on setting up the GEMulator96 (to be found on the Emulators, Inc. home page).

2.2.1 Installing the GEMulator Classic

Create a directory anywhere on your hard drive. GEM is a good one, though you may want a different one. Place GEMUL8R.EXE, and MAGIC_PC.OS in your

directory, as well as the .VHD and STHDBOOT.SEC files.
Create the GEMUL8R.INI file. You can use the one below. See 2.2.3 for a breakdown of what each line does.

```
rams 8
mono
quick
com1
disk c: cdrive.vhd
disk d: ddrive.vhd
disk e: edrive.vhd
disk f: fdrive.vhd
magic magic_pc.os
```

You may have seen somewhere that the .INI file has to go in the root. This is an error. The emulator is looking for it in the same directory it's in. If you want it in the root directory, then make it 'magic c:\magic_pc.os,' and it'll find it there. The nice thing about this sort of set-up is that you can have multiple operating systems and desktops.
Run the GEMUL8R.EXE program. You should now be able to see the boot-up screen with the Atari logo, at which moment it'll start a memory check. This check can be bypassed by tapping any key on the keyboard. If all goes well, you will be at the desktop with 4 virtual drives C-F, and two floppy drives A and B.
You may also see that you cannot install the ROMs via the program, using the INSTALL command. This is for the plug-in card that Emulators Inc. sells. See their home page for more information. GEMulator will run without the ROM images if you have this card.

2.2.2 Installing GEMulator96

The Emulators Inc. Web page has instructions on doing this. However, there may be some minor errors or whatnot, so watch this space.

2.2.3 Creating the GEMUL8R.INI file

This paragraph features a breakdown of what the individual lines in the GEMUL8R.INI file do.

rams 8

How much memory do you wish for your ST to have? Make sure you have enough RAM as well. A 4 Mb PC should use rams 4.

mono

What kind of monitor? For now, the GEMulator Classic only uses either low or high resolution.

quick

How fast do you want the emulation to be? Quick or Slow? ST speed or PC speed?

com1

What port is your modem on?

disk c: cdrive.vhd
disk d: ddrive.vhd
disk e: edrive.vhd
disk f: fdrive.vhd

The virtual hard drives. If you don't have them, the emulator will give you an error saying it can't find them, and all you'll have is access to the A: and B: drives. See above where to find them.

magic magic_pc.os

This is your TOS ROM image. For now, most people are using 2.06. If your image is called TOS.IMG, rename this line to magic tos.img. It will run. Without this line or the .INI file, it will default to searching for the MAGIC_PC.OS file.

g

Will allow you to go straight into the ST screen. It's not really needed, but it's nice to have if you want to go right into it.

---

III: NO WAY - WHAT WON'T WORK ON THE GEMULATOR?

---

This chapter features a list - as complete as we could make it - of various programs that do *not* work on the GEMulator. Individual games (just like Falcons-specific applications such as "Rainbow") are not mentioned, as they generally do not work. Exceptions may be found below, in chapter 4.

3.0 Drawing & Art

Deluxe Paint (the mouse can't be moved).
NeoChrome
Spectrum 512

3.1 DTP, Word Processing and Text Editor

No titles known yet.

3.2 MIDI and Sound

No titles known yet.

3.3 Programming Utilities

No titles known yet.

3.4 Spreadsheets & Databases

No titles known yet.

3.5 Communications

No titles known yet.

3.6 Disk Magazines

Maggie (probably caused by the music).

3.7 Various (including most Utilities)

Diamond Edge
FastCopy pro (appears to work fine if a bit slow, but the target disk has 0 bytes free and no folders)
Freedom (see chapter 5)
Kobold File Copier
LEDPanel (doesn't display anything)
ST Zip (it cant deflate anything; this is not much of a problem, though, as "Winzip.exe" can be assigned to be used, even from GEMulator, and this is much faster anyway)
Xboot (though it can be used to manually rename CPX, AUTO\.PRG and ACC files, it cannot handle its function key sets)

---

IV: YES WAY - THIS WILL RUN ON THE GEMULATOR!

---

This chapter features a list - as complete as we could make it - of various programs that *do* work on the GEMulator. Where needed, hints are given on how to make programs work that may initially seem reluctant to function properly or efficiently.

4.0 Drawing & Art

Degas Elite
ImageCopy

4.1 DTP, Word Processing and Text Editor

1st Word Plus 3.20TT
Calamus SL
Everest
Pagestream
Protext
Tempus (although it does give a "THIS APPLICATION CAN'T FIND THE FOLDER YOU TRIED TO ACCESS" error whenever it's exited - anyone know why, and how this can be solved?)

4.2 MIDI and Sound

No titles known yet.

4.3 Programming Utilities

DevPac ST (*the* standard assembler from HiSoft)
GfA Basic 3

GfA Basic 3 compiler (see 'problems', chapter 5, too)
Interface (resource file designer)

4.4 Spreadsheets & Databases

Data Manager ST
DB Master One
Superbase Professional

4.5 Communications

Flash

4.6 Disk Magazines

ST News Volume 7 Issue 2 and up (provided the music is configured 'off' in
the "SETUP" file)

4.7 Various (including most Utilities)

Atomic 3.5 (packer)
GEMBench (by Ofir Gal)
Geneva
Hiscore Terminal Utility 1.0
Knife ST (though it can't access hard disk sectors outside file mode)
Let 'Em Fly (dialog box enhancer)
MagiC
Mosdos
Mutil (Michtron Disk Utility) (though it can't access hard disk sectors
outside file mode)
NeoDesk 4
New Depack (Sinister Developments - use the ST version)
NVDI
Pack Ice 2.4 (packer)
P.A. Pack (packer)
Revenge Doc Displayer (but see chapter 5!)
Selectric (alternative file selector)
Sysinfo (by H.W.A.M. de Beer)
Ultimate Virus Killer
Wowbagger the Infinitely Prolonged (Grandson of) 4.242 (swearing accessory)

4.8 Games

Don't Worry be Happy
Geneticopoly (AI Monopoly by Roy Stead)
Premium Mah Jong (use standard resolutions, though)

---

V: PROBLEMS...AND HOW TO SOLVE THEM

---

This is the most important segment of the FAQ - the part where practical
problems are exposed and consequently - hopefully - tackled. It's divided in

what is hopefully a practical structure.

5.1 Software compatibility

FREEDOM

Q: "Freedom" appears not to work properly. When you try to save a file with it and the original file already exists, it will merely update the date and time stamp of the original file, but not change its actual contents.
A: ?

GENEVA

Q: When installing "Geneva" via its own installation program, one of its vitally important files, GEM.CNF, is always 0 bytes in size. "Geneva" always needs the specifications in this file when, for example, you want to have "NeoDesk" used as default 'shell'.
A: Create a text file such as the one displayed below (edit it to your own specifications):

```
# GEM.CNF: written by INSTALL.PRG
#
setenv ACCPATH=C:\
setenv PATH=.,C:\GENEVA
setenv ACCEXT=ACC,ACX
setenv GEMEXT=PRG,APP,GTP,EXE
setenv TOSEXT=TOS,TTP
setenv SHOWHELP=C:\GENEVA\HELP\GNVAHELP
# setenv TOSRUN=C:\GENEVA\GNVA_TOS.PRG
# Other commands:
# run <program> <parameters...> Runs a program with parameters
# runsleep <program> <parameters...> Runs program, puts it to sleep
shell C:\NEODESK4\NEODESK.EXE Runs program as the shell
#
# end of GEM.CNF
```

GFA BASIC (COMPILER)

Q: When you use "MENU.PRG" to compile a program, you specify "FILE.GFA" but, for some or other reason, the actual compiling module attempts to access the file "FILE.GFA.GFA"; it autonomously puts an additional (and superfluous) extension behind the file, causing it not to be found.
A: This can be solved by having two identical copies of "FILE.GFA", with the second called "FILE" (right, with no extension). Now manually drag "FILE" onto "GFA_BCOM.PRG". The file "FILE.GFA" will be accessed and compiled, resulting in a "FILE.O" file. Now start "MENU.PRG" and act as usual (F2, F10 is what I usually so, then select "FILE.GFA"). The compiling process will give an error (file not found), but that's no problem and the linking process will access "FILE.O". One "but": You cannot specify the compiler options from "MENU.PRG" anymore, so include them in your source file.

REVENGE DOC DISPLAYER

Q: "Revenge Doc Displayer" refuses to be installed properly as "default"
application for applications not yet assigned to other files.
A: There seems to be no other solution than to edit the NEWDESK.INF file
and add lines similar to the following (include your own RDD3.PRG path):

#G 03 04 200 C:\ATARI\UTILITY\RDD\RDD3.PRG@ *.TXT@ @
#G 03 04 200 C:\ATARI\UTILITY\RDD\RDD3.PRG@ *.ASC@ @
#G 03 04 200 C:\ATARI\UTILITY\RDD\RDD3.PRG@ *.ME@ @
#G 03 04 200 C:\ATARI\UTILITY\RDD\RDD3.PRG@ *.1ST@ @

STOS

Q: Why don't some compiled STOS programs work? This could have something to
do with the TOS version (I'm using 2.06), because a similar problem appeared
in real life on the ST a few years ago, but even with the later versions of
STOS the mouse/keyboard don't respond...
A: ?

XBOOT

Q: "Xboot" cannot read and save its default 'sets', it cannot find its own
C:\XBOOT\" path.
A: The solution may be to start using Virtual disk files. Is there a
solution for regular (non-Virtual) disk mode?

5.2 Programming under GEMulator

END OF FILE RECOGNITION

Q: In "GfA Basic", the EOF(#x) command doesn't find the end of a file.
A: There is no true solution for this one. If the program that needs to
read (for example) a configuration file using EOF(#x) still has its source
code available, you could change the WHILE NOT EOF(#x)...WEND loop to a
DO...LOOP where you exit the loop if an empty line is read (with LINE
INPUT). So you have to make sure you add an empty line or two at the end of,
in this case, the configuration file.

JOYSTICK EMULATION

Q: Can joysticks be emulated?
A: ?

WRITE-PROTECTED DISKS

Q: There is a perfect way to check the write-protect status of a floppy
disk on *any* Atari system (Falcon, TT, ST, whatever), achieved by the
following piece of code ("GfA Basic"):

```
FUNCTION wrpr(crd%) !crd% contains 0 - drive A or 1 - drive B
SDPOKE &H43E,-1 !Floppy operations off
~XBIOS(29,NOT (2*(crd%+1))) !Select drive
SDPOKE &HFF8606,&H80 !FDC-status register select
buf%=DPEEK(&HFF8604) !FDC-status register read
~XBIOS(30,2*(crd%+1)) !Deselect drive
SDPOKE &H43E,0
```

```
buf%=(buf% AND 64)/64 !Isolate WP-bit
RETURN buf%
ENDFUNC
```

Predictably, due to the direct access on addresses FFFF8604 and FFFF8606, this doesn't work on the GEMulator. How can this be solved?
A: ?

5.3 Miscellaneous

Any problems that didn't fit in either of the two previous categories will be addressed in this paragraph.

AUTO FOLDER ON DRIVE A:

Q: How do you boot programs from an AUTO folder on drive A?
A: Set the 'Boot disk' option to drive A (RTFM!).

I/O PROBLEMS ON GEMULATOR CLASSIC

Q: I have several problems with I/O on GEMulator Classic:
- Serial port: there is no DTR signal. Cannot talk the to modem unless I have first sent "at&d0" (ignore DTR, for USR Sportster 14.4 external) from outside GEMulator before entering Atari mode. But even then it goes unresponsive after connect.
- Parallel port: errant characters are sent to the printer for no reason I can think of. Every now and then the laser printer spits out a page with a single capital "E" in the upper left corner.
- Floppy: media change is seldom recognized. I have to reboot when changing floppies.
A: ?

MS-DOS VS. ATARI-FORMAT DISKS

Q: I cannot read all Atari disks on the PC.
A: MS-DOS and Windows are very picky when it comes to being able to read disks. Even though Atari systems use a disk format that is largely compatible with PCs, MS-DOS and Windows require very specific values to be present in a disk's bootsector. Together with GEMulator you should get a program by the name of MOSDOS.PRG. This Atari program will transform Atari-formatted disks into ones that MS-DOS and Windows can read. Do note that this does not work with non-standard Atari format (such as 10 sectors per track 'FAT' disks, hyper-formatted disks, etc.).

PRINTING

Q: When I print, the printer stops before the printer buffer is fully flushed. I have to start another print job to finish my first job. I'm using GEMulator 4.15 on a P133 running Win95. I've tried default, Fast BIOS Printing, and FPPRINT (or whatever it's called) with the same results. I'm trying to print to a Canon BJ-200. I had no such problems using GEMulator 3.x on my old 486 DX2/66.
A: ?

SOUND

Q: On GEMulator Classic, with sound emulation on, the first keypress starts
a continuous high-pitched tone, not too loud, from both channels
(Soundblaster clone, Forte 16). On GEMulator96, there is a constantly
repeated sound, as if the volume is turned on and off a few times per
second. XBIOS 32 sound is garbled (Soundblaster clone OptiMAD).
A: ?

EOF

--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
Gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\------------------------------------------------------------/

## 4225. Atari shows in April!

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <857222823@news.compulink.com>
Source record: 126687

well, I finally made my vacation plans, and it looks like I'll be coming to at least one of the planned Atari shows in the UK in April! Now I'd like to get some information from the UK people on this newsgroup..

a) how far is Birmingham from London? How long will it take to travel there? What is the best route? (I've been to London before, so I can navigate the underground OK).

b) what route will I be taking to the London show (most likely I'll be leaving from Holborn Station)

Any info on how to get around will be appreciated - and I hope to see many you face to face there :)

# 4226. Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30449_please@no.spam.mail.here.mettav>
Source record: 126688

This message from di94rkr@student.hk-r.se to All came in on a wing and a
prayer...

Hi Richard!

d> Hi, anyone here who knows if it's possible to
d> make a postscript output (to printer or disk) with
d> GDOS (NVDI). I got an old sys driver but it doesn't
There is a postscript module that you can add to NVDI, I think that it's only
for V4.11 and above tho'.

d> I have a +65 pages dokument in Papyrus format that I
d> want to send a friend, but he hasn't got an Atari
d> computer. Can I in some way print the dokument
d> to file in postscript format if I use NVDI?
The alternative would be to export the document as RTF (Rich Text Format)
from Papyrus, that should preserve fonts/styling etc or as ASCII, which wo

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4227. AUTO program to clear memory? (warm boot=bombs)

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30452_please@no.spam.mail.here.mettav>
Source record: 126689

FROM: SSweet@mettav.demon.co.uk
SUBJ: AUTO program to clear memory? (warm boot=bombs)

h> So.... is there some kind of program I could put in my AUTO folder
h> (naturally making it the first program to run) which properly clears all
h> memory in the machine, so the computer starts off "fresh" each time?

Make sure that the first auto prog has the fastload set off, that'l clear all
remaining memory.

To make sure almost all memory is cleared this way you could write a program
with nothing more than a NOP in it. TOS will clear all memeory after that
then if the fastload is off.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I am Bud of Borg. Can I assimilate you, please just once!.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4228. Re: Pioneer CD-ROM ICD card and EXTENDOS PRO

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30451_please@no.spam.mail.here.mettav>
Source record: 126690

FROM: SSweet@mettav.demon.co.uk
SUBJ: Pioneer CD-ROM ICD card and EXTENDOS PRO

PB> It's nice to see the author is still supporting the product....(He
PB> replied to my email for help within 2 days)

Allowing for Net lag thats fantastic, good on him.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= AIBOHPHOBIA - the fear of palindromes.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 4229. Re: Pioneer CD-ROM ICD card and EXTENDOS PRO

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: afn14016@afn.org
Message-ID: <5f9fse$s6d@huron.eel.ufl.edu>
Source record: 126691

Hello friend: I was the one who sent you the address for Extendos (canada) I used my other account afn14016. I am glad you got in contact with Mr. Burrows.

Raymond

# 4230. Re: Needed: Atari 520 power supply

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: gary@imco.demon.co.uk
Message-ID: <857219440_OASIS_@imco.demon.co.uk>
Source record: 126692

In article <E6CGu5.E8J@iglou.com>
rsg0910@iglou.com (Robert Goodwin) said:-

>That reminds me... Anyone tried an external power supply on their ST? Just
>something I was considering, since these supplies are plentiful and quite
>cheap, and easily used. You merely need to know the pinouts, where each
>voltage line goes.
>

Yep I've been using one for a couple of years, rescued from a dead
Apricot machine. Strangely enough there was nothing wrong with the old
ST supply it just wouldn't fit back in the case after a homebrew
memory upgrade ;)

I just spliced the cable from the ST supply to one of the cables from
the Apricot unit. If memory serves me correctly the 12v lead on the ST
is blue and PC's tend to go for yellow for this voltage. It is wise to
check voltages with a meter before making any connections. PC supplies
normally have a capacity of about 150W which leaves plenty of power
spare for disk drives etc. Hey, the plugs just plug right in as well
;)

Of course I accept no responsibility for anything that might happen to
your ST when modified in this way and get a supply that is in a fully
enclosed box (most of them are) for obvious safety reasons.

Gaz.

--

Gary Noack @ IMMORTAL COILS, Huntingdon, England.
WWW: http://www.imco.demon.co.uk/
e-mail to: gary@imco.demon.co.uk
phone : +44 (0)1480 497730 or +44 (0)1480 856745
fax : +44 (0)1480 856838

# 4231. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: gary@imco.demon.co.uk
Message-ID: <857216218_OASIS_@imco.demon.co.uk>
Source record: 126693

In article <33192959.3937072@news.demon.co.uk>
damien@jetman.demon.co.uk (Damien Burke) said:-

>On Thu, 27 Feb 97 19:23:06 GMT, guy@swampdog.demon.co.uk (Guy Harrison) wrote:

>>If you do manage to get an agreement with an author then there's
>>always the possibility they can tell you how to disable it?
>
>Highly unlikely. Time goes by, source gets lost, disks go bad. Memories fade!

I see disk protection schemes as being the least of our worries. The games could be put in the ftp sites or whatever as MSA disk images which takes care of quite a few protection methods (I hear). A much bigger problem is games with 'manual' protection and manuals in general. Games like Midwinter and Grand Prix both come with huge manuals both for protection purposes and to show you how to play the game. What is to be done about that?

I'm risking a bit of flack here, so I'll make this statement now, I have never pirated any games or software, ever. I always pay shareware fees if they are reasonable, if I use the software and if I like it. I wish more poeple would do the decent thing and register shareware, then, I think the ST market would be a lot better supported. Two examples that come to mind are Oasis and Cab both are now(or shortly to be) commercial releases probably because the authors didn't get enough revenue from the shareware releases. In the case of Oasis I didn't register because I was never satisfied with the quality of any of the released versions (so slow and buggy you'd think it was developed by ARC <g>) but I did register CAB as it is a cracking effort and was regularly updated to fix bugs and add new features, without CAB I would be using a PC now, it's saved my ST. Something to bear in mind is the message sent out to shareware users that do register when the author, instead of continuing support for registered users sells out and releases the next update as 'commercial'. I'm left wondering why I bothered to register CAB at all, as I'm going to have to pay for it again if I want support in the future.

Sorry I've drifted off topic completely. What I really wanted to say was that these people that are being prissy about not pirating ST software are silly in the extreme. Pirating did not kill the ST, pirating did not kill the Amiga, and it certainly isn't killing the PC. I know a guy that can give me virtually any bit of PC software for nothing and he runs a computer shop! Does he worry about his profits? No. He looks upon the practice as an unofficial shareware scheme, if people like the software they usually end up buying it to get the manuals and some support. Now the ST is considered by most software

developers to be dead meat and they have no plans or intentions to make any money out of the system so what difference does it make to them if we copy some old games and spread them around a bit? None whatsoever. Pirating stuff like Geneva, Cubase and all the other stuff that is still supported is bad, very bad. Pirating (INSERT NAME OF ANY COMMERCIAL ST GAME) is not going to hurt anybody, really and can only do good by maintaining and possibly increasing the user base. Machines can be picked up for a few quid these days (usually with lots of software thrown in) a real bargain. I have a friend that got and old Amstrad thing for a tenner and he nips down to his local second hand shop every couple of weeks and buys game cassettes!! at 20 pence each for it. He's as happy as Larry with it and rightly so. The smart PC purchaser does not spend thousands on the lastest soon to be obsolete MMx Pentium penis extension when he can get a 286 machine for 50 quid, a 386 for 100 quid and a 486 for 200. I'm waiting for the price of non-MMX Pentiums to crash and then maybe I'll buy one (I have a neolithic '86 machine which I use for running some of my test equipment with (due only to the fact that Atari neglected to implement the Centronics port properly) which cost me nothing at all (I found it in a skip) and it does the job adequately).

Now it's time I shut up (I'm rambling badly (and nesting my bracket(never a good sign))), Gaz.

--

Gary Noack @ IMMORTAL COILS, Huntingdon, England.
WWW: http://www.imco.demon.co.uk/
e-mail to: gary@imco.demon.co.uk
phone : +44 (0)1480 497730 or +44 (0)1480 856745
fax : +44 (0)1480 856838

## 4232. Re: spc to gif/jpg?

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Slider@bertste.demon.co.uk
Message-ID: <69727789_000028_OASIS_NEWS@bertste.demon.co.uk>
Source record: 126694

Cover disc 74 form ST Format has two programs:

GIF-SPC and SPEC-GIF4, which I think might be what you are looking for.

Rob

--

**********
* slider@bertste.demon.co.uk * PGP KEY BY *
* http://www.bertste.demon.co.uk/ * REQUEST *
**********

# 4233. Re: Atari shows in April!

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <857229130_OASIS_@ping.be>
Source record: 126695

In article <857222823@news.compulink.com>
dreibel@idirect.com (dreibel) said:-

>
>
>
> well, I finally made my vacation plans, and it looks like I'll be
>coming to at least one of the planned Atari shows in the UK in April!

And so did I. If nothing comes between I'll visite the London Show

> b) what route will I be taking to the London show (most likely I'll
>be leaving from Holborn Station)

From Holborn take the Piccadilly Line to Heathrow. Leave the
underground at Osterley. When you leave the station turn left. Then
it's a healty 10 min. walk to the Four Pillar Hotel.
>
See you at the show
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
****************************

## 4234. Music Mon

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: !ynoT
Message-ID: <33183d94.18241240@news.airtime.co.uk>
Source record: 126696

Has anyone got any music files made with MUSIC MON from Galactica <?>
They would seem to have the extension MMM, ie: "filename.MMM"
If anyone has any of these tunes then can you email me please, ta:)

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 4235. Re: 1040 STe and TV!

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: asmolar@localhost.fast.net
Message-ID: <5f9k31$gd2@news1.fast.net>
Source record: 126697

On Fri, 28 Feb 1997 06:51:21 -0600, cgb9@ccddn1.em.cdc.gov <cgb9@ccddn1.em.cdc.gov> wrote:
>>
>> Thanks.
>>
>> jr
>
>You must have an RF(sp) adapter(same type as for the Atari 2600 or Atari
>Jaguar) and plug it into your 'antenna' input on your TV. Or
>alternatively you could get the monitor master which enables you to plug
>into the audio in jack of your TV.

I think Radio Shack still sells those RF adaptors.

# 4236. Re: starcall

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: jagger@connexus.apana.org.au
Message-ID: <5f9m99$j2s@preeda.internex.net.au>
Source record: 126698

Rich Tietjens <Rich.Tietjens@atarinet.portland.or.NO.SPAM.us> wrote:
: In article <5e8j64$hip@preeda.internex.net.au>,
: jagger@connexus.apana.org.au (Brian Lang) wrote:
: >
: >I've downloaded a demo of starcall from ftp.teleport.com/users/atari, I
: >can download ok from a friends falcon and upload ok to my server, but I
: >don't seem to be able to download from my server, it comes up with "data
: >subpacket too long". I've tried all settings I can think of. I use a
: >Falcon, tos4.04 and am using hsmodem7, any one have any ideas?

: You're doing better than I am - I use FastSerial, but even after I isntalled
: HSmodem (again - version 7 I think) I can't get it to dial out using the TT
: Modem2 port. Sometimes it will do it if I enter the dial commands manually,
: but never from the dialer dialog. Too bad, I'd register it in a heartbeat
: if it worked properly, it looks absolutely smashing in 16 color TT medium
: rez.

The only way I can get Starcall to download from my server, so far, is to
set to xon/x-off handshake, now it downloads fine, but I get a few
problems with screen redraws. I have tried the gsr/sz? acc, but to no
avail.
I haven'y heard of Fastserial. How old is it? Is it designed to run on a
Falcon?

# 4237. Re: SLM 804 'Not Detected'

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: postmaster@bassment.demon.nl
Message-ID: <857210208_OASIS_@bassment.demon.nl>
Source record: 126699

Hi everyone!

Thanks for all your advice so far. Well, here's an update of my SLM-804 trouble:

The ID-test of SCSItools doesn't see the SLM-controller at all, although the controller's LED flashes at the moment ID-test is checking ACSI-device 7. So this is definately a hardware problem.

Does anyone recognize this problem, in other words, does anyone have an advice for me, except beating up the guy who sold it to me? ;^) (Don't worry about that, I hardly paid anything for it)

Thanks!

Maurits.

--

=----------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=----------------------------------------------------------------------=

# 4238. FS: Atari 1040STe

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: lr172@aol.com
Message-ID: <19970301172100.MAA05862@ladder02.news.aol.com>
Source record: 126700

FS: 1040STe, Computer has only been used twice. In original box with
mouse,
cables, Language disk & manuals. E-mail offers to LR172@aol.com

# 4239. Re: Atari in Computer Shopper...

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5f9p3e$mka@flood.xnet.com>
Source record: 126701

aardvyrk (aardvyrk@nospam.cris.com) wrote:

: Second, he notes that Nolan Bushnell(!), "among others," are interested
: in getting the Atari name back. That opens up a whole new slew of "what
: if?" scenarios. Maybe if some sent a few kind, informative, and
: encouraging emails, and passed around a collections plate... Not that
: I'm looking for a saviour, but it might be interesting to find new
: supported Jag games and maybe even new TOS development. But of course I
: have not the slightest clue what he wants to do with the name. Could be
: used for a T-shirt to be worn by Chuck E. Cheese.

It's an interesting idea. Nolan Bushnell has his hands in many pots, it seems. I worked at a startup company which he was the CEO of for a brief period of time (and later got enbroiled in a long lawsuit with), and he was also behind an attempt to buy out the Commodore properties, or at least part of them, early in the Commodore bankruptcy.

So if there IS some sort of initiative brewing for what Dvorak describes, it's not surprising that Bushnell would be involved.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
The path is clear... ...though no eyes can see.
There is always a choice. Alternative Computing Now!

# 4240. mail software - Mutt and metamail

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5f9nmj$ngv@hades.rz.uni-sb.de>
Source record: 126702

Hi there!

I've ported two software packages to the Atari. Both are mainly of interest to MiNT-users. Parts of it can be useful for folks without MiNT, too.

First there is metamail. It contains most programs (and shell scripts) that many Eunuchs-Mailers need to support MIME mails. And what's MIME? A brief description:

The e-mail standards (still valid: RFC - i. e. "Request For Comment" - No. 821) suffers from some deficiencies, especially a restriction to 7 bit. This restriction implies that mails with french, spanish, german... special characters are actually binary files since they use 8 bit characters. You have to be tricky to transport such mails. "Real" binaries (programs, images, sound files etc.) actually can't be transported at all.

MIME (Multi-purpose Internet Mail Extensions) tries to solve some of these problems: Each mail gets several additional header files. One of them ("Content-Type") describes the kind of file that is transported (e. g. text, graphics, sound, compressed files, even splitted mails or multipart messages like a small text plus a little image plus maybe a PostScript file). A second header field describes what kind of technique to use to decode the Mail from 7 bit back to 8 bit. Exactly two techniques exist: First we have "quoted-printable". That's quite simple. Every 7 bit character except "=" remains unchanged. 8 bit characters (i. e. special characters) get encoded by the sequence "equality sign" plus the character's hex code. That's only useful for textual files that typically contain many 7 bits and only a small number of 8 bits.

The second technique is called base64 and is actually an impoved uudecode/uuencode (if you really think it's an improvement or not is up to you; as a matter of fact it's a standard that is widely used).

In the metamail package you will find a programm called mimencode (aka mmencode) that can encode/decode both quoted-printable and base64. As far as I can see it, it should run without MiNT, too.

More about MIME. When receiving a mail you will probably want to read (view, hear, smell ...) it. The mailer will therefore call metamail for every mail that it can't display itself (like

graphics or sound). Metamail looks at the content-type header field to decide which program to use for displaying the message. If somebody sends you a photo as a jpeg - provided that you've configured everything correctly - the photo will pop up on your screen automatically. You never have to call a program like mmencode or uudecode yourself.

To test it /in vivo/ you should get a mailer that supports MIME. The elm version that you find enclosed in KEMD (the english version of KGMD) is a possible choice. A better choice is Mutt. Mutt is a Unix-maile, similar to elm but with some nice additional features:

- Color! (actually only with TOSWIN)
- PGP support (definitely only with MiNT!), fully MIME-compatible. That implies automatic checking of signatures, automatic decryption of incoming mails, optional signing/encrypting of outgoing mails
- POP3 support, i. e. mails can be downloaded from your provider's server from within the mailer
- mailing-Lists and message-threading
- indefinite postponing of outgoing messages
- customizable key bindings

Alas, you have to leave your mouse aside. However Mutt has a very intuitive user interface. Of course you can use GEM applications for the auxialiary programs (like editor, viewer and so on) as long as your shell allows to run GEM programs. (With bash or tcsh no problem.)

Both Mutt and metamail contain an exhaustive README by me, especially for Atari. In one of them (sorry, forgot which one) you will also find a description how to spool outgoing mails with smail (included in KEMD). Together with MiNTNet you can do the entire e-mail thing 100 % offline. Sorry, no solution for news available yet.

You will find both packages on ftp.phil.uni-sb.de. Metamail at /pub/atari/mint/mail/mm2.7... (ca. 270k) and Mutt at /pub/atari/mint/mail/mutt-0.55... (ca. 340k).

Have fun!

Guido

P.S.: You want to try it out? You need a MIME-mail: Send a mail with the subject "MH MIME sample" to mh-mime-sample@online.ora.com.

--
==========
\\ Guido Flohr // Bleichstr. 32 \\
\\ http://stud.uni-sb.de/~gufl0000 // 66111 Saarbruecken/Germany \\

\\ mailto:gufl0000@stud.uni-sb.de // Tel.: +49 681 390 83 61 \\
==========

# 4241. Atari Software for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: publish@zetnet.co.uk
Message-ID: <5f9prv$ulc@irk.zetnet.co.uk>
Source record: 126703

ATARI SOFTWARE FOR SALE
**********

Due to various purchases over the past few years I've gathered rather too
many extra bits of software, which I either have already, or have no use
for, mainly due to my inability to program and total lack of artistic
talent!

The following are all original, and come complete with manuals and original packaging, and extra hardware if required. I've checked to make sure that none of these items have been used for upgrade purposes already, so they may be a cheap way on to the upgrade ladder in some cases :-)

I'm not looking for vast amounts of money, just postage and packing at cost and a donation to the 'Falcon Fighting Fund'. I'll get more satisfaction at knowing someone is making use of the software, than anything else really! However, I have placed a '*' value on some of the items, so I'd appreciate offers around this figure, but feel free to barter!

If anyone wants further info on any item, I'll gladly provide it to the best of my knowledge.

Off we go then:

GRAPHICS-RELATED
Film Director - animation program
Deluxe Paint - graphics/animation (brilliant!) * £7.00
Canvas - graphics/animation
Neochrome - graphics (full Atari version + extra disk)
Truepaint - graphics/animation * £7.00
Degas Elite - graphics

WORD PROCESSING/DTP
Redacteur 3 - the full package with everything (totally amazing!) * £25.00
Calligrapher Pro (still much better than Papyrus in many areas!) * £15.00
Protext 4.3 (say no more - fast and feature-rich!) * £5.00

MUSIC
TCB Tracker - with hardware * £5.00
StereoMaster (sampling cartridge for STFM/STe) - loads of fun! * £7.00
Take Control Music DTP

PROGRAMMING
Tempus 2 (classic ain't it!) * make me an offer!

UTILITY
Neodesk 3

Harlekin 2
NVDI 2.11 (92)
NVDI 2.5 (93)
Warp 9
Quick ST 3
Imagecopy V1.1

MISCELLANEOUS
Home Accounts

GAMES
Cards
Chase HQ 2 - a Doug Little production!
Winners - 4 games (Thunderblade/LEDStorm/Blasteroids/Impossible Mission
RVF Honda
Saragon 3 (Chess)
Battle Chess

ATARI FAMILY CURRICULUM PACKAGES
Business module (1 copy)
GCSE module (5 copies)
Play and Learn module (2 copies)
Junior School module (3 copies)

Please go ahead and make me an offer. P&P will be extra, but I will only
charge what it costs me, no more!

Email offers and feel free to ask for any extra information :-)))

Non-UK sales no problem, but there will be extra postage to pay
unfortunately! :-((

Best wishes
Mike Kerslake

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
publish@zetnet.co.uk - For Playback RadioWorks Info!
ataricomputing@cix.compulink.co.uk - For Atari Computing Info!
mkerslake@cix.compulink.co.uk - For Direct Mail!
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4242. Re: starcall

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: fvdakker@mrose.nl
Message-ID: <8572608322701@wise.mrose.nl>
Source record: 126704

RI>>I've downloaded a demo of starcall from ftp.teleport.com/users/atari, I
RI>>can download ok from a friends falcon and upload ok to my server, but I
RI>>don't seem to be able to download from my server, it comes up with "data
RI>>subpacket too long". I've tried all settings I can think of. I use a
RI>>Falcon, tos4.04 and am using hsmodem7, any one have any ideas?

RI>You're doing better than I am - I use FastSerial, but even after I isntalled
RI>HSmodem (again - version 7 I think) I can't get it to dial out using the TT
RI>Modem2 port. Sometimes it will do it if I enter the dial commands manually,
RI>but never from the dialer dialog. Too bad, I'd register it in a heartbeat
RI>if it worked properly, it looks absolutely smashing in 16 color TT medium
RI>rez.

IMHO STarCall is the best. I don't have a very resent version anymore
(21E, 7-96), but i works teriffic on my Falcon. I'll put it on my
web-site, if you want.
http://mrose.nl/program/files/index.htm
Ask me first, though!

Greetings,

Frits.
Frits van den Akker JFA Software Program
fvdakker@mrose.nl Program@STR
<A HREF="http://www.mrose.nl/program/">Homepage</A>
MtnMail V1.04:
No Taglines Available.

## 4243. Page stream drivers

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <cf9_9703011210@conchbbs.com>
Source record: 126705

d > I have got Page Stream 2.2 and a hp deskjet 550c. The problem
d > is that I haven't got a driver for my printer.

I have released (freeware) PGS drivers for all 5xx and 6xx deskjets,
both B&W (600 dpi max) and color (300 dpi max). These use all 4
possible raster compression methods to minimize print time.

They aren't very large, so I could UUE or MIME them to you easily.
(I really need to get my own web page!)

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

# 4244. FS: Atari ST with monitor

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Jorge Barrios Sanchez <sjbarrio@hamlet.uncg.edu>
Message-ID: <Pine.GSO.3.93.970301125348.25988A-100000@hamlet.uncg.edu>
Source record: 126706

I have an atari 520 st with a monitor and cables, but no software. I know the system works but I lost the disks that came with it.

If anyone is interested I will sell the whole system for $150 + shipping COD.

Reply via e-mail

Veej

# 4245. Re: Please help with STik/Cab

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5fa1bd$nic@mn5.swip.net>
Source record: 126707

In article <5f5qv1$aaf@brain.npiec.on.ca>, rszermin@freenet.npiec.on.ca says...

>the window closes). Then, when I go into cab, it says "Resolving host"
>when I try to go to some local addresses and just sits there (every

Ok.. This is a well known problem.

1. You must use HSModem!
2. You must put the RIGHT numbers on the
BAUD_RATE option in DIAL.SCR
19200 for a 14.4 modem or
38400 for a 28.8 modem.

Often people put in the speed of the modem! Not the serialport
speed. Try this and it should work.

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 4246. WTB: Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@pacbell.net>
Message-ID: <33188A82.3E56@pacbell.net>
Source record: 126708

I would like to purchase the following

Atari Mega ST4 - will pay $100.oo and all US shipping

or

Atari Mega ST4 with 68030SST or TinyTurbo030 - $150.oo

RClaunch@Pacbell.Net

# 4247. Re: Page stream drivers

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: molin@smurfy.tcimet.net
Message-ID: <molin.857252956@smurfy.tcimet.net>
Source record: 126709

John.Kormylo@7861.conchbbs.com (John Kormylo) writes:

>d > I have got Page Stream 2.2 and a hp deskjet 550c. The problem
>d > is that I haven't got a driver for my printer.

>I have released (freeware) PGS drivers for all 5xx and 6xx deskjets,
>both B&W (600 dpi max) and color (300 dpi max). These use all 4
>possible raster compression methods to minimize print time.
>They aren't very large, so I could UUE or MIME them to you easily.
>(I really need to get my own web page!)

Or FTP them to a public site, perhaps Atari Archive, so they'd be
available to everyone without you having to manually handle each
request?

--
=-=-=-=-=-=-=-=-= molin@smurfy.tcimet.net =-=-=-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

It only stands to reason that where there's sacrifice, there's someone
collecting the sacrificial offerings. Where there's service, there is
someone being served. Make no mistake about it, the man who speaks to
you of sacrifice is speaking of slaves and masters - and he intends to
be the master.
-- Ayn Rand

## 4248. Atari st Tos

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: chewy@erinet.com
Message-ID: <3318a4a3.5872596@news.erinet.com>
Source record: 126710

Could someone please post Atari st tos rom 1.0 or above?

# 4249. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970301220357185559@pwomar.demon.co.uk>
Source record: 126711

Andreas Ziethen <andy@urban.prima.ruhr.de> wrote:

> In article <5f7bsj$t7a@tor-nn1-hb0.netcom.ca>
> Sophie Delorme (sdelorme@netcom.ca) wrote:
>
>
> > It is true that a DOS machine cannot read a TOS disk, and it is equally
> > true that an Atari cannot read DOS disx, but (and this is a big but) Atari
> > can _write_ to a DOS preformatted disk providing it is 720k DD.
>
> That's not true. If you use DD-Disks there's no Problem at all changing
> disks between an Atari an PC. I'm doing that all the time especially with
> midi-files and I haven't had any problems at all. The PC does read my old
> Atari-disks without any problems. And my Atari does read my PC-disks as
> well (of course they have to be DD-formated Disks cause I haven't got an
> HD-Disk-Drive in my Atari). If you do use HD-Disks, just put something on
> the small hole on the upper left of the HD-Disk - so it'll be recognized
> as DD-Disk. Of course it still has to be formatted in DD-mode.

This is all completely true, apparently the only difference between the
2 formats is a 4 byte 'signature' which the PC requires and the Atari
ignores, sadly because the ST didn't need it they used a different one,
this was supposedly fixed in TOS 1.4 and above but some people have
found this not to be the case, many formatters exist that will offer PC
Compatible formatting.
It is also not a great idea to use HD disks with the hole sellotaped
over, the disks are of different densities and the chances of errors are
far greater, NEVER store original data on a HD disk used as a DD disk.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4250. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970301220407191 62@pwomar.demon.co.uk>
Source record: 126712

Frank Charlton <frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk> wrote:

> Damien Burke <damien@jetman.nojunkmail.demon.co.uk> wrote:
>
> > We can but try, I'm certainly willing to be part of such an effort.
>
> Me too, for want of a better phrase [G] See my other posting. If anyone
> wants to help and would rather use a mailing list, I'd be happy to set
> one of for the project - if you're interested, mail me at
> frank@tachyon.co.uk
>
> Thought : Maybe it's a good idea to contact ELSPA on this occasion, see
> if there are any reasons why this couldn't be done for any reason.

Do you have an email address/fax number or anything for them? Have you
contacted them? If not give me some details and I'll put something
together.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4251. Re: How much should I pay for a ZIP drive?

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970301220411193 91@pwomar.demon.co.uk>
Source record: 126713

Jim Hanner <escher@netcomuk.co.uk> wrote:

> However, I'd have to agree that the SyQuest drives seem to be better
> than the Iomega ones. The Zip drive has a *very* slow transfer rate
> and isn't too robust, according to some people.

The rate isn't too slow but a lot slower than hard drives in general as it's actually a very fast floppy drive! I got around 850k/second on my ST which was fine for me. As for robustness well the ZIP does look and feel cheper but it's perfectly OK for me and it's portable, when it comes to disks though I'd say the ZIP disks are far more robust, which would you think is more likely to survive a fall, a hrad drive or a floppy disk?

> Regarding the Zip, buy any PC/computer mag and you'll find them for
> about 100 UKP excluding VAT. As for SCSI cables, the cheapest I've
> seen is about 30 UKP, from the ever reliable Maplin catalogue.

I got mine for 25 IIRC, I think I actually have a spare one if you are interested...

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4252. Re: anyone seen pompey pirates soft?

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970301220400187 08@pwomar.demon.co.uk>
Source record: 126714

Damien Burke <damien@jetman.nojunkmail.demon.co.uk> wrote:

> On Sat, 22 Feb 97 18:32:02 GMT, jaubrey@jaubrey.demon.co.uk (James Aubrey)
> wrote:
>
> >You made a grave mistake there, asking publicly for pirate software,
> >did you know, that because of scum like you, developers no longer
> >produce software for the ST. If I ever met you, I'd punch you out,
> >and I'm *not* a violent person!
>
> And there was me thinking that games stopped getting produced for the ST
> because:
>
> a) the PC became a decent machine

I think I can manage to resist a response tot hat :)

> b) good consoles arrived

True.

> c) Atari had no idea how to market a good machine
> d) Atari had no idea how to make a good machine better

True, the Atari was still a very popular machine, the problem wasn't the
marketting of the machine (at least not to start with) it was the
support and development of it, it sold incredibly well it was apparently
the best selling computer in the UK in 1988 however as other computers
got better and better we got a few extra colours and better sound :(

> e) Atari had no idea, full stop
>
> I doubt piracy ever even made a dent in developers' pockets. Most people who
> pirated would never have bought the damn games anyway - how is that a loss to
> the developer?

Losses to the industry are always exaggerated but they certainly made a
dent in developrs pockets.

> Old argument anyway, and boring...

Good point.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4253. Re: Atari ST emulator: shower me with tips!

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970301220403189 23@pwomar.demon.co.uk>
Source record: 126715

Ryan Goolevitch <ryang@computerhelp.ca> wrote:

> Robert Hagenstr㯭 <rob@ksk.sala.se> wrote:
>
> > Demos like The Care Bears' "The Cuddly Demos", "The BIG Demo", Lost Boy's
> > "Ooh, Crickey! Wot a Scorcher" and some others...
> >
> > Is there a software emulator that is able to run these demos with sound on
> > my PC?
> > I have a tos100.rom to run them with... don't know if that will help, and I
> > have one of these "plug and fucking pray" systems, so I don't want to
> > hardware emulate...
>
> I highly doubt that ANY emulator could run those at least half-ass!
> They make so many undocumented hardware calls, time the video inturrupts
> so accurately its not funny.. Remember that the whole point of those
> demos was to show the processing power in the ST, and they used EVERY
> bit of processor power (including any coprocessors) they could utilize!!

Quite right, the emulators out there are very good but nothing will run
these things, the Cuddly Demos didn't even work properly on my STe...

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4254. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970301220413195 27@pwomar.demon.co.uk>
Source record: 126716

Gary Priest <Gary@the-gap.demon.co.uk> wrote:

> In article <857142515@news.compulink.com>, dreibel <dreibel@idirect.com>
> writes
> >
> > I've been using an EZ135 drive since December, and can highly
> >recommend it for anyone who wants some sort of removable backup - so
> >have a number of my fellow TAF members. One of the nice things about it
> >is that it has standard SCSI connectors (not those propriety connectors
> >found on the ZIP and JAZ that require special cables) - that was VERY
>
> Are you saying that the ZIP drive does not have a standard SCSII
> connector? I thought it did? I thought I could just buy a ZIP drive and
> buy a SCSII 2 cable from Maplins. And hey presto!!
>
> I think I am going to get a zip drive, EZ135's are no longer produced,
> and I don't want to go to the expense of a EZ230 :(
>
> I have got a Falcon, running AHDI 6. Can someone please confirm that all
> I need to do is buy the ZIP drive and a SCSII 2 cable (from Maplins
> probably) and plug and go???
>
> The above comment has me rather worried :(

Yep, some people don't realise that the 25 pin plug is standard because
the 50 pin centronics thing is far more widespread. I have a ZIP and
yep a plain old SCSI cable works perfectly, BTW I take it that you
already have another SCSI device to chain it to, you do need one. The
ZIP does not supply termination power which the SCSI adaptor needs so
you need to chain it to another device, actually as you have a Falcon
this shouldn't be a problem in any way.
BTW the Jaz is a 1GB drive that uses the more traditional removable
platter HD design unlike the floppy design of the Zip. The Ditto is a
removable tape backup drive, 230mb IIRC.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4255. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970301220415196 32@pwomar.demon.co.uk>
Source record: 126717

Gary Priest <Gary@the-gap.demon.co.uk> wrote:

> In article <5ev4mi$6ms$1@newsserver.rrzn.uni-hannover.de>, Andreas Kromke
> <and@sun1.imr.uni-hannover.de> writes >Magnus Kollberg
> (emwoll@emw.ericsson.se) wrote: >: Yes, this I find a bit stupied. Why not
> make a patch available for people to >: download and update their copy.
> Geneva has this and I have not heard any > >ASH customers can get free
> minor updates from their WWW site. >Unfortunately this is only for the
> German version. Ask your distributor.
>
> I guess my distributor is System Solutions, but surely they don't produce
> the patch. You guys do. Unless you supply them with the patch files they
> won't be able to help me will they. And if you do supply them with a
> patch, surely you could make it available via a web site, or ftp.

System Solutions appear to write the manuals and do all the translations
and so it looks like it's them.

> Would the german patches work with the english version?

I've no idea, maybe you could make a backup and give it a try...

-- To reply to this message there is no need to remove anything from my
email address, clever that!

# 4256. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970301220420199 30@pwomar.demon.co.uk>
Source record: 126718

Mike Weber <mweber@li.net> wrote:

> You must be crazy!!!??? If you think I'm gonna pay $50.00 for a tos
> image???

I wouldn't expect *YOU* to.

> The ST is worthless nowerdays!

That's funny, I sold a 2nd hand FM about a month ago for 120 quid and
before you return witht he predictable response of "he was conned" or
similar, I spoke to him recently and he is very happy with his machine
and wanted to know where to get some more memory from.

> You can't compare ST software to an
> IBM compatible... You guys are dreaming??

What's with all the questions, are you not too sure? If you don't own
any Atari hardware then I have no idea why you would have software that
you want to use especially as you seem tot heink that the IBM stuff is
better!

> TOS images in my option are worth
> 2 cents...

I don't think even you are stupid enough for this to be your honest
opinion.

> Anyway how is someone supposed to evaluate these emulators if
> they don't have the images!!! If that's the case then don't put out any
> demos!!!!

You want them to remove these demos because pirates can't use them, it's
only people that legally own the software that can use them? And THAT
is a decent reason???

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4257. REQ: Atari ST tos roms

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: chewy@erinet.com
Message-ID: <3318a6ed.6459125@news.erinet.com>
Source record: 126719

Could anyone please send me copy of ST tos roms, ver. 1.0 or above?

chewy@erinet.com

# 4258. Re: PC monitor on an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: RichT@atarinet.portland.or.us.REMOVE.TO.REPLY
Message-ID: <5fa296$g70@news.vr-net.com>
Source record: 126720

In article <5ev5k6$ra5@lana.zippo.com>, John Hutchinson wrote:
>
>I forget... what does it take to hook up a color multiscan PC monitor to an ST?

One ST monitor plug, one high-density 15-pin sub-D female connector, a soldering iron, REALLY good eyes, a steady hand, and a lot of patience. Details can be found at ftp://ftp.teleport.com/users/atari/multsync.faq

Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
atari@teleport.com | my personal position
GRUNT Computing - Support for | only and probably
Atari users worldwide | horrify my employers.

# 4259. Re: Gemulator and TOS images

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <5faa03$j3t@alexander.INS.CWRU.Edu>
Source record: 126721

Gemulator Classic ver 3.6 only works with a TOS board. Gemulator
96 can run without a TOS board. Unless you have figured out a way to
patch Gemulator, you are using the wrong software.
--
Novell DOS 7.0 and IBM OS/2 user Fred Horvat
Atari TT030 / MagiC 5.0 + Ease 4.0 Free-Net Atari Portfolio Sigop
Atari Classic/LYNX/Jaguar gamer

# 4260. Re: AUTO program to clear memory? (warm boot=bombs)

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <33177cbe19a2b92@sn.no>
Source record: 126760

On Thu 27-02-97 21:14, Rich Tietjens (Rich.Tietjens@atarinet.portland.or.NO.SPAM.us) wrote:

>In article <3314e97038edd62@sn.no>,
> hallvart@sn.no (Hallvard Tangeraas) wrote:
>>
>>Is there some kind of program which can be put in the AUTO folder which
>>clears everything in memory?
>
>Yes. Whichever program is the first one there, set the fastload bit to OFF
>and it will then clear all RAM upon loading. Wastes a second or so, but
>that's the price you pay for clean RAM.

Thanks- it worked!!!!
And I didn't notice any significant slowdown when booting either!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4261. Re: FALCON=SYNTH ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <33177cbc199fdf0@sn.no>
Source record: 126761
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sun 23-02-97 20:42, Stephane Landier (slandier@icon.co.za) wrote:

>Hello,
>
>Just one silly idea :
>I don't use my Falcon anymore, as I now use a -PC- (I know ;-)...). But
>it still has a 80MB HD, 4MB RAM a DSP & Midi I/O. That's all it takes to
>have a Multitimbral synth doesn't it ? So is there a software out there
>to do that emulation ?

My System Solutions catalogue shows a program called "The digital sound
module" which does just this!
Itt utilises the DSP chip in the Falcon to create a 24 note polyphonice,
16 part multi-timbral General MIDI sound module.
As my catalogue is a pretty old one (1995) the program was just about to
become available, so no pricing was given, but I'm sure you'll get all the
details by contacting them directly:

ssolutions@cix.compulink.co.uk
http://www.ssolutions.com/

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4262. Re: Setting up a 520STfm

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: merciful@worldaccess.nl
Message-ID: <5f80l2$iu26@easy4.worldaccess.nl>
Source record: 126762

> I just purchased a 520STfm, it came without any software and no mouse. When I power it on it
>seeks the floppy drive and the sreen is black with a white border.
>
> In the user's guide it talks about using a language disk to boot the machine. Later it says
>this is the fastest way to boot and that TOS is in ROM and the GEM desktop should come up eventuall>y.
>
> Do I need the language disk in order to boot? If so where can I get such a disk? Otherwise, is
>it broken and if so, where can I start to look to fix it? Are there schematics on-line somewhere? e>tc,
>etc.

I had once a 520ST with the same problem. The video shifter was come to the
end of his life. A new shifter and all problems were gone. I also have a
language disk with a ram Tos. Just mail me if you want a copy.

Eabe.

merciful@worldaccess.nl
homepage:http://www.worldaccess.nl/~merciful/index.htm

# 4263. Re: CAB going commercial??

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: merciful@worldaccess.nl
Message-ID: <5f80l4$iu27@easy4.worldaccess.nl>
Source record: 126763

```
>I heard a rumor that ASH has bought the rights to CAB and will be
>releasing it as a commercial program. Has anyone heard this and can
>confirm? If it's so, perhaps version 2.0 will be the commercial version?
>What about the other modules, still shareware?
>
> -Dana
>.

Yep, here what A Claus wrote in the "new.txt" frome the Beta5 release.

---------------------------------------------------------------------
If you look at the "about" dialog, you'll notice that the freeware
messages are gone. That means CAB 2.0 is no longer freeware. It will
be sold by ASH. There will be a free demo version which is fully
functional with the exception that the hotlist can't be saved
and some annoying dialog boxes will appear.
---------------------------------------------------------------------

Eabe.

merciful@worldaccess.nl
homepage:http://www.worldaccess.nl/~merciful/index.htm
```

# 4264. Re: How much should I pay for a ZIP drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: lmcclure@aristotle.net
Message-ID: <5f811i$32n@socrates.aristotle.net>
Source record: 126764

In article <857142515@news.compulink.com>, dreibel@idirect.com says...

>One of the nice things about it is that it has standard SCSI connectors (not
>those propriety connectors found on the ZIP and JAZ that require special
>cables) -

Neither the Zip nor the Jaz use "proprietary" connectors. The DB-25 used on
the Zip, while not the best SCSI connector, is found on many machines,
including Macs, many Amiga HD interfaces (and the A3000 itself), and even
the Atari TT.

From what I understand, the Jaz uses a HDB-50 connector, which is the
"standard" connector for SCSI-II. You will find this on the back of the
Atari Falcon030, many workstations, and most high-end SCSI external equipment
and controllers (unless they are using the 68-pin Wide SCSI varient).

# 4265. Re: JPEG image manipulation

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <857175264_OASIS_@ping.be>
Source record: 126765

In article <857148954_OASIS_@husbands.demon.co.uk>
Simon@husbands.demon.co.uk (Simon Husbands) said:-

>Hi to all out there........
>
>Could anyone suggest a program that will allow me to view JPG files and then
>alter the sizes ( I have some scanned JPG files and want to be able to trim
>them, and also to be able to produce thumbnail versions for my site )? I'm
>hoping for something without too many frills - cheap and cheerful! Any ideas?
>

Imagecopy 4 can do this and lots more.
You can get it from:
FaST Club
PO Box 101
Nottingham
NG2 7NN
Tel: 0115-945-5250
Fax: 0115-914-0545
email: stclub@cix.compulink.co.uk
w3: http://www.compulink.co.uk/~sta/
Right now they're selling it for £24.95

There is also an utility called Altalist that makes a
thumbnail-catalogue in htm-form of your gif's and jpeg's pictures
placed on your harddisk. With a little work you'd be able to transform
the htm for use on your website.
alta_lst.prg can probably be found on:
ftp://193.190.205.13/archive/atari/

Hope this help
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 4266. Re: CAB 2.0 nomore shareware ...

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <857174658_OASIS_@ping.be>
Source record: 126766

In article <857147206_OASIS_@bassment.demon.nl>
maurits@bassment.demon.nl (Maurits van de Kamp) said:-

>Actually this is not quite the case. If you get an empty Window with the
>"bad smiley" saying "<title></title> missing", you have received an empty
>document, which, according to CAB, is perfect html-code except for the fact
>it doesn't have a title :)

Hoi,

I've the same problem as Jo. In fact I've found that I can't visite
aol pages at all. Why?

>The fact that you receive an empty document could be a bug in CAB as well as
>in STiK.

It has certainly nothing to do with STik as Jo and I doesn't use STik.
We use Cab under MiNT/Mintnet with the cab-for-mintnet.ovl.

CU
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 4267. Re: Please help with STik/Cab

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: gen@irana.demon.co.uk
Message-ID: <857179394_OASIS_@irana.demon.co.uk>
Source record: 126767

In article <5f5qv1$aaf@brain.npiec.on.ca>
rszermin@freenet.npiec.on.ca (Rick Szerminski) said:-

>the window closes). Then, when I go into cab, it says "Resolving host"
>when I try to go to some local addresses and just sits there (every

>cab, when I tried to type in a numerical address such as:
>
>http://204.192.121.205
>
>(its the only one I know) it **** did ***** manage to go there. ie.
>the text appeared on the screen!! Why do normal addresses, ie.
>
>http://www.brocku.ca
>
>not work????? I know that once in a while RESOLVING HOST should take
>more than 30sec., but generally it is rather quick (under 10 sec.),
>right?

DNS stands for Domain Name Server wich is, basically, a databank sys wich
translates names into doted addresses for the browser..
The addr you have seems to be a gateway's one not a DNS'.
Check it :)

Regs,

--

---
gen@irana.demon.co.uk
---

# 4268. Re: Needed: Atari 520 power supply

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E6CGu5.E8J@iglou.com>
Source record: 126768

Curt Vendel (cvendel@fir.fbc.com) wrote:

: Give B&C Atari Sales & Service a call, I'm sure they'll have a 520St
: power supply to sell you. 408-986-9960

That reminds me... Anyone tried an external power supply on their ST? Just something I was considering, since these supplies are plentiful and quite cheap, and easily used. You merely need to know the pinouts, where each voltage line goes.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 4269. NVDI fast printing ...

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30384_please@no.spam.mail.here.mettav>
Source record: 126769

FROM: SSweet@mettav.demon.co.uk
SUBJ: NVDI fast printing ...

A>>> I have set NVDI (in the CPX module) to print using that instead of
A>>> anything else but it doen't help ...
p>>
p>> Well when i use it in Papyrus, which aint often these days now, i set
p>> Papyrus to print to a file, and point it to U:\DEV\FPRN when the F-
p>> Selector opens.
A>
A> Yep, done that!!
A>
A> Using it with Papyrus and I do get a noticeable slowdown. It will print
A> one or two lines then pause .... without it it's pretty fast!

What printer is on the end of this setup??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Borg Moderator: your Topic is irrelevant.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4270. Re: NVDI fast printing ...

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30382_please@no.spam.mail.here.mettav>
Source record: 126770

FROM: SSweet@mettav.demon.co.uk
SUBJ: NVDI fast printing ...

>>> A> I just tried to use NVDI 4's fast printer device with MagiC 5 ..

>>> Well when i use it in Papyrus, which aint often these days now, i set
>>> Papyrus to print to a file, and point it to U:\DEV\FPRN when the F-
>>> Selector opens.

m>> I think you are a bit confused about DEV_FPRN.DEV all you do is put
m>> it in the auto app or what ever in the magic set up and forget it.

DC> This flies in the face of the readme file, which states that printer
DC> output should be redirected to a file as has already been stated.

Hm!, i redirect it to the device.

My thinking is that its passed to the device as a data stream so its a
virtual file, then this device passes it as its been taught to the prin

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Due to a bug in Borg TOS,
you will have to be be assimilated when we've upgraded (RSN).
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4271. Re: CAB 2.0 nomore shareware ...

Newsgroup: comp.sys.atari.st
Date: 1997-03-01 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <5f8m3k$gou@library.airnews.net>
Source record: 126771

>Also I have tried to go to the ASH web pages, but CAB refuses to show
>this page because there is no title !!!!! a pity !!!!!
>
I had no problem reading that page with my CAB 1.5 . It had a title.
The page didn't have anything regarding CAB that I saw though.

-Jared

# 4272. Re: Newdesk.INF > 4096 bytes ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: fvdakker@mrose.nl
Message-ID: <857340139303@wise.mrose.nl>
Source record: 126572

PA>Has anyone found a way around the 'System out of memory' bug when you've got
PA>Newdesk.INF file that's bigger than 4096 bytes ?

PA>It's *really* getting on my nerves now and, yes, I *really* do need to have
PA>that many Applications installed and my Desktop covered in Icons :))

I have a program, instyalled as default vieuwer that handles all
filetypes. So, if I click on a .PAP file, CONTACT starts (that's the
program) and that detects the .PAP extentions and starts Papyrus with
the filename in the commanline.
Work great for most apps!
This will make your DESKTOP.INF smaller, because you'll have to install
only one application (*.* for CONTACT) instead of the 100+ (?) lines you
have now.
This doesn't work for icons though.

Greetings,

Frits.Frits van den Akker JFA Software Program
fvdakker@mrose.nl Program@STR
<A HREF="http://www.mrose.nl/program/">Homepage</A>
MtnMail V1.04:
No Taglines Available.

# 4273. Re: Atari in Computer Shopper...

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: dale1@cix.compulink.co.uk
Message-ID: <E6FABu.LE2@cix.compulink.co.uk>
Source record: 126573

In response to aardvyrk@nospam.cris.com's message:
> > This is this months Computer Shopper... :)
>
> And for those who really don't want to fight the crowds of gamers
> getting their latest glossy paper fix at the newsstand, or for those
> who don't care to give themselves indigestion by accidentally glancing
> at the color scheme of Wired, you can read it on the web at:
>
> http://www5.zdnet.com/cshopper/content/9703/cshp0049.html

Are you talking about the UK Computer Shopper magazine, if so what issue was
it in then, i get this mag every month can't remember seening that in any
of the last few issues along with this months issue 110 April 97?

ATB..Dale :-))

A *STe/Jaguar/Jag CD/Lynx II/Falcon 030/14MB/FPU/EZ135/SCSI CD ROM/*
15" SVGA/36.6k USR Vi/Psion 3a/& PSX owner! <bg> NetMail: 90:100/321
E-Mail: *dale1@cix.compulink.co.uk* 24Hr Fax:+44-(0)1603-614626

# 4274. EP 16/512

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: pgaranty <pgaranty@lenet.fr>
Message-ID: <33199FF0.18A5@lenet.fr>
Source record: 126574

Please i sheah the software for the ED 16/512 programer
For programing the eprom 16 at 512 K

I have the hardware but not the software.

Distributed by Ominkron in france and construct by ROLF ROCKE COMPUTER

# 4275. Re: atari laser printer???

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: nermal@magic
Message-ID: <nermal-0203971236330001@pm6-24.magicnet.net>
Source record: 126575

In article <33195d15.865123@news.virgin.net>, mark.darbey@virgin.net (mark) wrote:

> Hello anybody,
> Can you tell me if its possible to use my ATARI laser printer with an
> IBM PC ?
> If so how can i set this up...?
> Thanks Anj..
> cheers,
> mark
> m/cr

No way if it is one of the original ATARI laser printers. Atari did not include any RAM or CPU in the darn thing. They saved a few bucks by doing this and did not pass the savings on to the users. The printer appeared to operate fast due to the direct connection to the STs high speed "SKIZZY" port.

It is still a "good" printer for an Atari system but supplies are more expensive than for any other laser printer. If you need a printer for an IBM there are some very good buys out there.

# 4276. Re: atari laser printer???

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: nermal@magic
Message-ID: <nermal-0203971237080001@pm6-24.magicnet.net>
Source record: 126576

In article <33195d15.865123@news.virgin.net>, mark.darbey@virgin.net (mark) wrote:

> Hello anybody,
> Can you tell me if its possible to use my ATARI laser printer with an
> IBM PC ?
> If so how can i set this up...?
> Thanks Anj..
> cheers,
> mark
> m/cr

No way if it is one of the original ATARI laser printers. Atari did not include any RAM or CPU in the darn thing. They saved a few bucks by doing this and did not pass the savings on to the users. The printer appeared to operate fast due to the direct connection to the STs high speed "SKIZZY" port.

It is still a "good" printer for an Atari system but supplies are more expensive than for any other laser printer. If you need a printer for an IBM there are some very good buys out there.

# 4277. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <857317894@news.compulink.com>
Source record: 126577

>In article <857142515@news.compulink.com>, dreibel <dreibel@idirect.com>
>writes
>>
>> I've been using an EZ135 drive since December, and can highly
>>recommend it for anyone who wants some sort of removable backup - so
>>have a number of my fellow TAF members. One of the nice things about it
>>is that it has standard SCSI connectors (not those propriety connectors
>>found on the ZIP and JAZ that require special cables) - that was VERY
>
>Are you saying that the ZIP drive does not have a standard SCSII
>connector? I thought it did? I thought I could just buy a ZIP drive and
>buy a SCSII 2 cable from Maplins. And hey presto!!
>
Actually, it turns out I was wrong on a couple of counts. Another
reader left me e-mail to say that the Jaz drive has standard SCSI II
connectors on the back; the Zip uses another type altogether. I decided
against the Jaz and Zip because it would've required two extra cables (I've
already got a working SCSI system and wanted to add onto it)

>I think I am going to get a zip drive, EZ135's are no longer produced,
>and I don't want to go to the expense of a EZ230 :(
>

----------Daniel L. Dreibelbis----------
dreibel@idirect.com
news editor, alt.info.everything, reviewer, CURRENT NOTES magazine
general thorn in the side to all net.twits
-------"and yet, the Fuji lives!"-----------------------------------

# 4278. Re: Atari in Computer Shopper...

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: !ynoT
Message-ID: <331aaace.8951981@news.airtime.co.uk>
Source record: 126578

On Sun, 2 Mar 1997 15:43:06 GMT, dale1@cix.compulink.co.uk ("Dale
Wright") wrote:

>ATB..Dale :-))

Hey...Dale ???? that you ?..... your back :)))))) where the hell you
been mate ? :))))))

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 4279. Re: Speeding up CAB?

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: kingston_06p <kingston@easynet.co.uk>
Message-ID: <3319B8B4.4BED@easynet.co.uk>
Source record: 126579
Cross-posted to: comp.sys.atari.st,alt.flame

```
Magnus Kollberg wrote:
>
> mgrove@owens.ridgecrest.ca.us (Michael Grove) writes:
>
> >
> > :) It is because he has an Afterburner. The Falcon will not
> > work without NVDI if fast ram is installed such as in the
> > Afterburner or Mighty Sonic. Many, many bad things happen:)
> > An old German fellow told me this in 1992:). I have tested
> > it and it is true:). Ah, the stories the Maus could have told
> > us long ago if only we could speak German:). I went so far
> > as to purchase dictionarys:)
>
> Well this is not true any longer. With the latest 68040 driver
> from Doug Little you can run the AB040 without NVDI as well.
>
> You still shouldn't switch on your computer without it. :-)
>
> //Magnus Kollberg
> --
> +---------------------------------------+
> | Falcon040, Bad Mood support team |
> | email: Magnus.Kollberg@emw.ericsson.se |
> +---------------------------------------+
```

# 4280. Re: REQ: Atari ST tos roms

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: "chrisTiaN.a.h." <godpup@ix.netcom.com>
Message-ID: <3319E978.210C@ix.netcom.com>
Source record: 126580

> On Sat 01-03-97 22:04, chewy@erinet (chewy@erinet.com) wrote:
>
> >Could anyone please send me copy of ST tos roms, ver. 1.0 or above?
>
> Nope!
> You have to *buy* it. TOS isn't public domain.
> In fact I believe the rights to TOS have been bought by C-Lab or someone
> from Atari.
> Contact your Atari dealer for prices etc.
>
> Hallvard

hallvard...

you're sites are cool, i love the software, but must disagree with you on
this issue 100%

i have my original TOS roms v.1.0 or 1.02 (forget), and will gladly send
them to the person who originally posted this message. i'd simply
appreciate $2.50 for ship/handling. there. the guy *bought* the roms.
everyone feel better now??? ridiculous...

chrisTiaN
--
" Winners don't do drugs...They just sell them. "

# 4281. Re: DLLs for Atari?

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5fchs9$2h6@infa.central.susx.ac.uk>
Source record: 126581
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Art Twarecki (atwareck@novice.uwaterloo.ca) wrote:
: In article <317cd$017f.152@HERMES>, Gaven Miller <gmiller@inca.co.nz> wrote:
: >I have been working on a TSR that allows the loading of modules and "DLL"
: >like extensions or plug-ins. It will be released later this year, and will
: >be freely distributable (within reason).

a TSR approach to this under MiNT is a _bad_ move. Causes all sorts of
problems. Also, you can't load and unload modules on the fly. Fine if you
intending this to be used for SingleTOS without MiNT (TOS in ROM, basically),
but if you want this to work with MiNT then you'll need a big redesign.

: Shared libraries are really only useful in a multitasking environment,
: otherwise only a single process would ever use them at a time anyway.
: Of course there are benefits of being able to fix bugs without re-linking
: the executable.

: You may want to look at MiNT--it may have support for shared libs.

It doesn't as far as I know.

: Also, shared libs, if not implemented correctly, may cause problems in
: a multitasking environment with memory protection between processes.

Exactly.

: Generally, shared lib code will reside in "shared, read-only executable"
: memory space.

I would argue that a shared library/module/whatever who _always_ be in shared,
read-only memory. Anything that the module wants to be able to change should
always belong to the client application.

Incidentally, I am working on a Component Manager for MiNT (and only MiNT --
it won't work without multitasking support). I have no idea when it will be
finished, but I'm hoping that I will have a little time in about 13 weeks
(when I finish my degree -- wayhay!! :). It's all designed, and partially
coded -- I just need time to sit and code the rest.

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

# 4282. FS: 1040ST, HD, misc.

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: David Bartle <dbartle@boi.hp.com>
Message-ID: <3319C4AC.3E1@boi.hp.com>
Source record: 126582

I have a 1040ST w/2.5M dram, 60M hard drive, extra floppy, mono and color monitor, and a variety of software. All is excellent physical condition and good working order.

Price is very negotiable.

Dave Bartle
dbartle@boi.hp.com

# 4283. Re: CAB 2.0 nomore shareware ...

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: mcooke@tyndale.apana.org.au
Message-ID: <5fclj1$qi2@posgate.acis.com.au>
Source record: 126583

```
>Hello,
>
>CAB 2.0 seems to be ready ... but ...
>CAB 2.0 will not be shareware anymore, what I have read on the net is
>the proof ... it will be distributed by Applications Systems
>Heidelberg let's have a look at :
>http://www5.tripnet.se/~mille/english/cab.html
>
>Also I have tried to go to the ASH web pages, but CAB refuses to show
>this page because there is no title !!!!! a pity !!!!!
>Then, try it if you don't use CAB :
>http://members.aol.com/ashinfo/index.html
>
>That's all for today ...
>It's enough ... I think ...
>__
>
> ------------------------------------------------------------------------
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> # * FREE TIBET * FREE TIBET * Jo Vandeweghe #
> # * FREE TIBET * FREE TIBET * dipching@ping.be #
> # * FREE TIBET * FREE TIBET * A*C*M*S #
> # ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
> # http://www.ping.be/~pin10575/INDEX.HTM #
> # ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
> # " Sure highest mountains are not made of stone." #
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> ------------------------------------------------------------------------
>
>.

Regards

___ _____ _____ _ _ ____ ____
/ __)( _ )( _ )( )/ )(_ _)( ___)
( (__ )(_)( )(_)( ) ( _)(_ )__)
\___)(_____)(_____)(_)\_)(____)(____)
Malcolm Cooke email: mcooke@tyndale.apana.org.au
Snail mail: 7 Naas Rd Tharwa 2620 Australia :-)
http://www.spirit.net.au/~mcooke
```

# 4284. Re: Binaries for latex related files

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: Adrian Bridgett <apb25@cam.ac.uk>
Message-ID: <5fclv0$i1n@lyra.csx.cam.ac.uk>
Source record: 126584

Sujit R. Das <sdas@vines.etn.com> wrote:
> Hi all!
> I want to start with installing latex. Can anyone tell me wherefrom I
> get the binaries for the following program:

> 1. Latex
> 2. dvips
> 3. xfig
> 4. ghostview
> 5. Gemacs

> I have the option of installing them for SunOS 4.1.3, or SGI or Linux?
> Any suggestion for installation shall be greatly appreciated. I would
> prefer the simplest and fastes way to get going.

Um - why are you asking in comp.sys.atari.st then? Presumably the linux box
is using a distribution in which case just get it from that. Debian is
currently trying a new distribution prior to releasing 1.3, if it is Debian
you are using, then I would try and wait a week or so and see if they have
sorted out the minor but irritating problem (you have to do a deinstall
manually rather than automatically AFAIK).

Adrian
--
adrian.bridgett@poboxes.com www.netforward.com/poboxes/?Adrian.Bridgett
finger apb25@apb25.emma.cam.ac.uk for PGP public key
---
Windows95 - the world's first NON-operating system.

# 4285. Atari Programs For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: brianj@iwl.net
Message-ID: <5fc2f2$9us@news.iwl.net>
Source record: 126585

I have the following Atari ST software for sale. All have original disks and documentation. Most also have original packaging. Shipping is an additional $1.50 in the US.

GFA Basic 3.0 $15.00
BB ST (Bulletin Board) $10.00
Omega $10.00
Drakkhen $10.00
Defenders of the Crown $5.00
Silent Service $5.00
Carrier Command $5.00
Virus $5.00
Empire 2.0 $5.00
Combat Course $5.00
Terrorpods $5.00
Universal Military Sim $5.00
Test Drive $5.00
Rogue $5.00
Starglider $5.00
OIDS $5.00

I will sell the entire lot for $50.00 and I will cover shipping costs.

E-mail brianj@iwl.net if interested.

# 4286. Re: CAB 2.0 nomore shareware ...

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: gerdw@wa.caeci.ol.ni.schule.de
Message-ID: <HCCMECUXUP@wa.caeci.ol.ni.schule.de>
Source record: 126586

In <5f8m3k$gou@library.airnews.net> Jared Addington wrote:

>
>>Also I have tried to go to the ASH web pages, but CAB refuses to show
>>this page because there is no title !!!!! a pity !!!!!
>>
>I had no problem reading that page with my CAB 1.5 . It had a title.
>The page didn't have anything regarding CAB that I saw though.
>
>
>-Jared
The solution is, that your provider doesn't have subscripe to aol
pages. I have two providers. With one I can show the aol page. With
the other I get an empty page.
--
Gerd Walter, Stubbenweg 23, 27753 Delmenhorst, Germany
E-mail: gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter)
Tel/Fax +49/4221/83544. Please Phone Before Fax.
http://www-pluto.informatik.uni-oldenburg.de/~caeci/home-d.htm

# 4287. Re: GEMulator FAQ 1.00

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E6FpLu.274@iglou.com>
Source record: 126587
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

Damien Burke (damien@jetman.demon.co.uk) wrote:
: Why no mention of Pacifist? It's far better than Gemulator from what
: I've seen.

I'm going to bring this up to Richard, as well as a few other things, to include in the FAQ. I have a problem with Pacifist, as it keeps giving me this unoptimized mouse error, no matter what I've tried. One slight move of the mouse, entire thing go crash.

: >- Floppy: media change is seldom recognized. I have to reboot when changi
: >floppies.
: > A: ?
:
: Something real STs often have problems with because of a bug in TOS as I
: recall; however Gemulator is much worse in this area - makes you wonder
: if they are bothering to check if the disk is changed at all.

It's no bug. Just tap the ESC key when you put in a new disk. I don't know why no one bothered to mention this.

: Probably didn't get a form feed at the end. Some printer drivers have
: an option to add a form feed at the end of a job. Otherwise, try
: printing an empty page from another program afterwards.

Could be that it doesn't have an EOF at the end as well.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 4288. Re: GEMulator FAQ 1.00

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.030297.230109.11@wxs8-6.worldaccess.nl>
Source record: 126588
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

> On Sat, 01 Mar 97 13:22:21 GMT, cronos@worldaccess.nl (Richard Karsmakers)
> wrote:
>
> > This document looks most like the way it ought to in Courier at size 10.
>
> On a newsgroup, that's an odd thing to expect...
OK. What's normal then? I just picked a non-proportional font that looked
halfway OK.
>
> > GEMulator96 is a software Atari ST emulator for PCs, created by Darek
> >Mihocka of Emulators, Inc. It emulates most of the ST systems released by
> >Atari, the 520/1040ST, STfm, STf, STm, MegaST and MegaSTE.
>
> Software emulator? With TOS 2.06 or Magic, yes, but not otherwise. No other ST
> emulator needs a pointless hardware card to use TOS ROMs; choosing to
> concentrate on the least accessible of all the emulators seems odd to me.
You don't need the TOS card, although it's handy. And to concentrate on
GEMulator was caused by the fact that A) It's said to be the best and B) I've
got one. Does "least accessible" by any chance stand for "least easily
pirated"? <grin>
Granted, though, GEMulator in the TOS card set-up is much too expensive. If I
hadn't been able to get it cheaper, I would probably not have bought it.
>
> [snip list of sites to go to]
>
> Why no mention of Pacifist? It's far better than Gemulator from what I've
> seen.
Please supply me with details and it'll be mentioned next time.
>
> > This chapter features a list - as complete as we could make it - of various
> >programs that *do* work on the GEMulator.
>
> I've had most of the ones mentioned there work fine on Pacifist too; I can not
> say 100% of those listed work because I don't have all those programs. But
> none
> of the ones I tried failed.
Er...could you be a bit more specific?
>
> > END OF FILE RECOGNITION
> >
> > Q: In "GfA Basic", the EOF(#x) command doesn't find the end of a file.
>
> This may be a TOS version problem; I remember I had some GfA BASIC code that

> relied on EOF detection and it failed on a friend's TOS 1.4 machine but was
> fine on my 1.2 machine. Pretty sure GfA brought out a slight update and the
> problem didn't occur from then on; however, this was GfA 2.x not version 3.
>
> > Q: Can joysticks be emulated?
> > A: ?
>
> A: Yes, they can. Pacifist does it, though it doesn't work with all programs.
I see. Er, that doesn't help GEMulator users much, does it?
>
> >Predictably, due to the direct access on addresses FFFF8604 and FFFF8606,
> >this doesn't work on the GEMulator. How can this be solved?
> > A: ?
>
> Get Pacifist which seems to be emulating the FDC quite well (though not by
> using the PC's drive, but by using virtual disk images). Presumably these are
> always write-enabled, I haven't checked.
See above.
>
> >- Floppy: media change is seldom recognized. I have to reboot when changing
> >floppies.
> > A: ?
>
> Something real STs often have problems with because of a bug in TOS as I
> recall; however Gemulator is much worse in this area - makes you wonder if
> they
> are bothering to check if the disk is changed at all.
It does, indeed. But it's not a bug in TOS. Like I said, this GfA Basic bit of
code works on *all* TOS versions, including 2.06 that GEMulator uses in my
setup.
>
> > MS-DOS VS. ATARI-FORMAT DISKS
> >
> > Q: I cannot read all Atari disks on the PC.
> > A: MS-DOS and Windows are very picky when it comes to being able to read
> >disks. Even though Atari systems use a disk format that is largely
> >compatible with PCs, MS-DOS and Windows require very specific values to be
> >present in a disk's bootsector.
>
> They do? Most of my ST disks that can be read at all show up files OK when
> looked at, and have a variety of strange bootsectors. I find most problems are
> due to disks simply being unreadable full stop; you can check this in most
> cases by trying to make a disk image with the IMGBUILD program that comes with
> Pacifist. If it fails to read a disk, you'll need to make another copy using a
> real ST. I've only had one disk show up a directory full of rubbish
> characters,
> and to be honest I forget if it actually had a file structure on it or not.
>
> > Together with GEMulator you should get a
> >program by the name of MOSDOS.PRG. This Atari program will transform Atari-

> >formatted disks into ones that MS-DOS and Windows can read. Do note that
> >this does not work with non-standard Atari format (such as 10 sectors per
> >track 'FAT' disks, hyper-formatted disks, etc.).
>
> IMGBUILD with Pacifist is quite happy with 10 sector, 11 sector, 81-83 track
> disks and so on.
Is IMGBUILD freeware or shareware? Perhaps you'd care to share it with us if it
is? I think it might work with GEMulator too..
>
> > PRINTING
> >
> > Q: When I print, the printer stops before the printer buffer is fully
> >flushed. I have to start another print job to finish my first job. I'm using
> >GEMulator 4.15 on a P133 running Win95. I've tried default, Fast BIOS
> >Printing, and FPPRINT (or whatever it's called) with the same results. I'm
> >trying to print to a Canon BJ-200. I had no such problems using GEMulator
> >3.x on my old 486 DX2/66.
> > A: ?
>
> Probably didn't get a form feed at the end. Some printer drivers have an
> option
> to add a form feed at the end of a job. Otherwise, try printing an empty page
> from another program afterwards.
>
> Nice FAQ otherwise, keep up the good work.
You mean other than that it's not about Pacifist it's nice? :-)
>
> And, totally off-topic, but I have to ask... presuming Ultimate Virus Killer
> is
> a descendant of AVK... when did it move on from being 'A' Virus Killer to
> being
> the 'Ultimate' Virus Killer? :-)
When my English agent wanted a more impressive name :-)
>
--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
Gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\------------------------------------------------------------/

# 4289. NVDI fast printing ...

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: All@Sea
Message-ID: <297_All@Sea>
Source record: 126589

please@no.spam.mail.here.mettav previously gibbered to All ...

Hiya Steve ...

A>> Using it with Papyrus and I do get a noticeable slowdown. It will
A>> print one or two lines then pause .... without it it's pretty fast!
p>
p> What printer is on the end of this setup??.

An Epson Sylus Color ....

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 4290. Re: NVDI fast printing ...

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: All@Sea
Message-ID: <296_All@Sea>
Source record: 126590

guy@swampdog.demon.co.uk previously gibbered to All ...

Hiya Guy ...

>> But Cab withut it is a real pita!!! It takes ages .... with the FPRN
>> driver it's a little quicker but I still get the above ..print/pause
g>
g> Have you tried sending the output to a file then sending the file to
g> the printer?

No, but then I really don't see the purpose of that myself? Let me explain
that .. if I want to print something it's usually a spur of the moment thing
. so to have to save it to a file then print after that means double
handling IYSWIM.

I shall try it though to see if it's better ...

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 4291. Re: GEMulator FAQ 1.00

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <331A0B8D.6A73@nh.ultranet.com>
Source record: 126591
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

```
Richard Karsmakers wrote:
>
> > On Sat, 01 Mar 97 13:22:21 GMT, cronos@worldaccess.nl (Richard Karsmakers)

<snip>

> > Nice FAQ otherwise, keep up the good work.
> You mean other than that it's not about Pacifist it's nice? :-)
> >
> > And, totally off-topic, but I have to ask... presuming Ultimate Virus Killer
> > is
> > a descendant of AVK... when did it move on from being 'A' Virus Killer to
> > being
> > the 'Ultimate' Virus Killer? :-)
> When my English agent wanted a more impressive name :-)
> >
> --
> /------------------------------------------------------------\
> | Richard Karsmakers cronos@worldaccess.nl |
> \------------------------------------------------------------/
> C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
> "ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
> Gwar FUQ II & GEMulator FAQ maintainer
> P.O. Box 67, 3500 AB, Utrecht, Netherlands
> /------------------------------------------------------------\
> | "Who is General Failure and why is he reading my disk?" |
> \------------------------------------------------------------/
Maybe everybody that has used Pacifist should give info to the Gemulator
author and maybe there could be an Atari ST emulator faq. Just a
thought.
```

# 4292. Can I connect a SCSI Drive to my MegaST2?

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: Tony Mattsson <tony.mattsson.0279@student.uu.se>
Message-ID: <3319EF92.1141@student.uu.se>
Source record: 126592

Can I connect an internal SCSI drive in my Mega ST2?

# 4293. For Sale /MEGA ST4 W HD/

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: Gilles Charron <s1383700@uottawa.ca>
Message-ID: <Pine.A32.3.91.970302180110.656746A-100000@aix2.uottawa.ca>
Source record: 126593

- MEGA ST4 (4 MB of ram) with TOS 1.4, blitter Chip,
mouse and SC1224 Color monitor.
- Megafile 60 (64MB Hard drive).

A few applications:

EZ art professional, Pc-ditto, Dc Desktop, Squish II, Data Diet V2

MIDI applications:

Concerto MIDI sofware; The Replay sampling cartridge and software

375$ (Canadian) for everything.

# 4294. AR20 Clock

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <5fcpev$jm3$1@cti01.citenet.net>
Source record: 126594

> >I'd like to know if there are still PC board retrofits being made,
> >to install a realtime clock into an ST/STE, like the old Zubair
> >ST-Time?
>
>I put a Radio Shack 'SmartWatch' module under one of the TOS Roms
>(6chip set) in my old STfm, in accordance with the instructions in
>AReal20. I later upgraded to AReal35. It always worked fine. I think
>I eventually went to AReal36; it should be available at an ftp site
>near you. The dox for AReal35 say that it works with the STe. Btw,
>another clock (an external cartridge type unit) that I bought came
>with (and works with) the same software.
>
>"The Poor Deluded Soul" - tderrick@acpu.com

I found your old post of AR20SET.ARC and AR20BOOT.ARC on Umich, but
I never found any other archive describing the modification itself,
or newer versions such as AR35 or AR36...

Where can I find a complete AR20, AR35 and AR36 archive, preferably
on a public FTP site? I found your AR20 posts through Shareware.com
but the whole archive wasn't there, only the 2 ARC mentioned above.

Any clues?
--
---
From: Martin-Eric Racine Reply-To: q-funk@citenet.net (STiK List)
Home: http://megacom.net/~q-funk/ q-funk@megacom.net (Personal)
---

# 4295. Re: Atari st Tos

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: Richard Wegner <richardw@dmapub.dma.org>
Message-ID: <Pine.LNX.3.95.970302203042.5897A-100000@dmapub.dma.org>
Source record: 126595

On Sat, 1 Mar 1997 chewy@erinet.com wrote:

> Could someone please post Atari st tos rom 1.0 or above?

It is illegal to do that anyway.

---
Richard Wegner - richardw@dmapub.dma.org - Dayton Microcomputer Association

Web site: http://members.aol.com/PenneyGuy/richard1.html
---

# 4296. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: Peter_Hellinger@n.maus.de
Message-ID: <199703021213.a1285@n.maus.de>
Source record: 126596

Gary@the-gap.demon.co.uk writes:

GP>I thought I could just buy a ZIP drive and buy a SCSII 2 cable from
GP>Maplins. And hey presto!!

You can do this - and I think you dont need a special cable. I bought a
external ZIP drive last week, it includes a SCSI cable (2 DB25 male), I
simply plugged to my TT external SCSI (DB25 female). It works very well. 8-)

GP>I have got a Falcon, running AHDI 6. Can someone please confirm that
GP>all I need to do is buy the ZIP drive and a SCSII 2 cable (from
GP>Maplins probably) and plug and go???

With AHDI 6 you hat to use a program called AHDIPATCH. AHDI searches all SCSI
IDs until it finds an empty one. Then it stops. The ZIP can run on SCSI ID 5
or 6, so have an emtyp ID (I expect, your Hardrive is ID 0) and AHDI stops.
Whith AHDIPATCH, AHDI will test all SCSI ID and finally found your ZIP.

An alternative way is to use Uwe Seimets HDDRIVER, no patches ar needed,
and it supports the ZIP features 'write protection' and 'password protection'.

Helli

# 4297. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: Peter_Hellinger@n.maus.de
Message-ID: <199703021213.a1286@n.maus.de>
Source record: 126597

macdonald@cfcsc.dnd.ca writes:

KM>1)I think that the ZIP drive are stuck with either 6 or 7 as a SCSI
KM>id. 2)I've heard (perhaps whomever pointed it out could butt in here
KM>and explain again) that you may need to hook up a seperate wire for
KM>termination power - but that may have only been for those using the
KM>Link, and you have a Falcon. 3)give it a shot, what the eh, you can
KM>always return it, or spend the extra and get the EZ230

1) The ZIP can be switched easy from id 5 TO id 6.
2) Termination or not can also switched on the backside of the ZIP.

Helli

# 4298. Re: JPEG image manipulation

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: Peter_Hellinger@n.maus.de
Message-ID: <199703021213.a1287@n.maus.de>
Source record: 126598

Simon@husbands.demon.co.uk writes:

SH>Could anyone suggest a program that will allow me to view JPG files
SH>and then alter the sizes ( I have some scanned JPG files and want to
SH>be able to trim them, and also to be able to produce thumbnail
SH>versions for my site )? I'm hoping for something without too many
SH>frills - cheap and cheerful! Any ideas?

Look out for STELLA. STELLA is a powerful tool to view, catalogue and manipulate pictures and other documents. It generates thumbnails, and it can trim you pictures, and many things more. There is only one thing: All docs are complete in german...

You can find STELLA in many mailboxes of the german MausNet, or in Compuserves Atari library. I aks the author to put it on a ftp site, so you could easy access it.

Helli

# 4299. Re: Cab 2.0 Beta5 (Gemjing) and TEXEL

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199703022316.a45561@ka2.maus.de>
Source record: 126599

APD>Applications Systems France wrote to me that texel 2 is not available
APD>and that no date is given.

I don't think that there will be a French Texel version.

Texel 1.50 is currently sold in Germany, Version 1.60 will be
released in about two weeks. The English 1.60 should be available
in April (97 ;-).

APD>And what (where) is your home page?

http://www.uni-karlsruhe.de/~Thomas.Much/nbp.html

bye, Thomas
(the other 50% of the Texel team)

# 4300. Re: Cab 2.0 Beta5 (Gemjing)

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199703022335.a45562@ka2.maus.de>
Source record: 126600

```
MF>Try to get TEXEL demo archive...

That GEMjing version won't work completely with newer CAB betas (IMHO).
The protocol changed a little.
```

Viele Gr��e, Thomas

# 4301. Re: NVDI fast printing ...

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30581_please@no.spam.mail.here.mettav>
Source record: 126601

This message from Steve to Derryck came in on a wing and a prayer...

Hi Steve!

>>>> A> I just tried to use NVDI 4's fast printer device with MagiC 5 ..

>>>> Well when i use it in Papyrus, which aint often these days now, i
>>>> set Papyrus to print to a file, and point it to U:\DEV\FPRN when the
>>>> F- Selector opens.

m>>> I think you are a bit confused about DEV_FPRN.DEV all you do is
m>>> put it in the auto app or what ever in the magic set up and forget
m>>> it.

DC>> This flies in the face of the readme file, which states that
DC>> printer output should be redirected to a file as has already been
DC>> stated.

SS> Hm!, i redirect it to the device.
Yep, I didn't state that, but it's what I mean, after setting the CPX to
print to a file you pick drive U: with fprn as the filename.

SS> My thinking is that its passed to the device as a data stream so its a
SS> virtual file, then this device passes it as its been taught to the
SS> printer.
As do the other devices in the U: folder I guess.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 4302. Vector conversion (X-Change)

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30583_please@no.spam.mail.here.mettav>
Source record: 126602

This message from lais@cs.man.ac.uk to All came in on a wing and a prayer...

l> Does anyone use the program X-Change from The ST Club? Is it any good?
l> I need to convert some Postscript files (%!PS-Adobe-2.0 EPSF-1.2 to be
l> precise) to some Atari format (CVG, GEM, etc.) but if there is another

It should convert EPS to CVG or OL format, according to the list of supported
formats.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4303. Re: Still got a DIM file laying around eating disk space

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30589_please@no.spam.mail.here.mettav>
Source record: 126603

FROM: SSweet@mettav.demon.co.uk
SUBJ: Still got a DIM file laying around eating disk space

>>> Are you sure its not an E-COPY file, that uses *.DIM images's.
>>
>> Dunno???

p> Yep, it's an E-Copy file. Is it just me, or are the menus on E-Copy
p> *remarkably* similar to the Magic Shadow Archiver ? :)

Glad you got it sorted out.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Your account has assimilated a large amount of interest,
please pay off your overdraft. Bank manager of Borg.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 4304. Re: WebSpace HTML browser: PPP layer sn

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30590_please@no.spam.mail.here.mettav>
Source record: 126604

FROM: SSweet@mettav.demon.co.uk
SUBJ: WebSpace HTML browser: PPP layer sn

RT> Like, for example, MicroSoft and one of their employees who moonlights?

Bill something or other??.

Shelf filler in tesco's down my way, mate of elvis.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I'd explain it to you, but your brain would explode.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4305. Re: SLM 804 'Not Detected'

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30584_please@no.spam.mail.here.mettav>
Source record: 126605

This message from maurits@bassment.demon.nl to All came in on a wing and a prayer...

>> This message from postmaster@bassment.demon.nl to All came in on a wing
>> and a prayer...
m>
m> Wow... this Internet is really amazing... :)
Isn't it just! (bg)

>> You don't say which host adaptor you're using, if it's one with a DMA
>> through port then you could try swapping the order of the devices round,
>> ie DMA-Host-SLM controller or DMA-SLM controller-Host.
m>
m> Well, I use it together with a Megafile. Swapping them gives a scary
m> result: If the megafile is in the thruport of the controller, it
m> doesn't work anymore. If the controller is in the thruport of the
m> megafile, only the printer doesn't work. This, together with the fact
m> that the Calamus driver doesn't work points to the scary conclusion
m> that the controller is indeed busted (or the cable is).

Unfortunately that seems to be the case, but make absolutely sure that you haven't got the in and out connections to the ports on the Megafile mixed up as well, that can cause some anxious moments.

>> If you've tried all the above, then I'd check the cable between the

m> I guess that's all that's left.. :(
If that checks out OK then someone might have a controller they don't want.

Also try the printer plugged into the DMA port on the ST without the hard drive connected to see what happens.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 4306. 1040 STe and TV!

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30588_please@no.spam.mail.here.mettav>
Source record: 126606

FROM: SSweet@mettav.demon.co.uk
SUBJ: 1040 STe and TV!

J> Just got a 1040Ste with a video jack on it.

Video jack!?, i think you migyt be confused with the RF modulator output,
this plugs in to RF in on the TV

J> I wanted to plug this into a TV. I tried plugging the video jack to the
J> video in jack on the TV but no luck.

This seems to confirm my suspicions.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I promise I wont, I didnt last time. :~)).

--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4307. Re: connecting falcon scc port to st rs-232 via null modem cable

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: fr_jacqu@mail.club-internet.fr
Message-ID: <fr_jacqu-0203970432160001@ppp75.hexagone.club-internet.fr>
Source record: 126607
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article (Dans l'article) <5f8qr4$gek$1@kurica.wt.com.au>,
davecook@wt.com.au wrote (�crivait)�:

> I'm wanting to connect my 1040sftm serial to the the LAN port on my Falcon
> (the modem port is already occupied by a modem).
>
> Looking at the pinouts for the falcon lan socket, doesnt give me any clear
> idea on how to connect the two together.
>
> Anyone know how I can do this?? Or if it is possible at all? I don't want
> to fry the serial chip on the falcon :)
>
> Cheers,
> Dave
>
> --
I believe many persons have tested to use LAN port. But this usage is not
documented even it is similar at keyboard port...I think it is easier to
connect the two cartridges port. They are easy to program for
communication. Parallel port (printer port) is bidirectionnal on Falcon
but not on 1040 STFM. Finally, ITOS LAN network (cable with program) is
certainly also a good solution but it is difficult to obtain.
Good Luck !

--
Dr. Fran�ois JACQUEMIN - French psychiatrist.
with a wonderful PowerMAC.

# 4308. MISC ATARI FS

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: David Berry <dberry@spork.callamer.com>
Message-ID: <Pine.GSO.3.95.970302163905.16995B-100000@spork.callamer.com>
Source record: 126608

COMPUTERS FOR SALE
(all prices + shipping)

Atari 800 Computer, RGB monitor, floppy drives,
printer and sofware REDUCED TO $125.00

Atari 400 $5.00 each
Atari 400XL $15 each
Atari 800 $10 each
Atari 800XL $20

Atari 5.25 FD's $20 each

Atari 3" dual floppy drive (amdek)
old style atari,15, and 25 pin connectors
and 12 disks $75/ offers

VIC HALLING (805) 528-1117 534-1117 (FAX)
Associated Enterprises
Computer Sales and Service
2781 Houston Drive
Los Osos, CA 93402

email
dberry@callamer.com
dberry@job.punk.net

```
___
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========================================
>-----._____________.-----<
(___) >_|_< (___)
| .-'_.-._`-. |
`----<_ '-___-` _>----'
```

David Berry
dberry@callamer.com
dberry@job.punk.net

# 4309. Re: Gemulator and TOS images

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: ut13@ab292.rz.uni-karlsruhe.de
Message-ID: <5fahgl$2fs$1@nz12.rz.uni-karlsruhe.de>
Source record: 126644

Tom Wilkinson (twilkins@solarwinds.com) wrote:
> As far as everybody knows, you MUST use Tos 2.06 with Gemulator Classic.
> Good luck finding one!
> Tom

Hello.
This is the first article from this tread I'm reading - the previous are not kept here anymore. I don't know what the question was, but I would ask everybody if they know something about the information above. I've tryed to use Gemulator Classic (I think 3.6?) with the TOS image TOS 1.02, but it hangs up and I didn't know why. The machine ist 486DX2/50, 4MB RAM (and I've tried with ramsize 512 to 2048K), and it has am ethernet card. I would like to know if I would det this combination working.
Bye.

Guentcho
--
Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997
Waldhornstr. 36, Zimmer B 303, 76131 Karlsruhe, Tel. 0721-377356
http://www.uni-karlsruhe.de/~ut13 (Last modified: 23.2.1997) ******

# 4310. FS Atari ST stuff +

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: herman@cet.com
Message-ID: <5fahg8$c6s@legends.cet.com>
Source record: 126645

Atari ST games for sale:

All games have original boxes and paperwork.

A.M.C.
Beverly Hills Cop
Championship Wrestling
Cosmic Pirate
Deja Vu II
Fast Lane
Galaxy Force
Global Commander
Guardians
Heavy Metal
Hot Rod
Imperium
Jug
Khalaan
Mean Streets
Metal Mutant
Midwinter
Off Shore Warrior
Paradroid 90
Power Boat USA
Prince
Red Lightning
St. Dragon
Star Blaze
Star Breaker
X-Out
Xiphos

$3.00 a piece or $40.00 for 26 games (plus shipping)

Books

ST Disk Drives Inside and Out
Flight Sim CoPilot
40 more Great Flight Sim Adventures

$4.00 a piece or $10.00 for the 3 (plus shipping)

Hardware (ST)

SM147 monitor $100 (plus ship)
mouse master $15 "
520 power supply $15 "

5 1/4 drive (IB) $15 "

*** Any offers may be considered ***

Want to Buy

Jaguar Games

Atari Karts
Bubsy Bobcat
Fever Pitched Soccer
I War
Missile Command 3D
Pinball Fantasies
Pitfall
Power Drive Rally
Ruiner Pinball
Sensible Soccer
SuperCross 3D
Troy Aikman Football
Zool 2
Zoop
Defender 2000
Breakout 2000

Baldies CD
Hoverstrike CD
Battlemorph CD
Jag CD Player

Email herman@cet.com

# 4311. Newdesk.INF > 4096 bytes ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: paz@wile.demon.co.uk
Message-ID: <857266922_OASIS_@wile.demon.co.uk>
Source record: 126646
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

Hi fellow Motorollas :))

Has anyone found a way around the 'System out of memory' bug when you've got a Newdesk.INF file that's bigger than 4096 bytes ?

It's *really* getting on my nerves now and, yes, I *really* do need to have that many Applications installed and my Desktop covered in Icons :))

Thanks,

See Ya,
Paz.

--

16 line .sig snipped to keep the '4 line .sig' brigade happy.
OK, Frank ? ;-))

# 4312. Re: Atari st Tos

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970302022024578173@pwomar.demon.co.uk>
Source record: 126647

<chewy@erinet.com> wrote:

> Could someone please post Atari st tos rom 1.0 or above?

No.

This isn't a binary group. If you want a copy of it then you must own
it the licence to use it and you can copy it from your own roms, if you
don't own it/have a licence then you can't have it.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4313. Re: Gemulator and TOS images

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: ut13@ab292.rz.uni-karlsruhe.de
Message-ID: <5fap8m$4f5$1@nz12.rz.uni-karlsruhe.de>
Source record: 126648

That's what I wrote:
Guentcho Skordev (ut13@ab292.rz.uni-karlsruhe.de) wrote:
> Tom Wilkinson (twilkins@solarwinds.com) wrote:
> > As far as everybody knows, you MUST use Tos 2.06 with Gemulator Classic.
> > Good luck finding one!
> > Tom

> Hello.
> This is the first article from this tread I'm reading - the previous are not
> kept here anymore. I don't know what the question was, but I would ask
> everybody if they know something about the information above. I've tryed to
> use Gemulator Classic (I think 3.6?) with the TOS image TOS 1.02, but it
> hangs up and I didn't know why. The machine ist 486DX2/50, 4MB RAM (and
> I've tried with ramsize 512 to 2048K), and it has am ethernet card. I would
> like to know if I would det this combination working.
> Bye.

It hang up this way: the screen was blank and after a minute or so it bekame
black. I didn't see another change after that.
I've tested Gemulator with magic_pc.os from the Magic_PC.demo, but it
doesn't work either. It says about a program crash. BTW, the Gemulator says
there are "ROMS detected on 1 card at port $240) although i don't have any
(see above).

Is it true Gemulator Classic woudn't work without a hardware card??? I hear
it for the first time. But i haven't also seen the program running without
it.

Guentcho
--
Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997
Waldhornstr. 36, Zimmer B 303, 76131 Karlsruhe, Tel. 0721-377356
http://www.uni-karlsruhe.de/~ut13 (Last modified: 23.2.1997) ******

# 4314. Re: How? Limit memory under MagiC Mac 1.2.5

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: fr_jacqu@mail.club-internet.fr
Message-ID: <fr_jacqu-0203970420220001@ppp75.hexagone.club-internet.fr>
Source record: 126649

In article (Dans l'article) <5f8mhd$jbj@ash.ridgecrest.ca.us>,
mgrove@owens.ridgecrest.ca.us (Michael Grove) wrote (�crivait)�:

> I finally was able to obtain an application that
> I have wanted since I had seen it advertised in
> STart many years ago. I have been running Dynacadd
> V2.04.06 under MagiC Mac with pretty good luck.
> You can print out through the serial port direct
> without problems. There is no driver for my Stylus
> Color, but the Epson LQ driver gets a black and
> white drawing out with good quality. Dosen't like
> multasking mode. The main problem is that it hogs
> all the ram, and dosen't release it upon exit. I
> tried limitmem, but that didn't work. This version
> of MagiC dosen't allow (or have) the limit memory
> option in the install application drop down menu.
> I tried loading a few apps before start Dynacadd
> but that didn't make any difference.
> Is there a way to limit the amout of ram it takes
> upon start up?
>
>
> Thanks
>
>
> Mike

I think it is possible to limit the amount of memory with new version of
Magic MAC. I think you can use drivers vdi with Powerprint and parallel
port.

F. Jacquemin

--
Dr. Fran�ois JACQUEMIN - French psychiatrist.
with a wonderful PowerMAC.

# 4315. Re: DLLs for Atari?

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: dsb@news.cs.duke.edu
Message-ID: <5farbd$h8o$1@hal.cs.duke.edu>
Source record: 126650
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

From the Holy Book of <E6Br2o.4Iv@novice.uwaterloo.ca>
as spake by atwareck@novice.uwaterloo.ca (Art Twarecki) :

>You may want to look at MiNT--it may have support for shared libs.

Unfortunately not. That's one of the things that gets suggested about
every six months or so on the MiNT mailing list; usually, it gets as far
as determining that it will require modification to the compiler to
generate the shared library and stub calls thereto before petering out.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1997 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

# 4316. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30523_please@no.spam.mail.here.mettav>
Source record: 126651

*Hi Michael*, on 27 Feb 97 you wrote: ...respect, brethren

m> I know that System Solutions offers a "freshen-up" for NVDI 4r3 to r6
m> for free, but Toad is charging $20.00 for this

Does anyone have a README of the changes to this? Is there anything worth
upgrading for if you aren't a version number freak?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 4317. FS: (US) Monitor Master switchbox - $15

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: lmcclure@aristotle.net
Message-ID: <5fb77n$24g@socrates.aristotle.net>
Source record: 126652

Practical Solutions Monitor Master switchbox for using switching between both monochrome (i.e. SM124) and color (i.e. SC1224) monitors on Atari ST/STe.

Also provides RCA jacks for audio output (from all ST/STE's) and composite video (from STE's and video modulator-equipped ST's).

$15, including shipping within the U.S.

lmcclure@aristotle.net

# 4318. Re: Gemulator and TOS images

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E6ELz7.C06@iglou.com>
Source record: 126653

Fred Horvat (aa778@cleveland.Freenet.Edu) wrote:

: Gemulator Classic ver 3.6 only works with a TOS board. Gemulator
: 96 can run without a TOS board. Unless you have figured out a way to
: patch Gemulator, you are using the wrong software.

Not quite. The Classic works with and without a TOS board. To make it work without the TOS board, you need to have the TOS images in the same directory as the Classic. Richard Karsmakers and I have been writing a FAQ for the Gemulator for awhile.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 4319. Re: Gemulator and TOS images

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E6EM6J.C6r@iglou.com>
Source record: 126654

Guentcho Skordev (ut13@ab292.rz.uni-karlsruhe.de) wrote:

: It hang up this way: the screen was blank and after a minute or so it bekame
: black. I didn't see another change after that.
: I've tested Gemulator with magic_pc.os from the Magic_PC.demo, but it
: doesn't work either. It says about a program crash. BTW, the Gemulator says
: there are "ROMS detected on 1 card at port $240) although i don't have any
: (see above).

Some TOSes won't work with Gemulator. I've tried various versions of 1.0, including a Swedish version someone sent me. All caused the Classic to crash with an error 15. I've not yet done it with 1.02, 1.04, or 1.06, or 1.62 yet, though I will. It seems to work best with 2.06. I saw a listing of what TOSes will work with it, but seems I can't find it now.

: Is it true Gemulator Classic woudn't work without a hardware card??? I hear
: it for the first time. But i haven't also seen the program running without
: it.

It's not required. It searches for it, yes, but it doesn't require it. If you have the TOS ROM renamed as MAGIC_PC.OS, and in the same directory as the Classic, it will use that. For the 96, from what I've heard, it has to be in the root directory, I believe. I've run the Classic enough times to get to know it.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 4320. FS: NeoDesk 3.0 and NeoDesk CLI

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: jpasquini@aol.com
Message-ID: <19970302074400.CAA28347@ladder02.news.aol.com>
Source record: 126655

I have NeoDesk 3.0 and NeoDesk CLI for sale. Asking $20+shipping for the package. Excellent condition.

# 4321. FS: Atari reference books

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: jpasquini@aol.com
Message-ID: <19970302075300.CAA28839@ladder02.news.aol.com>
Source record: 126656

I have two reference books from Abacus for sale:

-- GEM Programmer's Reference
-- ST Internals

Asking $12+shipping for each or $20+shipping for the two.

# 4322. Free MIDI Sequencer

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: Rolf Nilsson / RONI MUSIC <roni@mbox317.swipnet.se>
Message-ID: <331932A9.729A@mbox317.swipnet.se>
Source record: 126657

Hello,

Roni Music Home Page offers free down load of the Sweet Sixteen MIDI
Sequencer for Windows and Atari computers.

Sweet Sixteen is a comprehensive and powerful MIDI sequencer for
PC/Windows and
Atari ST/STE range of computers.
Sweet Sixteen offers Piano Roll, List and Transform edit pages as well
as a
dedicated Mixer page you can use for your favourite synthesizer.

Two versions are available:
1. A demo version which is a complete version of Sweet Sixteen with all
file saving disabled.
2. A "lite" version which lets the user save files but certain other
functions are disabled.

Check it out at: http://home1.swipnet.se/~w-11396

--
---
Rolf Nilsson / Roni Music <roni@mbox317.swipnet.se>
Nybogatan 21, S-212 32 Malmoe, Sweden
Phone: +46-40+494411
URL http://home1.swipnet.se/~w-11396

## 4323. FS: Atari Planetarium

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: jpasquini@aol.com
Message-ID: <19970302074400.CAA28344@ladder02.news.aol.com>
Source record: 126658

I have Atari Planetarium for sale. Asking $10+shipping.

# 4324. FS: Star Trek: The Rebel Universe

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: jpasquini@aol.com
Message-ID: <19970302074400.CAA28340@ladder02.news.aol.com>
Source record: 126659

I have Star Trek: The Rebel Universe for sale. Excellent condition.
Asking $10+shipping.

# 4325. FS: Atari 1040STe

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: lr172@aol.com
Message-ID: <19970302083100.DAA00780@ladder02.news.aol.com>
Source record: 126660

FS: 1040STe, used 2 times since new. Includes all documents, atari
language
disk, all cables, original mouse, original box. Computer is mint,
definitely
the newest 1040 around. $150 + Shipping. E-mail LR172@aol.com

# 4326. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <33193BFA.3CEE@ooc.de>
Source record: 126661

Gary Priest wrote:

> Oops. Of course I meant HDDriver 6!!! Silly me :)

With HDDRIVER 6 using a ZIP is plug and play. Of course you need the
appropriate cable. With HDDRIVER 6 you're not only able to use the ZIP
like any other removable drive but you also have support of the ZIP's
unique read/write protection features.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 4327. Re: Newdesk.INF > 4096 bytes ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: savarez@connectum.skurup.se
Message-ID: <857295912_OASIS_@connectum.skurup.se>
Source record: 126662

In article <857266922_OASIS_@wile.demon.co.uk>
paz@wile.demon.co.uk (Mark Parry) said:-

>
>Hi fellow Motorollas :))
>
>Has anyone found a way around the 'System out of memory' bug when you've got a
>Newdesk.INF file that's bigger than 4096 bytes ?

There is text file 'TOS survival kit' or something if the sort, which
describes this maximum limit.
I've tested it rather thoroughly.
There seems to be a maximum number of icons on the desktop as well!

There is one solution:

Use 'GEMRAM' + SHBUF'.
These can be found on most Atari archives.
SHBUF allocates an amount of memory for desktop info.
The catch is, it needs GEMRAM.
GEMRAM loads GEM into RAM.

Another solution:

Use an alternative desktop, like 'Thing'.
Quite exellent!
Really improves your user interface as well.

--


---
E-mail: savarez@connectum.skurup.se
Homepage: http://www.skurup.se/~savarez/

Claes Olsson ------------------------
Musketorgatan 11B My computer system is an
S-212 43 Malmoe Atari Mega STE 4MB
Sweden ------------------------
Phone: 040 - 18 54 97
---

# 4328. 16 meg Falcon FS

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: michaelk@pacifier.com
Message-ID: <5fbglf$91f$1@news.pacifier.com>
Source record: 126663

Atari Falcon 030 TOS 4.04
16 Megs Ram (factory upgrade)
84 meg IDE Hard Drive
Bass boost & Input gain "fixes" to audio jacks
Mouse Included
Compo Digital Audio Interface : allows high quality digital recording
via DSP Port with included software -- record direct from cd or use your DAT
Deck
Midi Cables

Software:

(manuals included)
Dr. T's KCS OMEGA
MusicoM: Compo's Hard Disc recording software -- can record to IDE Drive
Photo Show Pro 2.31
Image Copy 4.0
Stalker
Falcon System Discs
True Paint
Diamond Back III
Pagestream

& more...

Best Offer over $500

Buyer pays all shipping costs

BTW: I live in Vancouver, Washington NOT Canada

# 4329. Multi Saver

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: firebird@wildnet.co.uk
Message-ID: <5fbnnl$g03@newshost.wildnet.co.uk>
Source record: 126664

Do you own a Falcon 030?
Do you own MagiC,Geneva or MultiTOS?
Want a screensaver that plays an MPEG movie and .MOD file of
your choice AT THE SAME TIME?

Then you need....

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% %
% Multi-Saver The Multimedia Atari Falcon Screensaver! %
% %
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Version 1.00 is FREEWARE and has the following features...

* Works under MagiC,Geneva or MultiTOS
* Supports MPEG video playback
* Plays standard 4 channel .MOD files
* Supports Random Selection from a list of .MPG and .MOD files
* Works eith ExtenDOS.PRO so you can play .MPG's and .MOD's from CD!
* This version is FREE!!

Available from...

* ftp.cnam.fr (file name M_SAVER.ZIP 168K )
* By UUEncoded e-mail from: firebird@wildnet.co.uk (length 234K )
* By UUEncoded e-mail from: allfree@cruzio.com

Remember,version 1.00 is FREEWARE so what have you got to lose?!!
All we want are bug reports and feedback!!

E-mail either: firebird@wildnet.co.uk or allfree@cruzio.com for more
info!

**********************************************************************
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* / /_/ /_/ / /_/ / /_/ / /_/ / / / / / /_/ / __/ / Falcon 030 *
* ___'____/___,____ /_/__,_/_/ /_/____/___/_/ Jaguar 64 *
* _____/ *
* _____ *
* | ** E-Mail: firebird@wildnet.co.uk | *
******| Home Page http://www2.wildnet.co.uk/~firebird/index.htm |******
**********

## 4330. atari laser printer???

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: mark.darbey@virgin.net
Message-ID: <33195d15.865123@news.virgin.net>
Source record: 126665

Hello anybody,
Can you tell me if its possible to use my ATARI laser printer with an
IBM PC ?
If so how can i set this up...?
Thanks Anj..
cheers,
mark
m/cr

# 4331. Re: Atari ST tos roms

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: tivegas <tivegas@ix.netcom.com>
Message-ID: <01bc26bf$3c15c540$cfde23c7@condor>
Source record: 126666

Sure i would be glad to, i know what a pain it can be to aquire such a
warez
tivegas

chewy@erinet.com wrote in article <3318a6ed.6459125@news.erinet.com>...
> Could anyone please send me copy of ST tos roms, ver. 1.0 or above?
>
>
> chewy@erinet.com
>

# 4332. Updated HTM-editing software by M Jaap

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: Mille Babic <mille@tripnet.se>
Message-ID: <01bc26f1$417fce40$131364c3@mil2>
Source record: 126667

Hi all!

There's updated (Feb/Mars) web-editing software by Matthias Jaap at:
http://www5.tripnet.se/~mille/english/jaapan.html

and of course at his own homepage:
http://www.hh.schule.de/hhs/mjaap/indexe.htm

Best Regards

Mille Babic
eMail: mille@mail5.tripnet.se
http://www5.tripnet.se/~mille (English, German, Swedish, Croatian)
Atari Falcon CPU40MHz:DSP50MHZ (12MB RAM 540MB+1.0GB HD)
N.AES Operative System with MiNT Kernel and N.Thing Desktop

# 4333. Re: New version of PaCifiST - the ST emulator available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: !ynoT
Message-ID: <331e71b0.8214678@news.airtime.co.uk>
Source record: 126668
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

On Sun, 02 Mar 1997 09:11:41 GMT, Neeps@neeps.com (Aengus Jankowsky.)
wrote:

>Check out the official webpage at
>
>http://wwwperso.hol.fr/~gidouin/pacifist.html

I have the full version of gemulator using MagiC503
I Also use the demo version of gemulator that uses a tos206img
I have TostoWin installed as well

Last night I installed Pacifist :), all the emulators seem equaly
good at running GEM programs....with gemulator only catching up on
speed if run in directx full screen, this is on a dx 4x100

But ho joy at last, pacifist is an emulator that actualy runs most
games, unlike the other two, bit of a bugger to set up at first but
the program is in its infancy?, but it works on every game I have made
and runs the game I am currently makiing for the ST, all at remarkably
simmilar speeds, and it uses the joypad...blimey, this puts Pacifist
well apart from the rest...seriously, I have the others and have them
working perfectly, but pacifist wipes the floor with them for games:)

I have tried it with tos206 img, and a foriegn<?> tos 1.4 img, going
to try and get a 1.62 img today...

>or try my page (supposedly faster)
>
>http://www.iol.ie/~ajankows/st/pacifist.html
>
>I have put up some new software as well as a little program by myself
>called AssiST which make configuring PaCifiST a bit easier!

Well this saves me emailing you personally, yes THANK YOU for the
assist prg, very helpfull and I use it all the time for setting the
boot disks as F10 swapping during emulation does not work for me, your
prg is very handy :)

For GEM apllications all the emulators are about the same.. but for
games IMHO Pacifist wins hands down :))), can't wait for sound?

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info

---
You're too distrustful of humans - Dick - 3rd Rock....

# 4334. Re: REQ: Atari ST tos roms

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <331994d42e9fd0@sn.no>
Source record: 126669

On Sat 01-03-97 22:04, chewy@erinet (chewy@erinet.com) wrote:

>Could anyone please send me copy of ST tos roms, ver. 1.0 or above?

Nope!
You have to *buy* it. TOS isn't public domain.
In fact I believe the rights to TOS have been bought by C-Lab or someone
from Atari.
Contact your Atari dealer for prices etc.

Hallvard

--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4335. Re: New version of PaCifiST - the ST emulator available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: ut13@rzstud2.rz.uni-karlsruhe.de
Message-ID: <5fc62b$n3b$1@nz12.rz.uni-karlsruhe.de>
Source record: 126670
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

"Not enough memory." Anybody seen a similar message while trying to start
the program?

I'd be glad to hear some helpful information about it.

Guentcho
--
Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997
Waldhornstr. 36, Zimmer B 303, 76131 Karlsruhe, Tel. 0721-377356
http://www.uni-karlsruhe.de/~ut13 (Last modified: 23.2.1997) ******

# 4336. Re: Infocom Games Needed

Newsgroup: comp.sys.atari.st
Date: 1997-03-02 00:00:00 UTC
From: hoggett@airtime.co.uk
Message-ID: <1123.7000T731T1291@airtime.co.uk>
Source record: 126671

Richard Wegner wrote:

>On Wed, 19 Feb 1997, Freddie Bingham wrote:

>> Hi,
>> I need 4 games to complete my Infocom collection. I need complete
>> versions please. If you have some extra to part with please send me
>> email!
>>
>> Stationfall
>> Nord & Bert Couldn't Make Head or Tail of It
>> Border Zone
>> Sherlock Holmes

>Sherlock Holmes? I never heard of that one by Infocom. I only have the
>other three from the Infocom CD collections and I am keeping those.

It was called "Sherlock: The Riddle of The Crown Jewels" - and it
should still be available on Lost Treasures of Infocom II or the
recent Masterpieces of Infocom CD. Check out the Activision home
page for more details. There's no Atari specific interpreter on
this CD so you'll need something like JZip to play the game. You
can get this at ftp://ftp.gmd.de/if-archive/infocom/interpreters/zip/

There are many more adventures on this site, many written with
Inform or TADS, all playable on Atari machines. Have fun!

---
Bill Hoggett (aka BeeJay) <hoggett@airtime.co.uk>

IF GOD IS LIFE'S SERVICE PROVIDER WHY HAVEN'T I GOT HIS I.P. NUMBER ?

# 4337. MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5fe5je$ej4@due.unit.no>
Source record: 126522

I just had a look at ASH's homepage, and found their answer to Draca's "MagiC hate page". One of the first things I noticed was that ASH accused him of piracy, the "evidence" was that he had changed the system-font!

The interesting thing is their answer to Draca's statement about MagiC's (Version 4) poor stability:

"This problem occurs in MagiC 4.0 because the buffer for drives is too small. If someone has a lot of partitions/drives it happens that the system stack gets an overflow. It can be changed in the MagX.INF file. It is fixed in later versions."

(The strange this is that they state that MagiC 5 has the same problem...)

This is interesting, because when everytime I've seen this discussed in this newsgroup (Mostly about MagiC being unstable on Falcons.) one of MagiC's developers tells us that it's the Falcon that's faulty, not MagiC. Finally somebody has admitted that the problem actually exists!

They also claims that the long (Extremely long.) bootup only occurs on Falcons without IDE-drives, and that MagiC does not look for a boot-drive (I guess they mean boot-floppy because that's what Draca talked about.). So why does MagiC wait forever if there's no floppy in the disk-drive? This is very annoying, as I (And I guess most people) doesn't like to have a floppy inserted when I power up my Falcon. Viruses is no longer a problem, but disks may be trashed if they're inserted when the computer is swithced on. At least my STE did this a lot.

The last thing I have to comment is ASH's answer to Draca's problems with MOD-players:

"MOD file players modify the interrupt level. That causes an NVDI problem.With NVDI preset the interrupt level can be changed."

Perhaps, but I have no problems with MOD-players except when I use MagiC. N.AES+NVDI is fine, Geneva (Demo.)+NVDI is fine, TOS+NVDI is fine, MagiC+NVDI doesn't work, MagiC doesn't work. It's not NVDI's fault, it's MagiC's DSP-handling that's buggy. Stuff that writes directly to the hardware generally works fine, if they use xbios to access the DSP it's a lot more unstable.

The rest of ASH's answers was generally sensible, except for a couple of arrogant comments ("Blame the application then.", "Right, forget Prism Paint.").

The MagiC Hate Page is located at http://www.orient.uw.edu.pl/~conradus/docs/maghat.html, while ASH's answer

can be found at http://members.aol.coom/ashinfo/mhate.htm

Jo Even Skarstein

# 4338. Oasis Dynamic IP Problem

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: csilver@kendaco.telebyte.com.Spam.Th.is
Message-ID: <5fe362$ts9@news.telebyte.com>
Source record: 126523

Hi All,

A friend recently switched from a SLIP account to PPP. However, he can no longer get Oasis to connect. The SLIP acc had a static IP and now he has a dynamic IP with PPP. I've never used Oasis, but I know many do with a dynamic IP address. Anyone know the proper procedure to grab the IP on login? Thanks for any info.

Charles

```
___ __
|~~\_____/~~\__ |
------------------------------------ |___ ------ )-+
csilver@kendaco.telebyte.com 0'--- ~~~| /~~ |
------------------------------------ (*)
```

# 4339. Fujitsu 810meg IDE Installed

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: csilver@kendaco.telebyte.com.Spam.Th.is
Message-ID: <5fe39l$ts9@news.telebyte.com>
Source record: 126524

Hi All,

I just installed a 2.5" Fujitsu 810meg IDE in my Falcon. The model number is: M 2713 TAM. I would recommend this drive to anyone replacing or upgrading a smaller drive, such as a 84meg Conner. This drive is just as fast as my SCSI. HOWFAST rates it at 1800 to 2000kps read. I formatted it with AHDI. Very quiet too...

C'est la Vie,

Charles

```
___ __
|~~\_____/~~\__ |
------------------------------------ |___ ------ )-+
csilver@kendaco.telebyte.com 0'--- ~~~| /~~ |
------------------------------------ (*)
```

# 4340. FS: Atari TT030 (no HD), ST RAM, Syquest, Software

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: Joe Bresler <joe@rockridge.com>
Message-ID: <01bc27b4$26886200$309b9ccc@joe.poppe.com>
Source record: 126525

Make me an offer:

The TT030 doesn't have a hd, but otherwise, is just the way it came from the factory. I've also got some RAM upgrade boards, SIMMs, and some software. No monitor.

via email:
jbresler@best.com

# 4341. Lexmark Printer on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5fdusa$cvt@einstein.ebicom.net>
Source record: 126526

Aloha...
I recently aquired a Lexmark Color printer with a PC I got for my
wife. I'm wondering if this can work on a Falcon...
I've no idea what "printer language" this thing uses...as the only
docs that came with it was a tiny little plug and play phamplet for
hooking it to a windows PC. It is a desk jet type printer so maybe with
luck it'll work under Bubble Jet or HP Desk Jet drivers...just wondering
if anyone has made it work...
BTW, I do have both NVDI 2.5, and Speedo GDOS...

Thanks,
Brian

# 4342. Best way to network Falcon & PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5fdv0n$cvt@einstein.ebicom.net>
Source record: 126527

Anyone know of a good /fast/ way to network a Falcon and PC together? I'm thinking a TCP/IP connection of ethernet or something similar would be the best...any ideas on how I can do this? I've noticed the Falcon has a LAN port on it...is there a way to make this talk TCP/IP via null cable straight to the PC?

Thanks,
Brian

# 4343. Re: Cubase Audio Disks

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5fe18g$drq@einstein.ebicom.net>
Source record: 126528

Hey guys...
If you don't have the manual for version 2.00 or higher...
I suggest you just buy the upgrade from Stienberg for $99 plus shipping.
It is the complete upgrade from version 1.?? to 2.06, includeing quite
a bit of extra docs (for all the added score ability, new functions to
DSP mixing, and new things in the off-line sample editor. So far,
it's the only way I can find to get everything, and make it work!
I've been beating around the net for months now trying to get
a working 2.06 version with no avail, so I'm ordering the complete
upgrade so I know I've the correct MROS, Score Module, Mixer Maps, and
so on. Plus, It'll be nice to have docs to all the new stuff. I don't
like having to blow over a-hundred bucks to do this...but I guess everyone
out there who has upgraded from version 1 to version 2 has had to do this
in order to get the docs (unless the copied it from a friend).

Good luck...
And if you'd like the number to order the upgrades from email me and
I'll look'um up for you (they're hidden away in my studio at the moment
or I'd be posting them now). This upgrade requires you to send them
your serial number if you can find one (mine didn't have one because I've
upgraded it over the net several times [at least "I" couldn't find it]) or
fax an image of your manual, dongle, CAC, or some other proof of purchase.

Brian

# 4344. Re: Best way to network Falcon & PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5fe8im$gfv@due.unit.no>
Source record: 126529

Brian Roland (bjr@Edison.EbiCom.Net) wrote:
: Anyone know of a good /fast/ way to network a Falcon and PC together?
: I'm thinking a TCP/IP connection of ethernet or something similar would
: be the best...any ideas on how I can do this? I've noticed the Falcon

MiNT and MiNTnet is currently the only option if you want to use TCP/IP
and/or ethernet. MiNTnet has drivers for several ethernet-cards, you can
also use NFS. There is a ethernet-card for all Atari's (Connected via
the SCSI/ACSI-port.) under development, it's supposed to
have drivers for TOS/MagiC and MiNT. Also, STiK 2 is under development
with possible ethernet-support. But right now MiNTnet is the only
(practical) solution.

: has a LAN port on it...is there a way to make this talk TCP/IP via null
: cable straight to the PC?

Perhaps you can connect the Falcon's LAN-port to one of the PC's
serial-ports? You'll need a special cable though, the easiest way is just
to get a modem-cable for Mac and modify it slightly. But why do this,
normal PC's can't go beyond 115200 anyway so why not just use the normal
serial-port?

Jo Even Skarstein

# 4345. Re: Falcon IDE drive speed

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: miitervo@jypoly.fi
Message-ID: <5fe86i$lid@mordred.cc.jyu.fi>
Source record: 126530

In article <5fae5u$c8q$1@news.sas.ab.ca>, dest@freenet.edmonton.ab.ca says...
>I just reformatted my Falcon hard drive (Quantum GLS85). When it was
>empty, ICD's RateHD gave rates up to 1063 K/s at 19ms. After copying back
>all the files, RateHD reports about 150 K/s at 17ms.

I've noticed the same thing on several 2,5" IDE drives on Falcon. I don't know
if it is the rate programs or something else. But it still seems like it isn't
that slow during the actual use, but it is really a bit annoying after seeing
the results. I wouldn't really worry about it too much

Take Care, Miika

e-mail: miitervo@jypoly.fi

# 4346. Re: ST-Guide 1.5

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: Alain-Pierre DERENNES <Derennes@mot.enst-bretagne.fr>
Message-ID: <331AB38C.3267@mot.enst-bretagne.fr>
Source record: 126531

Martyn Tidd wrote:
>
> Hi Derryck
>
> please@no.spam.mail.here.mettav wrote:
>
> > e> Does anyone know where I can FTP an English version of ST-Guide v1.5?
> > e> I believe it's available but can't find it anywhere.
> >
> > http://www.cix.compulink.co.uk/~inactive/
> >
> > Regards, Derryck
>
> OK, thanks for that :-)
>
> Regards
> Martyn

Hi,
Is the URL above correct? I never success to reach it. Maybe open only at some hours!

Regards.
--
**********
Les infos ci-dessus, autres que professionnelles, ne peuvent engager mon employeur
**********
Alain-Pierre DERENNES
Ing�nieur d'Etude Charg� de Communication au
T�l�com Bretagne
Technopole Brest Iroise Groupe Manche Atlantique de Plong�e (GMAP)
BP 832 1er �peron port de commerce

29285 BREST Cedex 29200 BREST
Tel: 02 98 00 14 76 Tel: 02 98 43 15 11
Fax: 02 98 00 13 43 Fax: 02 98 44 68 80
**********

# 4347. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E6GrM4.9A8@gazette.stortek.com>
Source record: 126532

In article <19970227040145507259@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>Magnus Kollberg <emwoll@emw.ericsson.se> wrote:
>
>> And what about all those companies that doesn't excist anymore? Can someone
>> realy still claim the rights for it? Maybe they can, I have no idea, but
>> it could be worth looking into.
>
>If the compnay ceases to exist, then surely all claims to copyright are
>void, right? Wrong, they revert to the original opyright holder - the
>programmer. So, contact the programmer (a lot are still about, mostly on
>other plaforms), and ask if it can be released free for all.
>
>ATB, Frank.
>
Very few games are the work of only one person. If what you say is true, only the code rights would return to the programmer. assuming there is only one, which often isn't the case. Most companies reuse their routines, which make them the property of the company. You would have also have to contact the graphics artist(s), the music composer(s), the scenario writer(s), the animation animator(s), whatever, etc...

Besides, when you work in a company you usually sign an agreement to lose all your rights to inventions, creations, etc, that all become irrevocable property of the company.

I sincerely doubt the programmer has the rights to an entire game. If a company ceases to exist, the rights are usually bought by someone or given away to the guys the company owned money to. Most of which don't even know what an Atari is.

Nicholas Bales, Toulouse, France

# 4348. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: !ynoT
Message-ID: <3320a630.4250446@news.airtime.co.uk>
Source record: 126533

On 3 Mar 1997 01:10:57 GMT, "tivegas" <tivegas@ix.netcom.com> wrote:

>First of all, it's not illegal to preech pro piracy, Sense when has freedom
>of sppech become against the law. Yes piracy is wrong but that doesn't
>mean we can't discuss it!

I agree...I do NOT agree with your views, but you do have the right
to express them....you will find most of the people who complain to
you have free speech symbols on there web pages? hmmmmmmmmm

>> >2 cents... Anyway how is someone supposed to evaluate these emulators if
>> >they don't have the images!!! If that's the case then don't put out any
>> >demos!!!!

hahah your in the wrong house.ATARI emulators are NOT ATARI software
..they are designed to run on other platforms, mostly the PC, why
complain to an ATARI newsgroup about a peice of PC software? ...thats
just mindless ranting...not free speech?

>> pro-piracy articles. If not, keep your conversations private. No one
>> complains about what they don't know about. A word to the wise should be

The guy is talking about ATARI ST ..... but we dont like what he is
saying so lets stop him hey ??????...

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 4349. Strange problem on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: Julien BARRET <96193416@brookes.ac.uk>
Message-ID: <331AB6F5.C6A@brookes.ac.uk>
Source record: 126534

I have a strange problem with GEM objects redraw on my Falcon.
When my Falcon is cold, Sometimes (i.e not every times, but quite often)
it stuck while drawing GEM objects (e.g menus).
For example when I play to triple yahoo, it fails while drawing the
dices after a roll. Or when I use WinRec, it stucks when I open a menu,
or when I run a program it strucks while drawing the menu bar.

But this do not occurs each times! I mean, it could perfectly works for
5 minutes and then crash.

But all the problems disappear after 25/30 minutes and then the computer
works perfectly.

Do somebody have an explanaition ??

Actually my Falcon is fitted with a 40Mhz speeding card (Centurbo 1) but
all the problems decribed above occurs in both modes (16 & 40Mhz).
A friend of mine told me that my problem was due to a ROM communication
problem... is this possible ? How can I fix it ?
I tougth about speeding up the ROM access with the little hard patch
which consists of strapping two solding point on the left part of the
mother board (just below the extension port).

IS this could be a solution ? Or is this could create even more problems
?

Thanks for any help or advices.

Julien.

96193416@brookes.ac.uk

# 4350. Re: Warez

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <331aba5f.11801904@news.demon.co.uk>
Source record: 126535

On 3 Mar 1997 08:52:34 GMT, tivegas@aol.com (TIVEGAS) wrote:

>
> Hey get people kicked off thier online service, like there isn't a
>thousand others to join.

And get kicked off them too?

> St format SUCKS!

It doesn't even exist any more, and what's that got to do with anything anyway?
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4351. Re: KP SACK (was Re: XaAES 0.6 : Foreign client error and mouse doesn't move)

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5fec56$t6s@m1.cs.man.ac.uk>
Source record: 126536

In article <yvvafoqhbj9.fsf@emw.ericsson.se>, Magnus Kollberg <emwoll@emw.ericsson.se>
writes:
>jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>
>>
>> >Well, as I have done my own code (based on yours ofcourse) I only have
>> >to add one line of code to get sound effects (okey 2 lines, one
>> >more at startup to load the sound). :-)
>>
>> Ah, you'll only have done part of it, I guess. :)
>> Have you got any .SAA files? :-)))
>
>Opps, sorry. I don't use SAA files at all. I just play the sound.
>Not that exciting.

Hehehe... well, its using waveplay(). :)
.... but its not using the WavePlayMacro() call for app/system sounds... :)

>> >Do you ask me? I have no idea when it will be available. :-)
>>
>> Hehehe... no, I was just being vague... I'm waiting for a response to an
>> email before definate release of version 1.0 (which is complete).
>
>Copyright problems?

sort of... Should be ok though. :-)
(just got to fax JTS...:)

>> Version 0.5 is definately going to be available on friday if V1.0 isn't.
>> (the only thing remaining to be done to either version is drawing an icon)
>
>Hehehe.. I'm very good on doing icons. ;-)

hehehe... :-)

Actually, the icon is done now, but a bug has appeared. :-/

SACK (both versions) work 100% on my Falcon, but do not seem to like the MegaSTE's
that it has also been tested on... :-/

Anthony

--
-------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4

mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
Arse. KP Sack is complete, but we cannot distribute it yet...
-------------------------------------------------------------------

# 4352. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5fec7j$t7t@m1.cs.man.ac.uk>
Source record: 126537

In article <857070920_OASIS_@ping.be>, Martin.Byttebier@ping.be (Martin Byttebier) writes:
> In article <3315C2B0.1DC2@cadvision.com>
> Keith Brooks <newhoriz@cadvision.com> said:-
>
>>I've downloaded Thing v1.00 and v1.09 but neither is in English. I take
>>it you're all either living with German menus or you're using v0.59?

>Thing 1.09 DOES exist in English, at least for those who have a
>subscription with disk for Atari Computing, which is BTW an excellent
>magazine.

And it has also been uploaded to Hensa! (didn't think this was still being
updated...)

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
Arse. KP Sack is complete, but we cannot distribute it yet...
---------------------------------------------------------------------

# 4353. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E6Gu3H.AFK@gazette.stortek.com>
Source record: 126538

In article <857195472_OASIS_@swampdog.demon.co.uk>, guy@swampdog.demon.co.uk wrote:
> In article <33192959.3937072@news.demon.co.uk>
> damien@jetman.demon.co.uk (Damien Burke) said:-
>
>>On Thu, 27 Feb 97 19:23:06 GMT, guy@swampdog.demon.co.uk (Guy Harrison) wrote:
>>>If you do manage to get an agreement with an author then there's
>>>always the possibility they can tell you how to disable it?
>>
>>Highly unlikely. Time goes by, source gets lost, disks go bad.
>>Memories fade!
>>
>>It is likely that cracked versions of games will be the way to go with
>>this; raising that problem with authors is going to be an interesting
>>one.
>
>Too many problems with that, not least of which is an author may not
>wish to be associated with code which _might_ cause damage of some
>sort - data loss, virus etc due to the "crack". In agreeing they could
>also be accused of condoning the use of pirated stuff. It's a bit of a
>no go situation imo.
>

If I was an author, I would not accept to see cracked versions of my programs floating around. Who can guarantee that the code hasn't been tweeked to make the game easier, change text inside it, cheat modes, etc ? Those things are part of the game, and that would be, for an author, like painting moustaches on Mona Lisa and saying it's Leonardo Da Vinci's painting.

>>Or how about cracking original copies ourselves - it isn't that
>>difficult.
>
>I thinking about that approach but working to it backwards. Naturally
>you cannot expect anybody to remember the exact method used but being
>given a general idea would help produce an executable without
>introducing problems. And, hacking the code _after_ being given
>permission would leave the author free from accusations and criticism.
>

I don't see what difference there is to the above. Who can guarantee that you haven't messed around with the rest of the code and changed the performance of the program. If I was an author, I would certainly not give any kind of authorization to hack the code.

>>I was employed for a short while to remove protection from
>>older games when they were rereleased as budget titles; I also had to

>>use similar compression routines that pirates used in order to cut the
>>number of disks in the re-release down (thereby keeping costs lower).
>>Didn't get a jot of help from the game authors or the guy who
>>originally put the protection on (even though it was him employing me
>>:). I did change the odd cheat-code to get my revenge though... but
>>that's another story.
>
>So, basically to do this, you need to approach the publisher first,
>then the author if the rights have reverted back?
>

As I said in a different thread, the programmer is not the only owner of the rights. You should also have to contact the authors of the various routines used in that particular software company, the authors of any text files, the artwork designers, the music composers, the sound FX guys. They have at least as much rights on their work as the programmer, don't you think ?

>
>__
>
>Guy Harrison
>
>Email guy@swampdog.demon.co.uk
> swampdog@dial.pipex.com
>Web http://www.swampdog.demon.co.uk/index.html
>
>

# 4354. Re: Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5feh04$338@m1.cs.man.ac.uk>
Source record: 126539

In article <857141646@news.compulink.com>, dreibel@idirect.com (dreibel) writes:
> Get in touch with Chris Krowchuk of Computer Direct
>(chris@compdirect.com). They manufacture the Direct60 clone that uses
>the Hades board

Ah, that's interesting. So what board did the DirecT30 use? Computer Direct's
own design? The Hades guys didn't make a 68030 TT clone did they?


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S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
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lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
------------------------------

# 4355. Re: Atari st Tos

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: gast@coli.uni-sb.de
Message-ID: <gast-0303971446390001@cip-mac9.coli.uni-sb.de>
Source record: 126540

In article <Pine.LNX.3.95.970302203042.5897A-100000@dmapub.dma.org>,
Richard Wegner <richardw@dmapub.dma.org> wrote:

> On Sat, 1 Mar 1997 chewy@erinet.com wrote:
>
> > Could someone please post Atari st tos rom 1.0 or above?
>
> It is illegal to do that anyway.
>
>
Well, I don't care the fuck!

For those interested in a certain tos image, have a careful look at
http://ireland.iol.ie/~ajankows/st/pacifist.html.
That's it, have fun.

# 4356. Re: ST Format (was: Warez)

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: !ynoT
Message-ID: <3325ad66.6096296@news.airtime.co.uk>
Source record: 126541

On Mon, 03 Mar 1997 10:17:06 GMT, gmiller@inca.co.nz (Gaven Miller)
wrote:

>TIVEGAS (tivegas@aol.com) wrote:
>> St format SUCKS!
>
>True.
>
>Their March 1997 issue was the pits.
>
>Let us all start a petition to have it shut down.

Well I always liked ST Format, but just lately its gone beyond a
joke, no colour, and the page count is down, theres not even a front
page... yeagh count me in, shut it down :)

'...you can't help respecting anybody who can spell TUESDAY, even
if he doesn't spel it right; but spelling isn't everything. There
are days when spelling Tuesday simply doesn't count.'
WINNIE-THE-POOH
stosser@airtime.co.uk

# 4357. Re: New Atari ST user

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <331AF6F1.64B7@cfcsc.dnd.ca>
Source record: 126542

Don Glover, the younger (wildthing) wrote:
> Grabbed an Atari 1040stf with modem, external floppy, color monitor, and some
> software for $20 bucks at a local thrift store.
> Would like to get a C compiler, docs on programming it, maybe find out if I
> can put a hard drive on it....
> What can the world at large tell me about this beasty (it does apear to work
> even:)

hey!
go to http://home.sn.no/~hallvart/
TONS of info.

# 4358. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <331AF7FA.B78@cfcsc.dnd.ca>
Source record: 126543

Uwe Seimet wrote:
> Gary Priest wrote:
> > Oops. Of course I meant HDDriver 6!!! Silly me :)
> With HDDRIVER 6 using a ZIP is plug and play. Of course you need the
> appropriate cable. With HDDRIVER 6 you're not only able to use the ZIP
> like any other removable drive but you also have support of the ZIP's
> unique read/write protection features.

Interesting. These read/write protection features are only availble on the
Zip or Jaz drives? What are these features? And would they tip the
balance in favour of Iomega over Syquest for you(or anyone)?
thanks.merci for any info

# 4359. Re: DLLs for Atari?

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <331AFCE3.1E28@cfcsc.dnd.ca>
Source record: 126544
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

James Cox wrote:
> Incidentally, I am working on a Component Manager for MiNT (and only MiNT --
> it won't work without multitasking support). I have no idea when it will be
> finished, but I'm hoping that I will have a little time in about 13 weeks
> (when I finish my degree -- wayhay!! :).

Let us know when. I'll invite us all over to my neighbourhood for a virtual pint
in celebration. Leave the car at home! :^)

> It's all designed, and partially
> coded -- I just need time to sit and code the rest.
> Cheers,
> James Cox.
> --
> <jamesco@cogs.susx.ac.uk>

# 4360. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <331AF7AE.5C76@cadvision.com>
Source record: 126545

Hallvard

> ftp://micros.hensa.ac.uk/micros/atari/tos/p/p119/thng109e.zip (475 Kbytes)
>
> Good luck!
>
> Hallvard

THANKS Hallvard! Perfect, although the search engine on your page
didn't show the file at all. Mucho thanks tho' !!!

Keith

# 4361. Re: Newdesk.INF > 4096 bytes ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <331AFA51.48FE@cadvision.com>
Source record: 126546
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

Mark Parry wrote:
>
> Hi fellow Motorollas :))
>
> Has anyone found a way around the 'System out of memory' bug when you've got a
> Newdesk.INF file that's bigger than 4096 bytes ?
>
> It's *really* getting on my nerves now and, yes, I *really* do need to have
> that many Applications installed and my Desktop covered in Icons :))
>
> Thanks,
>
> See Ya,
> Paz.

Or you can simply edit the NEWDESK.INF file in a text editor to get rid
of out-dated file references, icons no longer used, etc. What happens
is that every time you save some change to the NEWDESK.INF file, it
appends that information change so you wind up with a larger and larger
file. Pare it down! You can still have lots of icons on the desktop,
just edit the darn INF file! Good Luck!

Keith

# 4362. Re: starcall

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <331AF834.6F0A@cadvision.com>
Source record: 126547

Brian

> : You're doing better than I am - I use FastSerial, but even after I isntalled
> : HSmodem (again - version 7 I think) I can't get it to dial out using the TT
> : Modem2 port. Sometimes it will do it if I enter the dial commands manually,
> : but never from the dialer dialog. Too bad, I'd register it in a heartbeat
> : if it worked properly, it looks absolutely smashing in 16 color TT medium
> : rez.

That's odd - works fine off my TT - are you sure you have your setup preferences ok and your MODEM.CPX tuned to Modem 2 port? It works perfectly for me! And very nice in 256 colours!

Keith

## 4363. Wtd: Midex +

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: muzikmakur@aol.com
Message-ID: <19970303175700.MAA20527@ladder02.news.aol.com>
Source record: 126548

I'm lokking for a Steinberg Midex+ with or without the mod for the falcon.

MuzikMakur@aol.com

# 4364. Re: GEMulator FAQ 1.00

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5ff151$c98@m1.cs.man.ac.uk>
Source record: 126549
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

In article <N.030197.142221.57@wxs4-1.worldaccess.nl>, cronos@worldaccess.nl (Richard Karsmakers) writes:
In article <N.030197.142221.57@wxs4-1.worldaccess.nl>, cronos@worldaccess.nl (Richard Karsmakers) writes:

> STOS
>
> Q: Why don't some compiled STOS programs work? This could have something to
>do with the TOS version (I'm using 2.06), because a similar problem appeared
>in real life on the ST a few years ago, but even with the later versions of
>STOS the mouse/keyboard don't respond...
> A: ?

Get 'Generic STOS Fixer' from my WWW pages, and fix it with the default version as your TOS version. This should solve all problems relating to the mouse not working, unless I do not have a DEFxxxx.DAT file for your OS version, in which case contact me.

If STOS (editor or compiled program) crashes with a bus-error (2 bombs) imediately on startup, it may be possible to fix it with my new version of STOS (either replace the basic206.prg for the editor or re-compilation of program). This is currently in beta, and may only be obtained from my WWW page.

(the address is: http://www.cs.man.ac.uk/~jacquesa/stos/ for the STOS pages)

FYI the bus-error is caused by a dirty way of identifying the OS version which doesnt work with a TOS 2.06 image file in gemulator. This is of course patched in my STOS 2.07beta2...

Anthony

--
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Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+-----------------------------
Arse. KP Sack is complete, but we cannot distribute it yet...
-------------------------------------------------------------------

# 4365. Re: SLM 804 'Not Detected'

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: trek@ihgp114r.ih.lucent.com
Message-ID: <5ff4tn$492@ssbunews.ih.lucent.com>
Source record: 126550

In article <857210208_OASIS_@bassment.demon.nl>,
Postmaster <postmaster@bassment.demon.nl> wrote:
>Hi everyone!
>
>Thanks for all your advice so far. Well, here's an update of my SLM-804
>trouble:
>
>The ID-test of SCSItools doesn't see the SLM-controller at all, although the
>controller's LED flashes at the moment ID-test is checking ACSI-device 7. So
>this is definately a hardware problem.
>
>Does anyone recognize this problem, in other words, does anyone have an
>advice for me, except beating up the guy who sold it to me? ;^) (Don't worry
>about that, I hardly paid anything for it)

It's not possible that you have scsi termination on both the SLM controller
and on your harddisk is it? Your symptoms would be about what you are
encountering (ie only the first device in the chain tries to work.) I
haven't followed this thread so maybe its already been suggested though.

Wayne

# 4366. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: damien@jetman.demon.co.uk
Message-ID: <331b1de3.4692359@news.demon.co.uk>
Source record: 126551

>I don't see what difference there is to the above. Who can guarantee that you
>haven't messed around with the rest of the code and changed the performance of
>the program. If I was an author, I would certainly not give any kind of
>authorization to hack the code.

You don't hack their code, you hack the protection out. Big difference.

>As I said in a different thread, the programmer is not the only owner of the
>rights. You should also have to contact the authors of the various routines
>used in that particular software company, the authors of any text files, the
>artwork designers, the music composers, the sound FX guys. They have at least
>as much rights on their work as the programmer, don't you think ?

Actually no; generally the company will own the rights and the programmers will
own nothing. Case in point; Jon Ritman, author of a fair few Spectrum games, is
quite happy for people to copy his Speccy titles, but then again, as he says,
he doesn't own the rights to them. The company he wrote them for does. So you
don't have to contact a number of different people to get permission; just the
company.
--
Damien Burke

# 4367. Re: NVDI fast printing ...

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30684_please@no.spam.mail.here.mettav>
Source record: 126552

FROM: SSweet@mettav.demon.co.uk
SUBJ: NVDI fast printing ...

>> Well when i use it in Papyrus, which aint often these days now, i set
>> Papyrus to print to a file, and point it to U:\DEV\FPRN when the F-
>> Selector opens.
>> Regards from STEve & his nice warm cosey PAK'd MegaSTE.

m> I think you are a bit confused about DEV_FPRN.DEV all you do is put
m> it in the auto app or what ever in the magic set up and forget it.
m> Print out using your normal nvdi print driver.

I actually use the Pap drivers.

m> This is actually faster than outburst. I tried doing what you are doing
m> and nothing changes.

m> This is really a print routine fast code patch like outburst.

OIC, i'd never looked at tha aspect, must do some further test's.

So does it just hook into the NVDI driver output, or any Printer outout via
the OS. Would there be any advantage to my switching to NVDI printer driver
instead of Pap's own driver.

m> Try it. I use a TT with MagiC 5 NVDI 4.1.

Hm!, not bad, similar to my setup.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Insert some wit of your choice here _____________________________.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4368. Re: Needed: Atari 520 power supply

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30680_please@no.spam.mail.here.mettav>
Source record: 126553

This message from gary@imco.demon.co.uk to All came in on a wing and a prayer...

g> In article <E6CGu5.E8J@iglou.com>
g> rsg0910@iglou.com (Robert Goodwin) said:-
g>
>> That reminds me... Anyone tried an external power supply on their ST?

g> Yep I've been using one for a couple of years, rescued from a dead
g> Apricot machine. Strangely enough there was nothing wrong with the
g> old ST supply it just wouldn't fit back in the case after a homebrew
g> memory upgrade ;)

I'm running a PC supply in my Tower case, it doesn't even get warm with no fan running. It's powering an SLMC804 laser controller, a Reflex graphics card and a hard drive too.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4369. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30683_please@no.spam.mail.here.mettav>
Source record: 126554

Yo! Harry Dude!

Whilst under caution Harry said to Officer mgrove@owens.ridgecrest.ca.us :~)

m>> I know that System Solutions offers a "freshen-up" for NVDI 4r3 to r6
m>> for free, but Toad is charging $20.00 for this

HS> Does anyone have a README of the changes to this? Is there anything
HS> worth upgrading for if you aren't a version number freak?

Ive just checked, there's no information given. Just bug fixes i guess.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Press ANY Key to Continue with Hard Disk Format.

--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4370. Re: Atari st Tos

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: ut13@rzstud2.rz.uni-karlsruhe.de
Message-ID: <5ffb71$sl5$1@nz12.rz.uni-karlsruhe.de>
Source record: 126555

cip-mac5 (gast@coli.uni-sb.de) wrote:
> In article <Pine.LNX.3.95.970302203042.5897A-100000@dmapub.dma.org>,
> Richard Wegner <richardw@dmapub.dma.org> wrote:

> > On Sat, 1 Mar 1997 chewy@erinet.com wrote:
> >
> > > Could someone please post Atari st tos rom 1.0 or above?
> >
> > It is illegal to do that anyway.
> >
> >
> Well, I don't care the fuck!

1. Who are "You"??
2. The fact above good to know for all readers. If somebody wants to give
someone this information, it wouldn't be in this way, or he may have problems.

> For those interested in a certain tos image, have a careful look at
> http://ireland.iol.ie/~ajankows/st/pacifist.html.
> That's it, have fun.
Maybe it is because of my poor english, but i don't understand what you
mean...

Bye,

Guentcho

--
Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997
Waldhornstr. 36, Zimmer B 303, 76131 Karlsruhe, Tel. 0721-377356
http://www.uni-karlsruhe.de/~ut13 (Last modified: 23.2.1997) ******

# 4371. Re: Atari in Computer Shopper...

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: hoggett@airtime.co.uk
Message-ID: <441.7001T1057T265@airtime.co.uk>
Source record: 126556

Tony Greenwood wrote:

>On Sun, 2 Mar 1997 15:43:06 GMT, dale1@cix.compulink.co.uk ("Dale
>Wright") wrote:

>>ATB..Dale :-))

> Hey...Dale ???? that you ?..... your back :)))))) where the hell you
>been mate ? :))))))

Ah, so YOU are thw one responsible for all the atari newsgroups on
Airtime's active list.

:)

---
Bill Hoggett (aka BeeJay) <hoggett@airtime.co.uk>

IF GOD IS LIFE'S SERVICE PROVIDER WHY HAVEN'T I GOT HIS I.P. NUMBER ?

# 4372. Re: Oasis Dynamic IP Problem

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <857419430_OASIS_@swampdog.demon.co.uk>
Source record: 126557

In article <5fe362$ts9@news.telebyte.com>
csilver@kendaco.telebyte.com.Spam.Th.is (Charles Silver) said:-

>
>Hi All,
>
>
>A friend recently switched from a SLIP account to PPP. However, he can no
>longer get Oasis to connect. The SLIP acc had a static IP and now he
>has a dynamic IP with PPP. I've never used Oasis, but I know many do with
>a dynamic IP address. Anyone know the proper procedure to grab the IP on
>login? Thanks for any info.

No doubt others will be able to help more exactly but there are three
basic sections to sort out. From DIAL.TXT ...

```
execute:
init
cwait 1000 "OK"
dial
cwait 25000 "CONNECT" "BUSY" "NO CARRIER"
cwait 60000 "gin:" "NO CARRIER"
wait 1000
send "swampdog\r"
wait 60000 "word:"
wait 1000
send "ye_olde_password\r"
wait 60000 "ocol:"
wait 1000
send "ppp mru=576 idle=1200\r"
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
```

This bit will have to be solved by asking his ISP.

```
wait 60000 "HELLO"
```

And from STARTUP.NOS ...

```
ip addr [0.0.0.0]
^^^^^^^^^^^^^^^^^
```

plonking in a zero address makes Nos negotiate but it can take a
while.

```
# Attach the SLIP driver to the serial port
# if port 0 slip dev buff mru baud
# --- ---- - ---- --- ---- --- ----
attach asy AUX: 0 ppp sl0 32767 576 19200
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
```

and this line needs changing from slip.

The newer Nos's from http:/www.interware.it/users/mike/pub/ may be
better than Nos 0.42 at dynamic negotation. Can't remember!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 4373. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5ffefb$140@ccshst05.cs.uoguelph.ca>
Source record: 126558

please@no.spam.mail.here.mettav (please@no.spam.mail.here.mettav) wrote:

: d> Hi, anyone here who knows if it's possible to
: d> make a postscript output (to printer or disk) with
: d> GDOS (NVDI). I got an old sys driver but it doesn't
: There is a postscript module that you can add to NVDI, I think that it's only
: for V4.11 and above tho'.

As far as I know, the PostScript module for NVDI only allows the use of
PostScript fonts. I'd love to be corrected, but I'm pretty sure it
doesn't allow actual PostScript output. If it did, I'd have a hard time
not purchasing the module.

THeo

# 4374. Re: JPEG image manipulation

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: hspijker@noord.bart.nl
Message-ID: <857426685.5769@etna.noord.bart.nl>
Source record: 126559

Simon@husbands.demon.co.uk (Simon Husbands) wrote:

>Could anyone suggest a program that will allow me to view JPG files and then
>alter the sizes ( I have some scanned JPG files and want to be able to trim
>them, and also to be able to produce thumbnail versions for my site )? I'm
>hoping for something without too many frills - cheap and cheerful! Any ideas?

It all depends on what machine you have. As I happen to know that you
own a ST :-), the only program I can think of is SPEED OF LIGHT. This
program, when registered, is able to scale JPG files. A snag is that
it only saves as a GIF, but there are other programs that can convert
GIF to JPG again (f.i. Trupaint).

Just download the prog somewhere and try it out, maybe it will do the
trick for you, the latest (last??) version AFAIK is 3.8 (April 1995).

Greetings---------------------------->Henri Spijkerman

---
| Henri, Ang&#65533;lique & Wietze Spijkerman | Schelpkreek 2 |
| Email : hspijker@noord.bart.nl | 8032 JE Zwolle |
| Voice : (31) 38-4544717 | The Netherlands |
---

## 4375. Texel demo... Where???

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: Blair Dean <aa728@freenet.carleton.ca>
Message-ID: <331B4A20.59E1@freenet.carleton.ca>
Source record: 126560

I've seen a Texel demo mentioned a few times and want to give it a try.
Where can I find it?

--
---
Blair Dean | blair_dean@inet.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 8-meg TT030
My opinion has been held over from a previous life 85+57 MEG
and is not the responsibility of Health Canada Jaguar/Lynx
:)

# 4376. Re: Atari in Computer Shopper...

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: !ynoT
Message-ID: <331f5482.48882274@news.airtime.co.uk>
Source record: 126561

On 03 Mar 97 17:37:05 +0500, hoggett@airtime.co.uk (Bill Hoggett)
wrote:

>Tony Greenwood wrote:

>Ah, so YOU are thw one responsible for all the atari newsgroups on
>Airtime's active list.

hehehe yep, even set up using an atari originaly, it was fun, but
airtime helped a lot.

so you will be the one who just got all the amiga groups added wil
you? going by your headers hehehehe

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 4377. Re: Strange problem on a Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: gen@irana.demon.co.uk
Message-ID: <857429898_OASIS_@irana.demon.co.uk>
Source record: 126562

In article <331AB6F5.C6A@brookes.ac.uk>
Julien BARRET <96193416@brookes.ac.uk> said:-

>I have a strange problem with GEM objects redraw on my Falcon.
>When my Falcon is cold, Sometimes (i.e not every times, but quite often)
>it stuck while drawing GEM objects (e.g menus).
>But all the problems disappear after 25/30 minutes and then the computer
>works perfectly.
>
>Do somebody have an explanaition ??
>

It looks like a cold joint problem, that means, one of solder points or
one of chip socket contacts is intermittent and only works properly when
it's warm.

>Actually my Falcon is fitted with a 40Mhz speeding card (Centurbo 1) but
>all the problems decribed above occurs in both modes (16 & 40Mhz).

That's the first thing to check, perhaps :)

>A friend of mine told me that my problem was due to a ROM communication
>problem... is this possible ? How can I fix it ?

I'd try to re-sit TOS chip first (it's under memory board) and check all
the solder joints of its socket. But the problem could be elsewhere :(
Falcon has got a multi-layer PCB and it's nearly impossible to trace the
tracks without a maintenance manual.

>I tougth about speeding up the ROM access with the little hard patch
>which consists of strapping two solding point on the left part of the
>mother board (just below the extension port).

Tell me more about it:)

>
>IS this could be a solution ? Or is this could create even more problems
>?
>
>Thanks for any help or advices.
>
>Julien.

Due to its intermittent nature the problem might go away just after opening
the casing and come back later :( but it's possible to deal with!
Wish you luck!

Regs,

--

---

gen@irana.demon.co.uk

---

# 4378. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <331B7C82.53D7@cadvision.com>
Source record: 126563

Theodore L Hopman wrote:
>
> please@no.spam.mail.here.mettav (please@no.spam.mail.here.mettav) wrote:
>
> : d> Hi, anyone here who knows if it's possible to
> : d> make a postscript output (to printer or disk) with
> : d> GDOS (NVDI). I got an old sys driver but it doesn't
> : There is a postscript module that you can add to NVDI, I think that it's only
> : for V4.11 and above tho'.

I wonder if the old UltraScript would do the trick? Do you have a TT or
an ST?
Seems to me, the trick was to take the Ultrascript driver and after
disabling your normal driver, you rename the UltraScript driver to the
name of your output device (i.e. UltraScript.SYS file to HPLJ.SYS or
whatever). You can then print from a GDOS application which creates a
PS file which can then be printed via Ultrascript. Matter of fact,
wouldn't that also work with Ghostscript, which is more up to date than
Ultrascript? Check out Ghostscript - should be in the umich or hensa
libraries etc.

Regards,
Keith

# 4379. Re: Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <hTLZRXV.greg_evans@delphi.com>
Source record: 126564

If you can get hold of the last issue of Current Notes, David Barkin wrote a mostly positive review of it.

Pros: Very, very fast!
Cons: Magic, Geneva, Extendos don't work, so no multitasking and no CDs at this time.

It is faster than the fastest Mac running Magic MAc and much faster than Gemulator running on even a Pentium Pro 200.

Greg

## 4380. Desktopper and Freekeys...

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: Richard Wegner <richardw@dmapub.dma.org>
Message-ID: <Pine.LNX.3.95.970303184233.16117B-100000@dmapub.dma.org>
Source record: 126565

Hi there! I am thinking of getting the Desktopper and Freekeys from Toad (or anyone else for that matter). Does it work pretty good? I have two floppy drives and a hard drive. Can the hard drive go inside or is it still an external function?

---

Richard Wegner - richardw@dmapub.dma.org - Dayton Microcomputer Association

Web site: http://members.aol.com/PenneyGuy/richard1.html

---

# 4381. GFA 3.5 / TSR / pterm res

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: mazzeri@foxvalley.net
Message-ID: <mazzeri-0303972032200001@ttyc6.foxvalley.net>
Source record: 126566
Cross-posted to: alt.atari-jaguar.discussion,alt.binaries.atari,alt.binaries.atari.d,comp.sys.atari.st

Help... ;)

I need help writting (a little) a GFA basic TSR...

I know what to do for most of it, but I need help on some weirder concepts...

If you CAN help me PLEASE email me so I know to come back to this newsgroup...

I am going to write a small auto folder .PRG that will install itself to run when the interrupt for MIDI IN port is generated... What I need this program to BASICly do is...

act as a MIDI THRU when I'm NOT running my music software.... In other words when I'm online w/ the computer and I wanna play my midi rig it'll be waiting in the background for MIDI port input... then it'll grab that vector and take the byte that's in the MIDI IN port and send it to the out unchanged... It's a TSR... I don't want an ACC...
Also I'd like a hot key combo to make it go DORMANT (set vector back to normal) and watch they keyboard for the hotkey combo again to come back to ACTIVE...

I need to know if it's is possible to READ the MIDI in port WITHOUT clearing the byte read? So that after I run my THRU routine I can branch back to the system's routine... Or would it be more wise to just use my own routine all together?

Also in GFA manuals it CLAIMS that you can NOT use pterm resident... Is this due to the effect that it woud have on the interpreter? I mean if I wrote the program WITH the pterm res call in it... and did NOT run it from WITHIN the Intrpreter, but compiled it instead... Would it work then? or do you know if the compiler would filter out the pterm res command when it did it's thingy?

Also I need clarification on the whole cookie thingy... The one in the basepage... Do I set that when I install my prog? And it's 8 bytes right? 4 for ident and 4 for address right? and the first four are for WHAT? and the second four is WHAT address? The original address that the vector I robbed points to? If my prog were to crash would TOS take that address and poke it back into the vector I robbed?

(here I catch my breath...)

Thanks,

Luke.

# 4382. FS: Monitors for your Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970303203553.1024B-100000@acs2.byu.edu>
Source record: 126567
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

RE: Monitors for your Atari

Monitors in very good cosmetic and working condition. $30 color or B/W. Buyer pays shipping. Send me ZIP code to inquire for shipping expenses. Includes power cable.

They have to go faST. Regards : Phill.

UTAH * USA * 1997

# 4383. Eureka a graph describer and 3D modeler

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: lecoat@chronos.ief-paris-sud.fr
Message-ID: <5feh8c$kaq@upsn6.u-psud.fr>
Source record: 126568
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello everybody,

I'm a french developper working on a program called Eureka 2.12.
It's a 2D numerical analysis program, and a 3D modelling of
mathematical shapes. It also includes 4D presentation, because
a time parameter is available. It's quite easy to make movies
showing the evolution of a formula in 3D rotating, morphing from
a shape to another etc... Data files can be loaded so that you can
manipulate series, or even stereo/mono sample files manipulating
sounds. Images can be produced, computing them with formulas to
draw fractals such as Julia or Madelbrot sets. You can even map
these images on a 3D surface, producing impressive representations.
Since recent revision of my program it is now in two languages
French and English. The english translation of the documentation
will be soon available. My goal is to make a program like some
on other platforms such as Mathematica or Matlab. It has been
tested with success on MAGIC, TOS2WIN, STonX and MAGIC MAC/PC.
There may be remaining incompatibilities that I wish users to
tell me about. So don't hesitate to mail me ...
My work is a complete package including the program and some
accessory like a snapshot, an unusual recording accessory that
allow you to demonstrate the program like a mecanical piano would
play Stravinsky (?). There's a program that can show your movies
etc ...
The latest english version is available on my home page at :
http://www.ief.u-psud.fr/~lecoat/
That page is mainly illustrated with my program so that you can
see what is possible to do. Eureka has 3D2 Raw and VRML exports
so you will see Virtual reality demonstrations of objects, and
movies or images produced with Persistence Of Vision.
The latest revision will also be available soon by FTP on the
"Conservatoire National des Arts et Metiers" at :
ftp://ftp.cnam.fr/pub/Atari/Applications
Anyway for any problem report in my mailbox at :
lecoat@ief.u-psud.fr
Any suggestions are also welcome ...
Have fun with my production, bye for now ...

-- Francois LE COAT

# 4384. Atari PC-4 For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <5fd9pp$5g6@alexander.INS.CWRU.Edu>
Source record: 126609

Hello,

I have a real collectors piece here. A new Atari PC4 IBM PC for sale.
PC comes with all original books, disks, and box.

Atari PC4 PC
Serial Number : 124 <-Yes #124 not too many around
286-16 CPU
Two video ports (analog and digital) for MDA, CGA, EGA, and VGA graphics
1 Meg of RAM expandable to 8 Meg
32 Meg hard drive
1.2 Meg 5 1/4" floppy
Has Atari labeled MS-DOS and Windows
Atari Keyboard
Can use Atari ST 3 1/2" external floppy drives.

Unit is new and in great condition and works fine. Asking $150 or best offer.

E-mail me or call 216-729-0761 evenings 6:00 - 10:00 PM EST

--
Novell DOS 7.0 and IBM OS/2 user Fred Horvat
Atari TT030 / MagiC 5.0 + Ease 4.0 Free-Net Atari Portfolio Sigop
Atari Classic/LYNX/Jaguar gamer

# 4385. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: tivegas <tivegas@ix.netcom.com>
Message-ID: <01bc272b$ad790dc0$36a9bacd@condor>
Source record: 126610

First of all, it's not illegal to preech pro piracy, Sense when has freedom
of sppech become against the law. Yes piracy is wrong but that doesn't
mean we can't discuss it!
A Patriot Of LOVE FREEDOM!
TIVEGAS

Rich Tietjens <Rich.Tietjens@atarinet.portland.or.NO.SPAM.us> wrote in
article <5ev82t$42@ornews.intel.com>...
> In article <01bc21c8$8fbaefa0$d34badc7@mweber>,
> "Mike Weber" <mweber@li.net> wrote:
> >
> >You must be crazy!!!??? If you think I'm gonna pay $50.00 for a tos
> >image??? The ST is worthless nowerdays! You can't compare ST software to
an
> >IBM compatible... You guys are dreaming?? TOS images in my option are
worth
> >2 cents... Anyway how is someone supposed to evaluate these emulators if
> >they don't have the images!!! If that's the case then don't put out any
> >demos!!!!
>
> (1) If the ST is "worthless" you have no need to "evaluate" anything
written
> for it.
>
> (2) TOS2WIN doesn't require a TOS image.
>
> (3) If you desperately want to be hassled by your ISP for violating
> international (and in your case, I think, US) copyrights, keep posting
> pro-piracy articles. If not, keep your conversations private. No one
> complains about what they don't know about. A word to the wise should be

> sufficient.
>
>
>
>
>
>
----------------------http://www.teleport.com/~atari-----------------------
> ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
> NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
> email for subscription details and further information
> Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
>
--------------------ftp://ftp.teleport.com/users/atari--------------------

>

# 4386. Re: DLLs for Atari?

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <337cd$e3337.27e@HERMES>
Source record: 126611
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Johan Klockars (d8klojo@dtek.chalmers.se) wrote:
> Art Twarecki <atwareck@novice.uwaterloo.ca> wrote:
> >Gaven Miller <gmiller@inca.co.nz> started this thread with:
> >>I have been working on a TSR that allows the loading of modules and "DLL"
> >>like extensions or plug-ins. It will be released later this year, and will
> >>be freely distributable (within reason).
> >
> >Shared libraries are really only useful in a multitasking environment,
> >otherwise only a single process would ever use them at a time anyway.

> Yes, but I don't think you should look at the above as shared libraries
> in the normal sense. DLL, after all, stands for Demand Loaded Library.
> That is, a library that is only loaded when it's needed. It doesn't
> necessarily have to be sharable by definition.

Or, if you are MS-brained, DLL = "Dynamic(ally) Loaded Library".

Either way, it amounts to (almost) the same thing.

> IMO this would be a generalized way of dealing with for example load/save
> modules in image or word processing programs.
> If it's released soon enough, I'll definitely consider using it for the
> module system that will go into the next version of MGIF. Otherwise I'd
> have to write something similar myself.

My TSR is called "The Toolbox", and I've been working on it since 1992.
It became extensible in 1994, and the ability to dynamically load a module
was added quite recently (previously all modules could only be loaded at
boot time).

It was originally designed as an OS-level library of callable code,
then it became a library manager.

It was all written in assembly language, using Devpac 1.25 (from an ST
User cover disc) and now Devpac 3.1 (from Hisoft)

At present, there are some bookkeeping problems with using it in a
multitasking environment (primarily when multiple apps are using one
dynamically loaded extension). It works OK under MTOS with memory
protection.

It requires TOS 1.0 or better, and about 32k of RAM. It works best when
loaded before MiNT, and was designed for the GEMDOS file system, although
it works moderately well when using minix file system under Mint.

I've designed it to have only one instance of any particular extension (based upon a "cookie" identifier within the extensions ID block).

I'm torturing the current version - as well as mulling over the exact format of the extension/toolbox interface. The "calling the extension" is fully working, but the extension ID block needs work.

There is a built-in limit of 16 extensions loaded simultaneously - but this limit will be raised soon.

It lacks RPC functionality, though. I'd like to add that later.

It still has an assembler level interface in terms of the startup code, and I haven't tried to make it "Lattice Friendly", so you can write extensions in a higher level code (you'd need to make a few changes to the startup stubs and initialisation code, as well as setting the base register [generally A4] on entry to any funcs that needed it when using a base-relative compiler mode).

If you are interested in taking this further, I'll start a "Toolbox API" thread in c.s.a.p and we can nut out the details to form an "open" standard calling protocol.

> >Of course there are benefits of being able to fix bugs without re-linking
> >the executable.

> Perhaps, but for that to be really useful your executable would, IMHO, need
> to be partitioned into relatively small 'library chunks'.
> It's after all not that often that serious bugs are found in the standard
> libraries themselves.

--

Quote For The Month:

"Open up, it's the pigs!"

# 4387. LONDON, UK: Does anybody want an atari laser, inkjet or old magazines.....

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: Aces@whatnext.demon.co.uk
Message-ID: <331a3204.21739247@news.demon.co.uk>
Source record: 126612

I have an SLM 804 and an SLM 605 that are taking up space.....

I'd give them away for a good, non commercial excuse....

Cash would also be a good excuse, but I'd prefer they went to a good, useful home, I'm not necessarily trying to make money out of them.

Both of them are in reasonable condition, when last used they worked ok but as a designer it wasn't good enough and they could both do with another service.....

E-mail me if you'd like to make an offer or know more......

I also have an integrex colour inkjet, with printer driver and quite an extensive collection of STFormats, STUser and STReviews, with or without disks, that are taking up a similar excess of space.....

# 4388. Re: WTB: 1040STe Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: falken@tstonramp.com
Message-ID: <331a41c3.1408004@news.tstonramp.com>
Source record: 126613

On 27 Feb 1997 06:32:15 GMT, lr172@aol.com (LR172) wrote:

>I'd like to upgrade my STe from 1meg. to 4megs. & I have no clue as what
>to do
>since I'm totally unfamiliar with this machine. (I just purchased it)
>Somebody
>please help. I need to know where to get SIMMS and all that.
>
>Thank you much!
>
>Please E-mail LR172@aol.com
You can purchase the 4 meg ram upgrade kit from Toad if they
still sell them. I upgraded my old 1040 last year, but it cost over
$300 for the kit and chips. I have since sold the computer for next to
nothing since I don't use it any more. The upgrade is very tricky to
install. You might look for a 1040 already upgraded to 4 megs.

# 4389. AT-ONCE 386SX emulator for Mega STe for sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: fov1186@iperbole.bologna.it
Message-ID: <fov1186-0303970624250001@a09gw3.iperbole.bologna.it>
Source record: 126614

```
For sale at $ 75 plus $10 for shipment cost :
Vortex AT-ONCE 386SX emulator for Atari Mega STe .
Run DOS 6.22 and WINDOWS 3.1 .

Contact me for more info

Ciao

--
Paolo
```

## 4390. New Atari ST user

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: corwyn@ricochet.net
Message-ID: <331a62d4.48017081@news.ricochet.net>
Source record: 126615

Grabbed an Atari 1040stf with modem, external floppy, color monitor, and some software for $20 bucks at a local thrift store.

Would like to get a C compiler, docs on programming it, maybe find out if I can put a hard drive on it....

What can the world at large tell me about this beasty (it does apear to work even:)

# 4391. MagicMac emulator : help !

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: fov1186@iperbole.bologna.it
Message-ID: <fov1186-0303970627350001@a09gw3.iperbole.bologna.it>
Source record: 126616

I'm looking for someone that use it for some help .

please contact me by e-mail.

Thank and ciao

--
Paolo

# 4392. Re: Warez

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: tivegas@aol.com
Message-ID: <19970303085200.DAA25732@ladder02.news.aol.com>
Source record: 126617

Hey get people kicked off thier online service, like there isn't a
thousand others to join.
St format SUCKS!

# 4393. Re: GEMulator FAQ 1.00

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <331a9674.2606045@news.demon.co.uk>
Source record: 126618
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

On Sun, 02 Mar 97 22:01:09 GMT, cronos@worldaccess.nl (Richard Karsmakers) wrote:

>OK. What's normal then? I just picked a non-proportional font that looked >halfway OK.

*Nothing* is 'normal'. Even expecting people to use a non-proportional font is wrong these days, though I wouldn't worry about it.

>You don't need the TOS card, although it's handy.

So what if I want to run TOS 1.2 on it? Or any one except 2.06?

> And to concentrate on
>GEMulator was caused by the fact that A) It's said to be the best and B) I've >got one. Does "least accessible" by any chance stand for "least easily >pirated"? <grin>

No, it means you have to pay for some hardware. Pacifist and STonX are *free*.

>Please supply me with details and it'll be mentioned next time.

Okay, will do tonight.

>Er...could you be a bit more specific?

When I get some time, hopefully tonight.

>I see. Er, that doesn't help GEMulator users much, does it?

So get PacifiST :)

>Is IMGBUILD freeware or shareware? Perhaps you'd care to share it with us if it >is? I think it might work with GEMulator too..

Freeware, it's by PacifiST's author. I forget the address of his page, but there are a number of threads that mention it.

>When my English agent wanted a more impressive name :-)

Reminded me of APL which was apparently going to be called TPL until the author got cold feet...
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4394. Re: Atari ST emulator: shower me with tips!

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <331a97eb.2980885@news.demon.co.uk>
Source record: 126619

On Fri, 28 Feb 1997 21:07:55 -0800, ryang@computerhelp.ca (Ryan Goolevitch)
wrote:

>I highly doubt that ANY emulator could run those at least half-ass!
>They make so many undocumented hardware calls, time the video inturrupts
>so accurately its not funny..

That's what they said about rainbowing colour effects on the Spectrum before a
few emulator authors managed to emulate those...
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4395. Re: [Q] Jumpers near the TOS chips in a 1040STe

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: Dennis Armstrong <Dennis.Armstrong@jet.uk>
Message-ID: <331A9683.2781E494@jet.uk>
Source record: 126620
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Stephane ACOUNIS wrote:
>
> Salut,
> I have just been given a 1040STe and I would like to know which jumpers I must
> enable/disable to put TOS 2.06 (32 pins Eprom chips) instead of TOS 1.4
> (28 pins ROM chips); can anyone help me ?
> Why TOS 2.06 ? because my other ST has TOS 2.06 and the disks are formatted
> for that TOS AND it has a much nicer desktop.
>
>
TOS ROMS

ATARI STE (Tos 1.6, 1.62, 2.06)
These have 32 pin I/C holders.

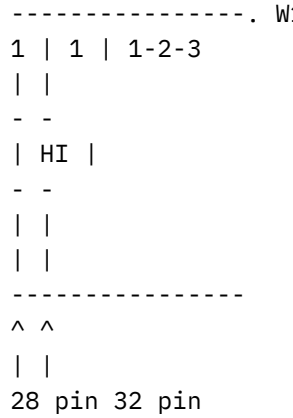
Here follows the jumper settings for the ROM/EPROM types:
From the STE Computer Field Service Manual (C302481-001 REV A Aug
91)

ROM Jumper settings:

ROM/EPROM Part type W102 W103 W104
(28pin) 27256 Don't care 1 and 2 N/C
(28pin) 27512 2 and 3 2 and 3 N/C
571001/27C1000/531000 2 and 3 2 and 3 2 and 3 (the default
setting)
27010/571000/27C1001 1 and 2 2 and 3 1 and 2

The jumpers are located next to the HI eprom

W104 W103
1-2-3 1-2-3



--
Dennis Armstrong, CODAS, JET, Abingdon, Oxfordshire, OX14 3EA,
tel +44 (0)1235 464871 mailto:Dennis.Armstrong@jet.uk
home mailto:Dennis.Armstrong@corewise.demon.co.uk
Before sending unsolicited advertising material, read
http://www.law.cornell.edu/uscode/47/227.html

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

# 4396. ST Format (was: Warez)

Newsgroup: comp.sys.atari.st
Date: 1997-03-03 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <337cd$16116.218@HERMES>
Source record: 126621

TIVEGAS (tivegas@aol.com) wrote:
> St format SUCKS!

True.

Their March 1997 issue was the pits.

Let us all start a petition to have it shut down.

{[:-)]

--

Quote For The Month:

"Open up, it's the pigs!"

# 4397. Re: KEMD_rev2.zip available./

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrf0$4kf@ornews.intel.com>
Source record: 126422

In article <Pine.BSI.3.95.970227224051.14321A-100000@usr06.primenet.com>,
Katherine L Ellis <kellis@primenet.com> wrote:
>
>hi, hmm obviously you didn't read the doc well enough.

Actually, I didn't read it at all. I did read the blurb on your Web page,
which seems to indicate that I need all of that stuff at
ftp://ftp.phil.uni-sb.de/pub/atari/mint/KGMD-1.0/ - as it happens, the docs
for your KEMD file indicate that I only need a total of 7 megabytes of
files.

>Mint is not click and run.

No kidding. I /have/ set it up before. Several times, actually.

>With this installation, 95% of the person who tried it(regular people,
>not wiz) did it. It is very easy.

I'll let you know how it goes - I should have time to do it on my second TT
this weekend.

>Just have to answer few question, and wait for few min for the
>installation. Isn't that easy?
>Everything is in English, even easier.
>The hardest part(which is still very easy if you can read/type) is to
>finnish the installation.

Yep, Finnish is very hard for me. Swedish is just as bad, but Chinese is
absolutely hopeless. ;^)

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# 4398. Re: FS: 1040ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrf3$4kf@ornews.intel.com>
Source record: 126423

In article <33120219.79BC@concentric.net>,
"Thomas A. Lamparty" <lamparty@concentric.net> wrote:
>
>The version of PINE that I normally use asks if you want to post to
>group, e-mail reply or both!

That can be set in your .pinerc - mine defaults to email but has a newsgroups header so I can post and mail from my shell account with ease. I try to avoid that, however, because Teleport doesn't permit putting spam blocks in news articles.

> Of course you can get it bounced if you
>don't notice the spam block in the address of some people 8^)

That's harder to fix. You need a brain upgrade, perhaps. ];^)

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# 4399. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrep$4kf@ornews.intel.com>
Source record: 126424

In article <01bc1e17$04c17680$844badc7@mweber>,
"Mike Weber" <mweber@li.net> wrote:
>
>Atari is dead... They got bought out by another company... Anyone have
>those tos images ?? I can't find them anywhere!

1. You're wrong. Atari bought JTS Technologies, not the toher way 'round.

2. JTS Technologies now owns the copyright to TOS and the Atari version of
GEM.

3. Your request for pirated software in a public forum, in violation of US
Federal law, has been noted. Your postmaster has been notified, and if he
fails to terminate your account, he then becomes an accessory after the fact
to "conspiracy to defraud" which will end with JTS Technologies owning
li.net, and him in prison.

Have a nice day.

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# 4400. Re: Gemulator speed!

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrel$4kf@ornews.intel.com>
Source record: 126425

In article <3308FC2C.15B9@di.uoa.gr>,
Theodore Georgopoulos <stud0772@di.uoa.gr> wrote:
>
>O.K. here's a good one...
>
>I did the search and replace task 'a->b' on the umich index on my Mega
>4ST and on my P133 running word7 and Tempus under Gemulator.
>The time needed was
>MSword7-P/133 10sec
>Tempus-mk68/8 20(or 22?)sec!
>Tempus-P133 5 sec!!!!

This is a good "real world" benchmark - I'd like to see the results on the
same machine running TOS2WIN and Tempus.

>(BTW not too flattering for word)

Flattering a M$ product means saying "it works most of the time." <G>

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# 4401. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrf4$4kf@ornews.intel.com>
Source record: 126426

In article <3315C2B0.1DC2@cadvision.com>,
Keith Brooks <newhoriz@cadvision.com> wrote:
>
>I've downloaded Thing v1.00 and v1.09 but neither is in English. I take
>it you're all either living with German menus or you're using v0.59?

I'm using 1.09E - which was distributed to Atari Computing subscribers....

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# 4402. Re: ATARI<-->PC MIDI files via 3.5" floppy

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrej$4kf@ornews.intel.com>
Source record: 126427

In article <3308B4D2.4D9D@teleport.ee>, mdb@teleport.ee wrote:
>
>Hi, everybody:
>
>I have a IBM PC-based MIDI recording
>studio. Recently I came across the problem
>of exchanging MIDI files with an ATARI
>ST1040 owner via 3.5" floppy disks.
>
>Could you please advise if there's
>any software for that?
>
>Thanks in advance.

Yes, it's called MS-DOS. <G>

Seriously, the only difference in format between the stock TOS-formatted floppies and the DOS-formatted floppies is a pair of bytes in the boot sector (Sector 0, Track 0 in case you are curious). Just format the disks to 720k on the PC and the ST can read and write them with no trouble at all (assuming the ST ahs a DSDD drive - if it happens to be single-sided, format to 360k).

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# 4403. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrh3$4kf@ornews.intel.com>
Source record: 126428

In article <Pine.SGI.3.91r.970222193022.15303B-100000@freenet>,
Callum Baird Lerwick <lerwick@freenet.msp.mn.us> wrote:
>
>Don't you want*
>people to stay with the ST, emulated or not?

If it's a choice between seeing them steal a copy of TOS, or going to the PC and steal from MicroSoft... Well, I think you see where I'm headed.

However, the important point is that there IS an emulator that works just fine without a stolen (or even legal) copy of TOS, and that's TOS2WIN. It does require that you learn a dozen words of German in order to use it to best advantage, but if you haven't that much learning capacity, you won't be able to keep Win95 working for more than a week anyhow.

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# 4404. Re: connecting falcon scc port to st rs-232 via null modem cable

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <331C7B0C.478@cfcsc.dnd.ca>
Source record: 126429
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

fr_jacqu@mail.club-internet.fr wrote:
> In article (Dans l'article) <5f8qr4$gek$1@kurica.wt.com.au>,
> davecook@wt.com.au wrote (=E9crivait) :
> > I'm wanting to connect my 1040sftm serial to the the LAN port on my Fal=
con
> > (the modem port is already occupied by a modem).
> > Looking at the pinouts for the falcon lan socket, doesnt give me any cl=
ear
> > idea on how to connect the two together.
> > Anyone know how I can do this?? Or if it is possible at all? I don't =
want
> > to fry the serial chip on the falcon :)
> > Cheers,
> > Dave
> > --
> I believe many persons have tested to use LAN port. But this usage is not=

> documented even it is similar at keyboard port...I think it is easier to
> connect the two cartridges port. They are easy to program for
> communication. Parallel port (printer port) is bidirectionnal on Falcon
> but not on 1040 STFM. Finally, ITOS LAN network (cable with program) is
> certainly also a good solution but it is difficult to obtain.
> Good Luck !
> Dr. Fran=E7ois JACQUEMIN - French psychiatrist.
> with a wonderful PowerMAC.

You can get info on LAN, MIDI, hookups for networks from
http://www.chatlink.com/~stinformer/adsoft.html#NET

# 4405. Used Stacy Wanted

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <5ffso5$5o3@news.chatlink.com>
Source record: 126430

Wanted for use with my band, Used STacy with some sort of hard drive and good screen. Must be reasonably priced. Call (541)479-0407 or (541)862-2064 Pacific Coast Time. Please don't call the below company, but dial direct to the buyer. (Although, you can leave email with specifics on your STacy and your asking price and the buyer will call you if all seems well.)

"Keep on Keepin' On", Rod MacDonald, LTP
MacDonald Associates | stinformer@chatlink.com | Tel: (541)476-0071
A&D Atari Software | GEnie: ST-INFORMER | Fax: (541)479-1825
909 NW Starlite Place | CIS: 75300,2514 | Order(800)800-2563
Grants Pass, OR 97526 | www.chatlink.com/~stinformer| MC/Visa/Discover

# 4406. Re: Help needed setting up "Thing" desktop

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <331c81e48d8e3@sn.no>
Source record: 126431

On Mon 03-03-97 10:09, Keith Brooks (newhoriz@cadvision.com) wrote:

>Hallvard
>
>> ftp://micros.hensa.ac.uk/micros/atari/tos/p/p119/thng109e.zip (475 Kbytes)
>>
>> Good luck!
>>
>> Hallvard
>
>THANKS Hallvard! Perfect, although the search engine on your page
>didn't show the file at all. Mucho thanks tho' !!!

You're welcome!
I tried to do a search as well, but as you I didn't come up with anything.
I guess it was because the file probably wasn't called "thing" or "thin",
but "thng" as above.

That's when I did a search using Hensa's Gopher. Apparently Hensa is still
updating files! I believe Denesh (of Hensa) announced some time ago that
all support of the Atari ST section would cease. Apparently not :-)
Anyway, glad you were able to download it. It's a great piece of software!
Seems like it's definitely worth registering (DM 25/UKP 13 I believe).

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4407. Re: Texel demo... Where???

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <331c81e48e1f4@sn.no>
Source record: 126432

On Mon 03-03-97 17:01, Blair Dean (aa728@freenet.carleton.ca) wrote:

>I've seen a Texel demo mentioned a few times and want to give it a try.
>Where can I find it?

http://www.uni-karlsruhe.de/~Thomas.Much/nbp.html

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4408. Re: Need help with Freedom 2

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: !ynoT
Message-ID: <332d8438.31278937@news.airtime.co.uk>
Source record: 126433

On Tue, 04 Mar 97 15:59:56 GMT,
Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) wrote:

>>get hundreds of letters telling me about how I can stave off my hair
>>loss.
>
>Too bad Tony didn't get those a few years ago, hmmm? ];^)

Quite a few years ago... never had so many girlfriends until I
started losing my hair hehehehehehe. BOLD IS SEXY!

sorry Rich...cant do re rooted mail :)

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 4409. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhsg8$4kf@ornews.intel.com>
Source record: 126434

In article <3320a630.4250446@news.airtime.co.uk>, !ynoT wrote:
>
>>> pro-piracy articles. If not, keep your conversations private. No one
>>> complains about what they don't know about. A word to the wise...
>
> The guy is talking about ATARI ST ..... but we dont like what he is
>saying so lets stop him hey ??????...

Not at all. I have no interest in WHAT he's saying per se - what I object to is the use of this newsgroup, /in clear violation of the charter/ and also in violation of the terms of service of all reputable Internet Service Providers (and even AOL), to solicit assistance in committing software piracy. I object to piracy in principle, but I also recognize the impossibility of stopping it when done through private communications. Howeve, when it is attempted in /public/ communciations, I will (and have) vigorously pursue all options to have the offender removed, in whatever manner is most financially painful to him.

What anyone does in private (as long as I and my intellectual property are not involved) is none of my business. What is done in public is everyone's business.

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
for further information, email: CANADA: info@compdirect.com
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--------------------ftp://ftp.teleport.com/users/atari---------------------

# 4410. Re: Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5fi1op$gsp@scanner.worldgate.com>
Source record: 126435

mgrove@owens.ridgecrest.ca.us (Michael Grove) wrote:

>I think that Chris had said that with the Hades they use
>HD Driver. I have Hard & Softs CD Tools which will operate
>an IDE CD Rom on the Falcon so it may work on the T060 as
>well. Both HUSHI (the driver) SCSI Tool and CD Tool are a
>very complete package. However it is all in German. If you
>are use to TOS/GEM, it is not all that difficult to understand.
>
>
>Has anyone ran Dynacadd on the T060? I just tried it under
>MagiC Mac and it works fine, but even on the 040 machine
>it takes around 15 minutes to load an Autocad DXF file in
>the 10mb range.

SCSI Tools, HUshi, CD Tool and HD Driver all work on the T60.

DynaCadd runs as well.

The article was missing an addendum that was sent later. It covered
the early compatibility problems that the author had missed including
confirmation that Geneva and MiNT run now.

All the best,
Chris @ Computer Direct

# 4411. Re: Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5fi1iv$gsp@scanner.worldgate.com>
Source record: 126436

greg_evans@delphi.com wrote:
>
>If you can get hold of the last issue of Current Notes, David Barkin
>wrote a mostly positive review of it.
>
>Pros: Very, very fast!
>Cons: Magic, Geneva, Extendos don't work, so no multitasking and
>no CDs at this time.
>
>It is faster than the fastest Mac running Magic MAc and much faster
>than Gemulator running on even a Pentium Pro 200.
>
>Greg

Hi,

Geneva and ExtenDOS work exceptionally well on the Hades. MagiC not
at this time. MiNT yes! And of course Linux works now too.

Just my three cents (Cdn.) worth. ;-)

All the best,
Chris @ Computer Direct

# 4412. Re: KP SACK (was Re: XaAES 0.6 : Foreign client error and mouse doesn't move)

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhsii$4kf@ornews.intel.com>
Source record: 126437

```
In article <5fec56$t6s@m1.cs.man.ac.uk>,
jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:
>>
>>Copyright problems?
>
>sort of... Should be ok though. :-)
>(just got to fax JTS...:)

That was done yesterday, BTW.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
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Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------
```

# 4413. Re: Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <857504682_OASIS_@ping.be>
Source record: 126438

In article <hTLZRXV.greg_evans@delphi.com>
greg_evans@delphi.com said:-

>
>If you can get hold of the last issue of Current Notes, David Barkin
>wrote a mostly positive review of it.

I've paid my subscription rate a few weeks ago maybe I'll get the
issue you mention
>
>Pros: Very, very fast!
>Cons: Magic, Geneva, Extendos don't work, so no multitasking and
>no CDs at this time.

According to the w3 pages of medusa the German version of Geneva works
with the Hades, so I don't see the reason why the English version
shouldn't work. Metados should work but with some problems.
If one use MiNT with N.AES it is possible to do multitasking.

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 4414. Re: ST-Guide 1.5

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk.spam-me-not>
Message-ID: <01bc28a2$7927dd80$80dfe49d@m_clemmetsen_pc.sunderland.ac.uk>
Source record: 126439

Alain-Pierre, try this:
http://www.compulink.co.uk/~inactive/
Michael
: > > http://www.cix.compulink.co.uk/~inactive/
: Is the URL above correct? I never success to reach it. Maybe open only at
some hours!
: Alain-Pierre DERENNES

# 4415. Steffen Scharfe

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5fi9kj$hoa@epimetheus.algonet.se>
Source record: 126440

Hi,

I'm looking for Steffen Scharfe's (bITmASTER/TCE) current email address.
Please send me an email if you've got it, thank you!

All the best,
Daniel

--
@ @
----------oO0-(_)-0Oo-----
Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
---
oOo oOo
U U

# 4416. ST games (+ other stuff) for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: conan@enterprise.net
Message-ID: <331ca65d.8886096@news.enterprise.net>
Source record: 126441

I still have the following Atari ST games for sale:

Excellent games: (5 quid)

Chaos Strikes Back
Lords of Chaos
Bloodwych
Bloodwych (data disks)
Drakkhen

Really good games: (4 quid)

Battle Master
Sim City
Sleeping Gods Lie

OK games: (3 quid)

Castle Master
SDI

Cheap games: (2 quid)

Vindicators
Phobia
Deja Vu

Other stuff: (Make me an offer)

Atari ST: TOS Technical Reference Guid Book
STOS game creator
2 x Quality Midi cables (8 foot long)
ST 2 TV Scart lead
ST hard drive extension cable
Quality Printer cable (4 meters long)
Syncro Express (disk duplicator works with with external drive)
4MEG zram upgrad kit for 520STFM/1024ST (damaged, but chips might be
of some use to someone?)

Postage to be aranged.

Thanks! :)

-Ant

<> Anthony P. Hamilton
<> E-Mail: conan@enterprise.net
<> Undernet IRC: Ant on #POW_Productions
<> Home Page: http://homepages.enterprise.net/conan/

# 4417. FS: Atari 520ST + monitor

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Jorge Barrios Sanchez <sjbarrio@hamlet.uncg.edu>
Message-ID: <Pine.GSO.3.93.970304171806.8868A-100000@hamlet.uncg.edu>
Source record: 126442

Hi! I have an Atari 520 ST with a monitor. I know the Atari works but I have lost all the software for it. I will sell both for $130 obo + shipping COD. If anyone is interested please e-mail me.

Thanks

Vijay

# 4418. WTB Calamus Assistent ACC!

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <JfE45-r.johnhechtman@delphi.com>
Source record: 126443

I just got Calamus SL - it's a great program. But it's a big, complicated program too. So I'm looking for the Calamus Assistent ACC program that was put out by Spar in Brooklyn NYC. Toad is out of stock and the 'phone for Spar is disconnected, so please, if you have a copy of the CalAssist prog that you'd be willing to sell, send email to me at Delphi. The address is: johnhechtman@delphi.com

Thanks,

John

# 4419. This is great. Like iced tea!

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: brianx@wonton.net
Message-ID: <5fi77m$13n@bolivia.earthlink.net>
Source record: 126444

-( 10,000 pictures of beautiful hot sexy Celebrities CD-ROM - ME#3 )-
Questions? CALL US! The number is listed on our website:
http://www.nude-celebs.com

Just SOME of the features-ME3 CDROM:

600+ pictures of Cindy Crawford
400+ pics of Pamela Anderson
250+ pics of Elle Macpherson
200+ pics of Christina Applegate
200+ pics of Alicia Silverstone -==< 10,000 CELEBRITIES!! >==-
200+ pics of Mariah Carey
200+ pics of Sandra Bullock
150+ pics of Liv Tyler, young star (Web Masters get a FREE CD!)
130+ pics of Niki Taylor
130+ pics of Kate Moss!!! For a list of ALL files on the CD
100+ pics of Madchen Amick goto www.nude-celebs.com
100+ pics of Racquel Darrian - *WOW*
80+ pics of hot model Jenny McCarthy! (Nudity!)
80+ pics of Paulina Poriskova, sexy supermodel!
70+ pics of Bridget Hall, supermodel!
50+ pics of TRACI LORDS, yes! ***6 Celeb CDs in One!***
50+ pics of Daisy Fuentes, hot spanish VJ
50+ pics of Salma Hayek, sexy latina actress! ORDER LINE!
50+ pics of Teri Hatcher 1-757-484-7538
* 4000+ pics of other NUDE stars
* 4000+ pics of PG-13 rated celebrity poses
* 10,000+ pictures total, thats TEN thousand!
* Graphics viewing software for Windows3.1/DOS/Win95
* CD is BBS ready, with descriptions of files! And its Mac readable!
* Many more features and pictures of stars!
* NO AMATURE MODELS! - ONLY Celebs!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$
ADULT WEBMASTERS - Get this CD for FREE! Goto our site, find out how!

(For MORE information on content goto http://www.nude-celebs.com/
or call 757-484-7538 in USA to order via phone!
EMAIL: nudecelebs@nude-celebs.com

Other information:
* Packed in white shipper: No signs of nudity (Wife protection plan!)
* There are over 10,000, that's TEN THOUSAND FILES, on ME#3 alone!
* All pictures are high quality at least 640x480!
* Directories on disc are arranged for ease of use!

* Graphics viewing software for Windows/DOS/Win95
* CD is ISO-9660 and Macintosh readable in POWERMACs only
* It's truly BBS-ready with detailed descriptions of all files!
* ME#3 will save you -ALOT- of download/searching TIME & MONEY!
* Sysops! - Has a files.bbs conversion program for different formats!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$

(*) For FAST, reliable results goto http://www.nude-celebs
And fill out a order there. We take all methods of payment.

(*) AOL USERS: You must use AOL 3.0 Web Browser or HIGHER to order at our
automated web site, otherwise request an order form via email.

(*) Or call 757-484-7538 to order via credit card over the phone!

(*) Or if your into free cheerleader pictures visit our Naughty Cheerleaders
site at http://www.nude-celebs.com/redhot/cheer.html

(*) If you can not access the World Wide Web and would like an ORDER FORM
sent to you by email, reply to this message at:
nudecelebs@nude-celebs.com
If you have any further questions feel free to email us!

Qualifications: You must be OVER 18 & live somewhere in this UNIVERSE!
Please remember, Foreign orders are $5 for shipping instead of $2

(*) Wholesale/Dealer/Bulk information/prices available upon request.

ME#3 ..'~ T.H.E. Software ~'..

# 4420. Re: CAB Help me keep hope

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <ZhK5JVt.greg_evans@delphi.com>
Source record: 126445

Basically your setup sounds the same as mine, except I use HSMODEM7 and Geneva/Neodesk. Do you have the JPEG overlay installed? It should be in the same folder as CAB. O yeah, one other difference is MGFTP _never_ works for me -- doesn't get along with Geneva too well -- can't even find its RSC file. Hmmm, the only thing I can think of is the JPEG overlay file. If STiK is working and its various client programs are too, it has to be in CAB. Check each configuration menu item and make sure you have entered choices in each if the fields.

Greg

# 4421. Re: Cab 2.0 Beta5 (Gemjing) and TEXEL

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703042112.a47289@ka2.maus.de>
Source record: 126446

APD>Applications Systems France wrote to me that texel 2 is not available
APD>and that no date is given. Have you some comments?

Yes - they're right. We're just finishing the german 1.60.

APD>And what (where) is your home page?

Try: http://www.uni-karlsruhe.de/~Thomas.Much/
and http://members.aol.com/hoffart

You'll find our freeware programs (Start Me Up!, BubbleGEM, OLGA etc.) there
and demo versions of Texel and ArtWorx.

Regards
Goetz
(Texel-Team)

# 4422. 520STFM PSU Circuit Diagram Wanted

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Stewart Brown <Stu@badtaste.demon.co.uk>
Message-ID: <qFcbSDAbSFHzEwZ8@badtaste.demon.co.uk>
Source record: 126447

Does anyone have a circuit diagram for a 520STFM power supply (rev C. I believe).

Alternatively, if I can supply the circuit refs of the small charred components, is anyone able to supply the component values?

Any help appreciated.
--
Stewart Brown

# 4423. Re: Atari st Tos

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <331C9E85.5331@owens.ridgecrest.ca.us>
Source record: 126448

Michael Grove wrote:
>
> Nuf said.
Now that I think about it, the post I responded to
was directed at someone requesting TOS Roms. There
was also a different name given, but from what you
say, it could have been you. The persons name was
Titless or something like that.

Weifst was? Wenn ich so a Fettwanzn War' wie du,
mocht'ich mich aufhangen.

Sorry, no German keyboard installed:)
--
**************************
Michael Grove-F030 addict
mgrove@owens.ridgecrest.ca.us
**************************

# 4424. Re: Lot's 'O Stuff For Sale-Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Daniel Fangmann <dfangmann@msn.com>
Message-ID: <01bc28bc$61d457c0$d31d2399@default>
Source record: 126449

```
For Sale:
>
> Atari CD Master/Audio CD Master 4
> includes following drivers:
> INFOPEDIA v2.0 , Time Almanac 90's, Time Almanac 95, UFO I & UFO II,
Space
> Missions, 1995 Auto Almanac, MPC Wizard v2.0.
> includes following CD's:
> Time Almanac 90's Time 95 Almanac UFO II
> Space Missions MPC Wizard v2.0 INFOPEDIA v2.0
> whole package costs: $125
>
> SARA CD Driver for Grolier CD Release 6, CD included: $50
>
> Suzy B's CD 1GB DATA:Sold
>
> ST Format Magazines, August '95 thru Sept'96(final issue)
> includes cover disk and 'wonder disks' for all issues
> complete set, 14 issues: $100 (most floppies still in shrink-wrap)
>
> ST Informer Magazine, May '96 with Welcome Disk and PD disk # 97: $5
>
> Productivity Software: original box/doc's included:
>
> The Music Studio-Activision, incl. song file disks:Sold
> First Word Plus v3.15/2disks & v3.200TT/1disk:Sold
> Flash II v3.0-Sunsoft: Sold
> Photo Show STE v2.3 w/Photokina Portfolio Player CD-It's All Relative:
$5
> Data Diet 1.0: $10
> Regent Word II Word Processor:$5
> EZ Test Writer v1.52:$5
> Diamond Back 3 Backup: Sold
> Pagestream 2.2 SE & Pagestream Assistant:$40
> Hard Disk Sentry-Chro-Magic:$15
> LottoDDS-Missionware:$10
> Typing Tutor/Word Invaders-Academy Software:Sold
> PrintMaster Plus v1.0 & PrintMaster Library #2,#9 plus
> ArtGallery Fantasy and Gallery I & II:$15
> Most Shareware Viewer:Free w/order
> Atari Works v1.2:$20
> SPEEDO GDOS 5:$40
> Winning Pictures Viewer/4mg & color monitor req-it's all relative:$5
> Cyrel Serial Mouse Manager:$5
```

> Multi-Desk-Unlimited desk accessory power!:$5
> Neo Desk 3 v3.02 & 3.01/3.02/3.03 to 3.04 upgrade patch program & Neo Desk
> Accessories Vol:$20
> Warp 9 software accelerator & Warp9 extend-o-pack:Sold
> Mouse Boot v3.d-SRL SYS:$5
>
> GAMES: $5ea. unless noted: all have original doc's/box
>
> MOEBIUS-Origin Systems
> Warship-SSI
> LED STORM-Capcom
> Read-a-Rama-2disks
> Eliminator-Hewson
> Last Duel-Capcom
> Transputor-AS
> Phantasm-Exocet
> Karateka-Broderbund
> International Ice Hockey-Impulze
> Goldrunner II-Microdeal
> Pac-land-Grand Slam
> Zero Gravity-Microdeal
> Devon Aire-Epyx
> Roadwar 2000-SSI
> The Pawn-Rainbird
> Championship Wrestling-EPYX
> Planet of Lust-Free Spirit TOS 1.0 only
> STAR QUAKE-Terrific Software
> Prime Time-First Row
> Dive Bomber-EPYX
> Carrier Command-Rainbird
> Battlezone-Atari
> Alcon-Taito
> Renegade-Taito
> Arkanoid-Taito
> Swiftar-Accustar
> The Sentry-Firebird
> Mercenary-DataSoft
> Project Neptune-Epyx
> Metro Cross-Epyx
> Battleship-Epyx
> Pinball Wizard-Accolade
> Final Assault-Epyx
> Starglider-Rainbird
> F15 Strike Eagle-Micropose
> Jewels of Darkness-Firebird
> Silicon Dreams-Firebird
> Typhoon Thompson
> Red Lightening-SSI
> Hollywood Hustler-Desert Star***$20

> Dragon Scape-Free Spirit
> Substation-Chro-Magic***$20
> Mixed Up Mother Goose-Sierra***$10
> B-17 Flying Fortress-Micropose***20
> Wishbringer-Infocom
> Space Quest-Sierra
> The Black Cauldron-Sierra/Disney***$10
> Fun School 3***$15
> Zynaps-Hewson
> Dog Fight-Micropose***$20
> Crash Garrett
>
> Buyer pays shipping. Payment Check/Money-order or COD.
> Dan Fangmann
> dfangmann@msn.com
>
> US & Canada ONLY!! Payment is US Funds!!
>
>
>
>

# 4425. Re: Atari Lot's 'O Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Daniel Fangmann <dfangmann@msn.com>
Message-ID: <01bc28bc$d8250a00$d31d2399@default>
Source record: 126450

> Following for sale:
>
> MEGA STE/4MEG(removable SIMMS), TOS 2.06, 52MEG internal Quantum, Golden
> Image cordless trackball, Atari Mouse,
> asking SOLD AlberTT VGA card, SOLD.
>
> SLM804 Atari Laser, recently changed drum, works great with Atari
Works!,
> asking $150.(comes with an extra new toner cartridge-Atari LPS005)
> SC1224 Atari Color Monitors, refurbished $55(original box); used
$45(good
> condition).
>
> PCM124 Atari PC Monitor, new, 9pin connector, original box, asking $50.
>
> SM124 Atari Monochrome Monitor-used, works great...$50(original box
incl.)
>
> SCSI TOWER: 85meg Seagate HD, Sony CDU-541 CD DRIVE, ICD 155MB tape
> drive(5 extra tapes), 540 meg FUJITSU(new) HD, 50meg Seagate
HD(new),50meg
> SeagateHD, 6 SCSI devices in all, wired together in one new case with
> powersupply/fan with single output to LINK 2 SCSI Adapter, included with
> cable: recently constructed asking $550
>
> Tower will boot automatically to any ST/STE without internal hard drive.

> Full instructions to install to MEGA /ST/STE/TT with internal hard
drive.
> ICD driver software, tape backup software and ExtenDOS pro included!
>
> 1040 STF's, 1 meg, good used condition, tested, $65.
>
> Jaguar Game System with CD Player, 2 controllers, Raiden, Highlander CD,
> Braindead 13 CD, Tempest 2000 Soundtrack CD, Blue Lightening CD, MYST
Demo
> CD, Vid Grid CD, like new, asking $150.
>
> Aerochopper R/C Aircraft/Helicopter Flight Simulator.
> Includes actual Futaba 'Conquest' 4 channel controller that plugs into
> the cartridge slot on an Atari ST. Software, manual and original box
> included.
> Excellent program for a 1 meg Atari. asking $125.
>

> Star NX1001- 9 pin dot matrix printer, like new, original box/owners
> manual, tractor feed or 'auto-load' single sheet. Print on both sides of
> paper! asking-$50.
Olivetti Ink Jet Printer-PR2300, includes 20+ new ink jet cartridges &
AXIOM Printer Buffer 32K, asking $75

Star SG-10 Printer with extra black and color ribbons, excellent condition,
asking $40.

USA and US Post Office to
> Canada ONLY!! Dan F.
Shipped from New York.

# 4426. Thing icons

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: skr@dcs.ed.ac.uk
Message-ID: <E6IyDI.1u3.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 126451

How can I edit icons for Thing?
Ideally, I'd like to be able to dwonload a new icons.rsc file and play with it.
Can anyone help me out here?

--

:=----+Steve.

# 4427. Re: Newdesk.INF > 4096 bytes ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703042135.a49095@ka2.maus.de>
Source record: 126452

MP>Has anyone found a way around the 'System out of memory' bug when
MP>you've got a Newdesk.INF file that's bigger than 4096 bytes ?

Yes. Use GEMRAM (which loads GEM from ROM to RAM) and SHBUF (a fix for your
4096 byte problem) and (best) WINX 2.3n (multiple window manager with shading).

But: GEMRAM needs a lot of RAM because it loads the complete AES to the RAM!

Regards
Goetz

# 4428. Re: connecting falcon scc port to st rs-232 via null modem cable

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703042151.a49097@ka2.maus.de>
Source record: 126453

FJ>Parallel port (printer port) is bidirectionnal on Falcon but not on
FJ>1040 STFM.

Beeeep - wrong. The PSG can be programmed either as an input or an output device. I had a sound sampler at the printer port of my 1040STF and it worked.

Regards
Goetz

# 4429. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703042146.a49096@ka2.maus.de>
Source record: 126454

JES>They also claims that the long (Extremely long.) bootup only occurs
JES>on Falcons without IDE-drives, and that MagiC does not look for a
JES>boot-drive (I guess they mean boot-floppy because that's what Draca
JES>talked about.). So why does MagiC wait forever if there's no floppy
JES>in the disk-drive?

Wrong. MagiC checks for the IDE drive, not for the floppy. There is a patch for Falcons without IDE drives, called MPATCH.

JES>Perhaps, but I have no problems with MOD-players except when I use
JES>MagiC. N.AES+NVDI is fine, Geneva (Demo.)+NVDI is fine, TOS+NVDI is
JES>fine,

Because MagiC has a totally preemptive (sp?) multitasking. MiNT still uses the old GEMDOS.

JES>Falcon that's faulty, not MagiC. Finally somebody has admitted that
JES>the problem actually exists!

It exists. But my Falcon had this problems even without MagiC. It is a really ugly designed machine (just think of the weird 16 bit memory interface to the CPU) and a lot of Falcons I know had hand-soldered ICs on the mainboard - soldered by Atari to fix problems (with SCSI, the DMA, the video ...).

Regards
Goetz

# 4430. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970304002047117 95@pwomar.demon.co.uk>
Source record: 126472

Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:

> Uwe Seimet wrote:
> > Gary Priest wrote:
> > > Oops. Of course I meant HDDriver 6!!! Silly me :)
> > With HDDRIVER 6 using a ZIP is plug and play. Of course you need the
> > appropriate cable. With HDDRIVER 6 you're not only able to use the ZIP
> > like any other removable drive but you also have support of the ZIP's
> > unique read/write protection features.
>
> Interesting. These read/write protection features are only availble on the
> Zip or Jaz drives?

I'm not sure if the Jaz has these features or not.

> What are these features? And would they tip the
> balance in favour of Iomega over Syquest for you(or anyone)?
> thanks.merci for any info

Basically they are simply Passowrd protection for Read/Write or Read
only mounting of the drive which is built into the driver software.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4431. PH PLAYER - more sound format supported !!

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5ffue3$2a0gu_002@news.ti.com>
Source record: 126473

FREEWARE from Probe House Software !

PH Player (version Feb23) now supports even more sound format with
the inclusion of Soundblaster VOC and Amiga IFF sound format auto
recognition.

- WAV, AU, SND, AVR, AIFF, VOC, IFF and raw sound format.
- 8 bits & 16 bits
- u-law, a-law, PCM linear.
- all popular playback speed including 44.1 KHz.
- Multitasking aware.
- drag & drop.

Get it from:
http://www.geocities.com/SiliconValley/6880/phsw.html
Both text & graphical pages are supported!

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 4432. Need System disks for 520stfm

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Robert Andrew Bell <rbell@uniserve.com>
Message-ID: <01bc2841$7b076a00$25d2f4cc@satan>
Source record: 126474

Hi I just picked up a 520stfm from Value Village but didn't get any disks with it,it's been quite a few years since I used an st and I can't remember if I need a tos system disk.If I do need a system disk where can I get one,can I download the files from the internet or would someone be able to email me the relevant files.Any help would be greatly appreciated.

thanks.

Rob.(Returned to the fold.)

rbell@uniserve.com

# 4433. Line drawing (Graphics) fonts for TelVT102????

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5fg33b$ngl@alexander.INS.CWRU.Edu>
Source record: 126475

Somewhere, somehow there must exist some kind of Vector font of the
special set known as Line drawing. This set is NOT a set with the high bit
graphics chars as found in ANSI fonts. This is a special set with line chars
in the place of the lower case chars called by ss1/ss2 in terminal mode for
VT102 operation. Does anyone know of such a thing??? I need it to work
with the brand new VT102 telnet (TelVT102) I am about to release. I have
a bit-mapped .FNT set, but would like a vector set if i can find one.
Barring finding one for the Atari, What non-Atari fonts can be used???
There are so many terminal emulators around, surely someone has written one.
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

# 4434. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <331BD7D1.185E@ooc.de>
Source record: 126476

Paul Womar wrote:

> > Interesting. These read/write protection features are only availble on the Zip or Jaz drives?
>
> I'm not sure if the Jaz has these features or not.

The JAZ offers the same read/write protection features as the ZIP does.
This means that tbe software coming with HDDRIVER can be used on the JAZ
as well as on the ZIP for changing these settings.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 4435. Atari 520 stfm rgb monitor pinouts?

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Robert Andrew Bell <rbell@uniserve.com>
Message-ID: <01bc2869$f07e08c0$43d2f4cc@satan>
Source record: 126477

Hi, can someone email me the pinouts of the external monitor socket for a 520stfm,thanks.

Rob.
rbell@uniserve.com

# 4436. Some of the SEXIEST women alive!

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: paoiureopu@potwopeiu.com
Message-ID: <5fgg5p$bn4@ecuador.earthlink.net>
Source record: 126478

-( 10,000 pictures of beautiful hot sexy Celebrities CD-ROM - ME#3 )-
Questions? CALL US! The number is listed on our website:
http://www.nude-celebs.com

Just SOME of the features-ME3 CDROM:

600+ pictures of Cindy Crawford
400+ pics of Pamela Anderson
250+ pics of Elle Macpherson
200+ pics of Christina Applegate
200+ pics of Alicia Silverstone -==< 10,000 CELEBRITIES!! >==-
200+ pics of Mariah Carey
200+ pics of Sandra Bullock
150+ pics of Liv Tyler, young star
130+ pics of Niki Taylor
130+ pics of Kate Moss!!! For a list of ALL files on the CD
100+ pics of Madchen Amick goto www.nude-celebs.com
100+ pics of Racquel Darrian - *WOW*
80+ pics of hot model Jenny McCarthy! (Nudity!)
80+ pics of Paulina Poriskova, sexy supermodel!
70+ pics of Bridget Hall, supermodel!
50+ pics of TRACI LORDS, yes! ***6 Celeb CDs in One!***
50+ pics of Daisy Fuentes, hot spanish VJ
50+ pics of Salma Hayek, sexy latina actress! ORDER LINE!
50+ pics of Teri Hatcher 1-757-484-7538
* 4000+ pics of other NUDE stars
* 4000+ pics of PG-13 rated celebrity poses
* 10,000+ pictures total, thats TEN thousand!
* Graphics viewing software for Windows3.1/DOS/Win95
* CD is BBS ready, with descriptions of files! And its Mac readable!
* Many more features and pictures of stars!
* NO AMATURE MODELS! - ONLY Celebs!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$

(For MORE information on content goto http://www.nude-celebs.com/
or call 757-484-7538 in USA to order via phone!
EMAIL: nudecelebs@nude-celebs.com

Other information:
* Packed in white shipper: No signs of nudity (Wife protection plan!)
* There are over 10,000, that's TEN THOUSAND FILES, on ME#3 alone!
* All pictures are high quality at least 640x480!
* Directories on disc are arranged for ease of use!
* Graphics viewing software for Windows/DOS/Win95

* CD is ISO-9660 and Macintosh readable in POWERMACs only
* It's truly BBS-ready with detailed descriptions of all files!
* ME#3 will save you -ALOT- of download/searching TIME & MONEY!
* Sysops! - Has a files.bbs conversion program for different formats!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$

(*) For FAST, reliable results goto http://www.nude-celebs
And fill out a order there. We take all methods of payment.

(*) AOL USERS: You must use AOL 3.0 Web Browser or HIGHER to order at our
automated web site, otherwise request an order form via email.

(*) Or call 757-484-7538 to order via credit card over the phone!

(*) Or if your into free cheerleader pictures visit our Naughty Cheerleaders
site at http://www.nude-celebs.com/redhot/cheer.html

(*) If you can not access the World Wide Web and would like an ORDER FORM
sent to you by email, reply to this message at:
nudecelebs@nude-celebs.com
If you have any further questions feel free to email us!

Qualifications: You must be OVER 18 & live somewhere in this UNIVERSE!
Please remember, Foreign orders are $5 for shipping instead of $2

(*) Wholesale/Dealer/Bulk information/prices available upon request.

ME#3 ..'~ T.H.E. Software ~'..

# 4437. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E6IEz2.4p3@gazette.stortek.com>
Source record: 126479

In article <331b1de3.4692359@news.demon.co.uk>, damien@jetman.demon.co.uk wrote:
>>I don't see what difference there is to the above. Who can guarantee that you
>>haven't messed around with the rest of the code and changed the performance of
>
>>the program. If I was an author, I would certainly not give any kind of
>>authorization to hack the code.
>
>You don't hack their code, you hack the protection out. Big difference.
>

Not really. Most of the time protection routines include disk read routines, some of which are faster than the original rom routines. In this case your hack will affect the game's loading speed. This is just an example, but protection is definitely part of the code.

>>As I said in a different thread, the programmer is not the only owner of the
>>rights. You should also have to contact the authors of the various routines
>>used in that particular software company, the authors of any text files, the
>>artwork designers, the music composers, the sound FX guys. They have at least
>>as much rights on their work as the programmer, don't you think ?
>
>Actually no; generally the company will own the rights and the programmers will
>own nothing. Case in point; Jon Ritman, author of a fair few Spectrum games, is
>quite happy for people to copy his Speccy titles, but then again, as he says,
>he doesn't own the rights to them. The company he wrote them for does. So you
>don't have to contact a number of different people to get permission; just the
>company.

And that's where the problem is. When the company has gone under, the only person you can contact is the programmer. What if the guys who worked with Jon Ritman at the time were against free distribution of their artwork or music or whatever else ?

I suppose you can always state that you will withdraw the program from the FTP under any request from people listed in the games credits (assuming these haven't been edited by the game's cracker), but that won't protect you from being prosecuted. After all, you don't know how many free copies have been distributed.

Don't get me wrong, I support the idea of setting up an FTP of old commercial games. I'm just trying to work out how it could go wrong.

Nicholas Bales, Toulouse, France

# 4438. Re: MagicMac emulator : help !

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: massimo@irfmn.mnegri.it
Message-ID: <massimo-ya02408000R0403971011420001@newsserver.cilea.it>
Source record: 126480

In article <fov1186-0303970627350001@a09gw3.iperbole.bologna.it>,
fov1186@iperbole.bologna.it (Paolo) wrote:

> I'm looking for someone that use it for some help .
>
> please contact me by e-mail.
>
> Thank and ciao
>
> --
> Paolo

Ciao, io uso la demo della versione 2.x tutti i santi giorni...


---
| /|/| |
| / |AX Institute of Pharmacology Research "Mario Negri" |
| Massimo Farina E-mail: massimo@irfmn.mnegri.it |
---

# 4439. Re: Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5fgfu3$2t3@ash.ridgecrest.ca.us>
Source record: 126481

>
>If you can get hold of the last issue of Current Notes, David Barkin
>wrote a mostly positive review of it.
>
>Pros: Very, very fast!
>Cons: Magic, Geneva, Extendos don't work, so no multitasking and
>no CDs at this time.
>
>It is faster than the fastest Mac running Magic MAc and much faster
>than Gemulator running on even a Pentium Pro 200.
>
>Greg
>.

I think that Chris had said that with the Hades they use
HD Driver. I have Hard & Softs CD Tools which will operate
an IDE CD Rom on the Falcon so it may work on the T060 as
well. Both HUSHI (the driver) SCSI Tool and CD Tool are a
very complete package. However it is all in German. If you
are use to TOS/GEM, it is not all that difficult to understand.

Has anyone ran Dynacadd on the T060? I just tried it under
MagiC Mac and it works fine, but even on the 040 machine
it takes around 15 minutes to load an Autocad DXF file in
the 10mb range.

Yes, the Current Notes article was very impressive (so is
the machine:).

Mike

# 4440. Re: Atari st Tos

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5fghlu$2t3@ash.ridgecrest.ca.us>
Source record: 126482

>cip-mac5 (gast@coli.uni-sb.de) wrote:
>> In article <Pine.LNX.3.95.970302203042.5897A-100000@dmapub.dma.org>,
>> Richard Wegner <richardw@dmapub.dma.org> wrote:
>
>> > On Sat, 1 Mar 1997 chewy@erinet.com wrote:
>> >
>> > > Could someone please post Atari st tos rom 1.0 or above?
>> >
>> > It is illegal to do that anyway.
>> >
>> >
>> Well, I don't care the fuck!
>
>1. Who are "You"??
>2. The fact above good to know for all readers. If somebody wants to give
>someone this information, it wouldn't be in this way, or he may have problems.
>
>> For those interested in a certain tos image, have a careful look at
>> http://ireland.iol.ie/~ajankows/st/pacifist.html.
>> That's it, have fun.
>Maybe it is because of my poor english, but i don't understand what you
>mean...
>
>Bye,
>
>Guentcho
>

I think I understand Guentcho, and I surely understand the first person,
and what he is saying (or doing depending on your viewpoint). He is
stiring up some shit, requesting the images first of all.
Anyone who reads the group has seen all the postings concerning this
issue. His response was to post a site that probably has an image
for download. I have seen a few lately with the images burried inside
a couple of pages of personal bullshit (you know who your are).
Now after he gets his image, he'll be back here wanting more info
on what app is best under Gemu... ect. Well you know what,
"I don't care the fuck" either. By the way, using "care the" instead
of "give a" will cause you great problems when you try to read the
Gemulator instructions.

Mike

# 4441. STik and IP address

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5fgn5k$3qu@ash.ridgecrest.ca.us>
Source record: 126483

I noticed that when changing resolutions while on line
my modem does not drop carrier.
I recorded the IP address that the server provided
and re-entered it into STik after a resolution change.
I was able to start Newsie again without having to
logon again.
As the IP is different each time I connect, I was thinking
that an accessory or app that could catch the inital IP and
STik (pun:) it back into whereever it is suppose to be would
be nice. That way 16 color speed and text and 16 bit
(Falcon anyway) for pics would be an easy option.
Any ideas?

Mike

# 4442. Re: KEMD_rev2.zip available./

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970304042149.7264B-100000@sparkie.gnofn.org>
Source record: 126484

On Thu, 27 Feb 1997, Rich Tietjens wrote:

Rich.Tietjens ">"In article <Pine.BSI.3.95.970224062837.15077B-100000@usr07.primenet.com>,
Rich.Tietjens ">" Katherine L Ellis <kellis@primenet.com> wrote:
Rich.Tietjens ">">
Rich.Tietjens ">">I am pleased and proud to annouce that KEMD revision 2 is available on
Rich.Tietjens ">">my homepage and soon on several ftps.
Rich.Tietjens ">"
Rich.Tietjens ">"Got your file, Katehrine, but it appears that I will also have to download
Rich.Tietjens ">"seven folders full of strange things from
Rich.Tietjens ">"ftp://ftp.phil.uni-sb.de/pub/atari/mint/KGMD-1.0/ befoer I can even begin
Rich.Tietjens ">"trying to figure out how to install it. %^< Isn't there an easier method
of
Rich.Tietjens ">"getting it working?

My sentiments exactly. I thought this would be an easy way to get into
Mint. Katherine has a pretty cool web page, even in Lynx, though.

Dave

_____
/ /
|||||||||||||||====]: dbg01@gnofn.org
____\

# 4443. Re: Falcon IDE drive speed

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <331B80C9.146C@owens.ridgecrest.ca.us>
Source record: 126485

dest@freenet.edmonton.ab.ca wrote:
>
> I just reformatted my Falcon hard drive (Quantum GLS85). When it was
> empty, ICD's RateHD gave rates up to 1063 K/s at 19ms. After copying back
> all the files, RateHD reports about 150 K/s at 17ms.
>
> Is this normal? Do all IDE drives slow down as they fill up?
>
> --
> --
> <dest@freenet.edmonton.ab.ca> F030/STE/Mega/XE/Lynx/Jag-CD-Catbox

Look here for speedtest.zip. Inside there are a few Falcon
only utils, but an app called Howfast will give you a better
idea of how your drive is performing.

ftp.ridgecrest.ca.us/users/pub/m/mgrove/
in the Falcon directory is where you will find the file.

--
**************************
Michael Grove-F030 addict
mgrove@owens.ridgecrest.ca.us
**************************

# 4444. Re: 1040 STe and TV!

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970304043121.7264C-100000@sparkie.gnofn.org>
Source record: 126486

On Thu, 27 Feb 1997, Jah Rey wrote:

->Just got a 1040Ste with a video jack on it. No monitor. I wanted to
->plug this into a TV. I tried plugging the video jack to the video in
->jack on the TV but no luck.

I did this with my STe. You need a cable with a male RCA plug on one end
and a male "cable" RG xxx connector on the other end. A normal US cable TV
plug, in other words. Thats if your TV is cable ready, or has a 75 ohm
input jack. If not you will need a 75 ohm -> 300 twin lead adapter.
Your best bet is to just get a monitor. A TV looks horrible :-)

Dave

```
_____
/ /
|||||||||||||||====]: dbg01@gnofn.org
\____\
```

# 4445. Re: Atari ST emulator: shower me with tips!

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <331B7DD2.8AB@owens.ridgecrest.ca.us>
Source record: 126487

Damien Burke wrote:
>
> On Fri, 28 Feb 1997 21:07:55 -0800, ryang@computerhelp.ca (Ryan Goolevitch)
> wrote:
>
> >I highly doubt that ANY emulator could run those at least half-ass!
> >They make so many undocumented hardware calls, time the video inturrupts
> >so accurately its not funny..
>
> That's what they said about rainbowing colour effects on the Spectrum before a
> few emulator authors managed to emulate those...
> --
> Damien Burke (remove nojunkmail part of my address to reply)
> Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
> Opinions are mine alone and do not represent RNSETT

Yea! I want to run SpaceJunk and Rainbow Multimedia II
on a PC:)

--
**************************
Michael Grove-F030 addict
mgrove@owens.ridgecrest.ca.us
**************************

# 4446. Re: Atari ST tos roms

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <331B7E5B.64E6@owens.ridgecrest.ca.us>
Source record: 126488

tivegas wrote:
>
> Sure i would be glad to, i know what a pain it can be to aquire such a
> warez
> tivegas
>
> chewy@erinet.com wrote in article <3318a6ed.6459125@news.erinet.com>...
> > Could anyone please send me copy of ST tos roms, ver. 1.0 or above?
> >
> >
> > chewy@erinet.com
> >

Someone read this guy his rights.
--
**********
Michael Grove-F030 addict
mgrove@owens.ridgecrest.ca.us
**********

# 4447. IMG to GIF

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: David Anderson <DRCAnderson@xtra.co.nz>
Message-ID: <331BFA9D.1D24@xtra.co.nz>
Source record: 126489

Hi
Does anyone know of any utitlity that would convert my Notator IMG's
to GIF or similar IBM format.

David Anderson
DRCAnderson@xtra.co.nz

# 4448. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <331B860A.7C6F@owens.ridgecrest.ca.us>
Source record: 126490

please@no.spam.mail.here.mettav wrote:
>
> Yo! Harry Dude!
>
> Whilst under caution Harry said to Officer mgrove@owens.ridgecrest.ca.us :~)
>
> m>> I know that System Solutions offers a "freshen-up" for NVDI 4r3 to r6
> m>> for free, but Toad is charging $20.00 for this
>
> HS> Does anyone have a README of the changes to this? Is there anything
> HS> worth upgrading for if you aren't a version number freak?
>
> Ive just checked, there's no information given. Just bug fixes i guess.
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>
> ** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
> -= Press ANY Key to Continue with Hard Disk Format.
>
> --
>
> Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)
>
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> | The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Damn bugs are everywhere! I can't seem to get rid of them, I just keep
buying more:)
--
**************************
Michael Grove-F030 addict
mgrove@owens.ridgecrest.ca.us
**************************

# 4449. Re: Speeding up CAB?

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <331B8A00.11BF@owens.ridgecrest.ca.us>
Source record: 126491
Cross-posted to: comp.sys.atari.st,alt.flame

```
kingston_06p wrote:
>
> Magnus Kollberg wrote:
> >
> > mgrove@owens.ridgecrest.ca.us (Michael Grove) writes:
> >
> > >
> > > :) It is because he has an Afterburner. The Falcon will not
> > > work without NVDI if fast ram is installed such as in the
> > > Afterburner or Mighty Sonic. Many, many bad things happen:)
> > > An old German fellow told me this in 1992:). I have tested
> > > it and it is true:). Ah, the stories the Maus could have told
> > > us long ago if only we could speak German:). I went so far
> > > as to purchase dictionarys:)
> >
> > Well this is not true any longer. With the latest 68040 driver
> > from Doug Little you can run the AB040 without NVDI as well.
> >
> > You still shouldn't switch on your computer without it. :-)
> >
> > //Magnus Kollberg
> > --
> > +----------------------------------------+
> > | Falcon040, Bad Mood support team |
> > | email: Magnus.Kollberg@emw.ericsson.se |
> > +----------------------------------------+

Interesting. The Mighty uses a VDI patch to install the fast ram, but
even then
if NVDI is not installed, you can expect instant crashes in TC mode and
even hard
disk problems (FRB is installed). Does the 68040 driver patch TOS or
does it just load
the fast ram with a magic D.Little app:) Is the fast ram address the
same as on the TT?
```

# 4450. Re: Atari st Tos

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: gast@coli.uni-sb.de
Message-ID: <gast-0403971444230001@cip-mac1.coli.uni-sb.de>
Source record: 126492

> I think I understand Guentcho, and I surely understand the first person,
> and what he is saying (or doing depending on your viewpoint). He is
> stiring up some shit, requesting the images first of all.
> Anyone who reads the group has seen all the postings concerning this
> issue. His response was to post a site that probably has an image
> for download. I have seen a few lately with the images burried inside
> a couple of pages of personal bullshit (you know who your are).
> Now after he gets his image, he'll be back here wanting more info
> on what app is best under Gemu... ect. Well you know what,
> "I don't care the fuck" either. By the way, using "care the" instead
> of "give a" will cause you great problems when you try to read the
> Gemulator instructions.
>
>
> Mike

Well again, I don't care the fuck (whether this may be good English or not,
I don't care, it's probably better than your German would be, isn't it?)
Moreover, you are dead wrong, I don't need any tos image myself (I even own
an Atari and legal tos roms), nor do I need any good advice as to getting
Gemulator and the like working... ha ha ha... No problem at all (reading English
instructions is nothing but a minor challenge, but there is no problem at all,
it is real fun and easy for me).
I use Gemulator96, Gemulator Classic, Pacifist, and I do not need any info;
I could rather give some people useful hints.

As someone already mentioned before here (I do not remember who), the
whole discussion about legal aspects of tos roms appears to be paranoid
nowadays. That is what gets me angry and ready to utter the opinions of
many, many here (be it formally legal or not).
If you wonder who I am (obviously anonymous), I can tell you:
Using a public computer pool, there is no need to change the default
identity in this publicly accessible newsreader, I just start the program
and post, that is all.

Enough now, whatever shit some idiot may answer now, flaming me, be informed
that I will no longer reply, I just don't give a damn...

# 4451. FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: jthorpe@epix.net
Message-ID: <NEWTNews.857500872.25442.jthorpe@epix.net>
Source record: 126493

I have an Atari 540ST with 2 3.5" floppy drives, a 20mb hard drive which is in excellent condition. Business requirements forced me to move to an IBM-PC compatible system, and I would like someone who appreciates the Atari to make use of it -- even if only for its component parts. The package includes a Mark Williams C Compiler, PC-Intercom communications software along with other useful software. I will let my old friend go for $200 or best offer.

Please reply via e-mail to: jthorpe@epix.net
The various units are re-packed in their original cartons awaiting their new owner to pick them up! I am located in southern Lancaster County, Pennsylvania.

Jim Thorpe

# 4452. Re: Texel demo... Where???

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <331C4409.5892@cfcsc.dnd.ca>
Source record: 126494

Blair Dean wrote:
> I've seen a Texel demo mentioned a few times and want to give it a try.
> Where can I find it?

TRY:
http://www.uni-karlsruhe.de/~Thomas.Much/Texel/index.html

# 4453. Re: IMG to GIF

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <331C4DFF.6AB9@cfcsc.dnd.ca>
Source record: 126495

David Anderson wrote:
> Hi
> Does anyone know of any utitlity that would convert my Notator IMG's
> to GIF or similar IBM format.
> David Anderson
> DRCAnderson@xtra.co.nz

PaintShopPro may do it. I've used it before to open IMG files.

# 4454. moniterm CD19 specs and help

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Jelcke de Boer <link@tpa.demon.nl>
Message-ID: <331C0EDB.2C3F@tpa.demon.nl>
Source record: 126496

Hello to you all,

I've got this great fixed frequency monitor and I've got it working
under win95.
But the only problem remaining is that every time I switch to montor on
and off
the vertical position of the image gets displaced.

I have to reposition the screen image with the internal\external sync
switch on the back of the monitor.

The monitor is a MONITERM model CD19

I use composite sync at the moment but I think sync on green could also
be used
(internal\external sync switch?)

Does anybody know this monitor and\or give me advice on how to avoid the
displacement
of the image and does anybody know how the internal dip switches work ?

A lot of thanks in advance,

Jelcke de Boer (link@tpa.demon.nl)

# 4455. Atari ST TOS ROMs and games at this address

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: pompeypirates@hotmail.com
Message-ID: <5fgt8c$fdt@lana.zippo.com>
Source record: 126497
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

http://www.geocities.com/SiliconValley/Pines/7550/

Enjoy!

# 4456. Re: Need System disks for 520stfm

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <331C5574.166B@cfcsc.dnd.ca>
Source record: 126498

Robert Andrew Bell wrote:
> Hi I just picked up a 520stfm from Value Village but didn't get any disks
> with it,it's been quite a few years since I used an st and I can't remember
> if I need a tos system disk.If I do need a system disk where can I get
> one,can I download the files from the internet or would someone be able to
> email me the relevant files.Any help would be greatly appreciated.
> thanks.
> Rob.(Returned to the fold.)
> rbell@uniserve.com

Yo!
You don't need TOS system disks it's on ROM(ulen).
There was a 'language' disk provided. I could uuencode it and send it off to you.
but before you do anything, check out and read the faq's, which you can get from:
http://home.sn.no/~hallvart/pages/atari.html follow the beginners software tag.
good luck.bonne chance

# 4457. X-oR Program / Profiles

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: musicman@pixi.com
Message-ID: <5fhjiu$g7q@rigel.pixi.com>
Source record: 126499

Hello and Aloha!

Anyone out their know where I can get the latest profiles for XoR program?
I just purchased an Alesis DM5 / drum machine module, and can't get it
to work because my Xor program does not have this profile.

Do Atarians even have the support from Mark of the Unicorn anymore?

Help if you can.....it is very much appreciated! :)

Aloha from Hawaii!

Vern

# 4458. XoR program / Profiles?

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: musicman@pixi.com
Message-ID: <5fhjrs$gbu@rigel.pixi.com>
Source record: 126500

Aloha!

Anyone know where I can get some new equipment/profiles? I have the
XoR Editor Librarian for Midi information. But I need new profiles
for my equipment...one of such is an Alesis DM5 drum module. I have the
D4 module...though.

I'm not even sure if Mark of the Unicorn still supports us Atarians.

Can anyone help?

Aloha and Mahalo....

Vern

# 4459. Re: Need System disks for 520stfm

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: trek@ihgp114r.ih.lucent.com
Message-ID: <5fhooc$ejr@ssbunews.ih.lucent.com>
Source record: 126501

In article <331C5574.166B@cfcsc.dnd.ca>,
Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:
>Robert Andrew Bell wrote:
>> Hi I just picked up a 520stfm from Value Village but didn't get any disks
>> with it,it's been quite a few years since I used an st and I can't remember
>> if I need a tos system disk.If I do need a system disk where can I get
>> one,can I download the files from the internet or would someone be able to
>> email me the relevant files.Any help would be greatly appreciated.
>> thanks.
>> Rob.(Returned to the fold.)
>> rbell@uniserve.com
>
>You don't need TOS system disks it's on ROM(ulen).

Was not always true. The first STs released had Tos on disk not in rom.
If you turn the machine on and nothing appears on the screen, then you
might have one of the earlier versions of the ST and just might need tos
on disk for it. Wayne Booth

>There was a 'language' disk provided. I could uuencode it and send it off to you.
>but before you do anything, check out and read the faq's, which you can get from:
>http://home.sn.no/~hallvart/pages/atari.html follow the beginners software tag.
>good luck.bonne chance

# 4460. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: damien@jetman.demon.co.uk
Message-ID: <331c6b9c.4873601@news.demon.co.uk>
Source record: 126502

On Tue, 4 Mar 1997 08:16:36 GMT, bales@garonne.stortek.NOSPAM.com (Nicholas Bales, Toulouse, France) wrote:

>Not really. Most of the time protection routines include disk read routines,
>some of which are faster than the original rom routines.

Make that all :)

> In this case your
>hack will affect the game's loading speed. This is just an example, but
>protection is definitely part of the code.

Actually from what I've seen it *never* is. It is usually tacked on the front of the game just before they release it. Several schemes took an existing PRG and encrypted it, adding a protected disk verification routine on the front. These can be removed easily enough (part of the job I mentioned previously was taking out this sort of thing). Reading protected sectors is never handled by the same code that reads normal sectors.

I had a different idea, though it would only work for emulators - patches within the emulator. When it spots a particular game it fakes the results the game expects from its protection check. Unfortunately there's still some hacking needed, and to be honest it's more hassle than just removing the protection in the first place.

>And that's where the problem is. When the company has gone under, the only
>person you can contact is the programmer. What if the guys who worked with Jon
>Ritman at the time were against free distribution of their artwork or music or
>whatever else ?

Not their say. It's the company's say, whether you can find them or not.

>I suppose you can always state that you will withdraw the program from the FTP
>under any request from people listed in the games credits (assuming these
>haven't been edited by the game's cracker), but that won't protect you from
>being prosecuted. After all, you don't know how many free copies have been
>distributed.

Which is pretty much how the Spectrum scene handles this problem. No prosecutions yet, only two companies popped up and said they didn't want their stuff distributed and as a rule people respected that.
--
Damien Burke

# 4461. FS: Spectre GCR 3.0 $75

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-0403971108560001@i504.oro.net>
Source record: 126503

Includes the Spectre GCR cartridge with 128k ROMS, Floppy Drive Cable,
Version 3.0 of the software, User Manual, original box, and 10 disks which
include version 6.0.7 of the MAC system software.

$75 plus freight.

Also have the following:
MacWorld Book on the MAC. About three inches thick. $10.
Quicken 5.0 for MAC System 6.x $10

Tom

## 4462. 1040st wanted

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: "E. Westervelt" <ewest@bellatlantic.net>
Message-ID: <331C6ADA.2CA3@bellatlantic.net>
Source record: 126504

If anyone out there has an atari 1040st they want to get rid of let me know.

# 4463. FS: External 720K Drive for Atari $25

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-0403971110210001@i504.oro.net>
Source record: 126505

This is the Master brand external 720K Floppy Drive for any Atari system.
Works great. Comes with original box, user guide, and floppy cable.

$25 plus freight

# 4464. FS: WordPerfect for Atari $10

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-0403971111030001@i504.oro.net>
Source record: 126506

$10 plus freight. Original box, disks, and user guide.

Tom

# 4465. Re: How much should I pay for a ZIP drive?

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Kevin Palmer <kpalmer@neosoft.com>
Message-ID: <331BC599.2675@neosoft.com>
Source record: 126507

Charles Silver wrote:
>
> All Gary wrote to all:
>
> >I'm seriously contemplating getting a ZIP drive to go with my Falcon, and
> >just wondered how much I can expect to pay for one in the UK?
>
> Hi Gary,
>
> Before you buy a ZIP drive you might consider a SyQuest EZ Drive(135meg cart)
> IMHO, the SyQuest is faster and uses a better technology. The price here
> in the US is the same as a ZIP drive, about $125. The cable to connect to a
> Falcon cost anywhere from $29 to $60 ;)
>
> Charles

No, don't get a Syquest drive. They are the most unreliable pieces of shit I have ever used. You have no idea how many times I have had people ask me if I can recover their lost data from those things. I have had plenty of lost work myself due to those things too. I'm not even talking about if you treat it nice or not. I treated mine like a carton of eggs and it still died. They are only guaranteed for 5 years so if it dies before that you get your money back but that's no help to the data you lost. Zip drives use an optical method and are much more reliable. Regardless, I would make sure to always make back-ups of anything on a cartridge. Don't use the cartridges as back-ups. If you need something for back-ups then by a tape drive. They store much more anyway.
Kev

# 4466. Re: Broken Harddrive?

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhree$4kf@ornews.intel.com>
Source record: 126508
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3309E7C7.1CC4@cfcsc.dnd.ca>,
Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:

>2)put a floppy in the disk drive with ahdi.prg, hdx.prg (or other hard
>drive boot/configuration programs. turn on the Atari, wait till the desktop
>appears. turn on the hard drive. try to boot the hard drive with ahdi.prg.
>If successful, install C drive from menu selection (If you get a Cartridge,
>you weren't successfull in booting the hard drive)

If you get a cartridge, you used lower-case "c" instead of an upper-case
"C" when installing the icon - TOS is hard-wired to use the lower-case "c:"
device as a cartridge.

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# 4467. Re: Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCEUCHVSUp@tos.ak.planet.gen.nz>
Source record: 126509

In <hTLZRXV.greg_evans@delphi.com> greg_evans@delphi.com wrote :

>Pros: Very, very fast!
>Cons: Magic, Geneva, Extendos don't work, so no multitasking and
>no CDs at this time.

You don't need Extendos to use a CD-ROM and you don't need Magic or Geneva to have multitasking. I use MiNT every day and for my needs it is far better than Geneva or MagiC.

Or does MiNT not work either?

I spoke recently to someone using a CD-ROM on such a machine, so it must be possible.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 4468. Re: PRHELL and Usenet newsgroups

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhreq$4kf@ornews.intel.com>
Source record: 126510

In article <5ern4i$75g@scanner.worldgate.com>,
leslieh@valis.worldgate.com ( ) wrote:
>
> Is there some way that I could import certain newsgroups into PRHell BBS?
>Put simply, I can get the messages using Newsie, but once I have set
everything
>in PRHell, it won't recognise them. The docs list comp.sys.atari.st.de as
an
>example, but it simply will not work. Is there some way I can fix this?
It's
>one reason that our user group is upgrading to this software. Thanks for
>any help.

I've never heard of PRHell - is that the name of the software, or of the
particular BBS you're running?

Importing the news isn't hard - but it is tedious. If you use standard
fido-style (e.g., QBBS-ST compatible) message bases, I could modify UUCP-ST
slightly to import from Newsie. It's freeware and runs under GEM so it
won't take you off-line if you're running a multi-tasker.

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# 4469. Re: The 'Atari Computing' Website is up

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhref$4kf@ornews.intel.com>
Source record: 126511

In article <19970217222657513170@tachyon.demon.co.uk>,
frank@SPAMBLOCK_REMOVE_TO_REPLYtachyon.co.uk (Frank Charlton) wrote:
>
>J Kock <kock@kockens.pp.se> wrote:
>
>> I ment offcourse the official SWEDISH Atari Computing
>> webpage ;-)
>
>And very good it is, too - thanks for the fast link you added, I'll do
>the same at this end later ;)

You may want to look at http://www.teleport.com/~atari/ac-usa.htm as well -
it isn't intended to be as comprehensive as the "official" site, but
provides information for prospective subscribers and a link to the A|G|C
site, of course (and a special "Q&A" questions submission link which has
apparently never been used).

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# 4470. Re: Lynx with NOS? (was: PPP on Atari ?)

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrek$4kf@ornews.intel.com>
Source record: 126512

In article <5eahbe$rga@lyra.csx.cam.ac.uk>,
mnb20@cam.ac.uk (Mark Baker) wrote:
>
>In article <5dqvtj$76q@ornews.intel.com>,
> atari@teleport.NO.SPAM.com (Rich Tietjens) writes:
>
>>Lynx ... will run with any system that gives you shell access ...
>
>You are assuming everyone has access to a shell account. In my experience
>that is a long way from being the case. I only know of one ISP in the UK
>that offers it. It is not surprising that few companies these days want to
>go to the effort of running shell accounts that few people will have the
>knowledge or inclination to use.

Few of the newer "we're only in it for the money" ISPs will do so, that's
true. However, I ddin't say that anyone can use it - only that, IF you can
use shell access, THEN you can use Lynx. I'm pretty sure you have written
software, Makr, so you know what an IF/THEN/ELSE statement does. <G>

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# 4471. Re: Lexmark Printer on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrro$4kf@ornews.intel.com>
Source record: 126513

In article <5fdusa$cvt@einstein.ebicom.net>,
bjr@Edison.EbiCom.Net (Brian Roland) wrote:
>
> I recently aquired a Lexmark Color printer with a PC I got for my
>wife. I'm wondering if this can work on a Falcon...
> I've no idea what "printer language" this thing uses...as the only
>docs that came with it was a tiny little plug and play phamplet for
>hooking it to a windows PC. It is a desk jet type printer so maybe with
>luck it'll work under Bubble Jet or HP Desk Jet drivers...just wondering
>if anyone has made it work...

Chances are it uses the IBM Esc-2 protocols - Lexmark is a subsidiary of
IBM, I think. Look for drivers for a Star NX-1000 series (there's a 24-pin
version but I can't recall the model number) and it MIGHT work.

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# 4472. Re: DLLs for Atari?

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrgg$4kf@ornews.intel.com>
Source record: 126514
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <5f8pmp$sj6@nyheter.chalmers.se>,
d8klojo@dtek.chalmers.se (Johan Klockars) wrote:
>... DLL, after all, stands for Demand Loaded Library.
>That is, a library that is only loaded when it's needed. It doesn't
>necessarily have to be sharable by definition.

According to my MickeySoft developer's docs, it stands for Dynamic Linked
Library - just a quibble, though, it's the same concept regardless.

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# 4473. Re: Need help with Freedom 2

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrhh$4kf@ornews.intel.com>
Source record: 126515

In article <E5xCtH.L10.0.queen@torfree.net>,
cp298@torfree.net (Aaron Hallam) wrote:
>
>Hmmm... These days, I'm deathly afraid of posting anything for fear I'll
>get hundreds of letters telling me about how I can stave off my hair
>loss.

Too bad Tony didn't get those a few years ago, hmmm? ];^)

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# 4474. Re: TOS images

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrhc$4kf@ornews.intel.com>
Source record: 126516

In article <330C35B3.42E6@csl.com>, Adam Billyard <ads@csl.com> wrote:
>
>Where can I get a TOS image to use with an emulator?

It's a 2-step process:

1. Buy a copy of the TOS ROMs (usually installed in an Atari ST computer - which go for as littel as $10 at the Goodwill).

2. Dump a copy of the ROMs onto floppy. As long as you own the ROMs, you have a legal right to use the code but NOT to give, sell, or otherwise transfer it to anyone else.

There was a ROM dump program posted here recently.

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Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 4475. Re: Warez

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhs20$4kf@ornews.intel.com>
Source record: 126517

In article <19970303085200.DAA25732@ladder02.news.aol.com>,
tivegas@aol.com (TIVEGAS) wrote:
>
> Hey get people kicked off thier online service, like there isn't a
>thousand others to join.

Yes, that's true. But AOL also levies a $500 charge against your credit
card if they decide you are using your account for commercial purposes, and
they consider piracy to be commercial.

----------http://www.teleport.com/~atari----------
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# 4476. Re: Atari ST BBS LIST

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrhm$4kf@ornews.intel.com>
Source record: 126518

In article <01bc210d$768bdbe0$704badc7@mweber>,
"Mike Weber" <mweber@li.net> wrote:
>
>Can anyone email or post a list of active ST bbses which are still in
>existance in the US???

I have a list of 400 of them which will NOT allow you to log on due to your
pro-piracy stance.

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# 4477. Re: Oasis Dynamic IP Problem

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrvf$4kf@ornews.intel.com>
Source record: 126519

In article <5fe362$ts9@news.telebyte.com>,
csilver@kendaco.telebyte.com.Spam.Th.is (Charles Silver) wrote:
>
>A friend recently switched from a SLIP account to PPP. However, he can no
>longer get Oasis to connect. The SLIP acc had a static IP and now he
>has a dynamic IP with PPP. I've never used Oasis, but I know many do with
>a dynamic IP address. Anyone know the proper procedure to grab the IP on
>login? Thanks for any info.

I haven't done this for months, but to begin with, be sure the IP address
entered in STARTUP.NOS is 0.0.0.0 - I think there's a command that needs to
be there also to get the IP address (GET_IP$ perhaps?).

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--------------------ftp://ftp.teleport.com/users/atari---------------------

# 4478. Re: Atari ST mouse

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhres$4kf@ornews.intel.com>
Source record: 126520

In article <5esvjs$f88@news.microsoft.com>,
"Simon Smith" <simons007@earthlink.net> wrote:
>
>I just dragged my ST out of storage but I can't find the mouse.
>
>Does anyone know any stores in the Seattle area that would sell Atari mice?
>How about mail order?

Mail order is easy - see below. For local stores, look for an Amiga vendor
(probably in the Yellow Pages under "computers - retail") - there are
several mouses which are Atari ST/Amiga switchable.

Mail order vendors may be found at:

http://www.teleport.com/~atari/vendors.htm

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----------ftp://ftp.teleport.com/users/atari----------

# 4479. Re: 1040 STe and TV!

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fhrfi$4kf@ornews.intel.com>
Source record: 126521

In article <331636CE.4B9C@aol.com>, Jah Rey <JamesBRey@aol.com> wrote:
>
>Just got a 1040Ste with a video jack on it. No monitor. I wanted to
>plug this into a TV. I tried plugging the video jack to the video in
>jack on the TV but no luck.
>
>Anyone know how to do this?

Assuming you are referring to the little RCA phono jack, that's not direct
video, it's RF. Plug it into the antenna jack on the TV and switch to
Channel 2, 3, or 4 (don't recall which 2 of those are available but there is
a marked switch on the back of the ST).

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# 4480. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970304002049119 29@pwomar.demon.co.uk>
Source record: 126569

Peter Hellinger <Peter_Hellinger@n.maus.de> wrote:

> macdonald@cfcsc.dnd.ca writes:
>
> KM>1)I think that the ZIP drive are stuck with either 6 or 7 as a SCSI
> KM>id. 2)I've heard (perhaps whomever pointed it out could butt in here
> KM>and explain again) that you may need to hook up a seperate wire for
> KM>termination power - but that may have only been for those using the
> KM>Link, and you have a Falcon. 3)give it a shot, what the eh, you can
> KM>always return it, or spend the extra and get the EZ230
>
> 1) The ZIP can be switched easy from id 5 TO id 6.
> 2) Termination or not can also switched on the backside of the ZIP.

Termiantion can be set but not Tem power, every terminator must be
supplied power (5v IIRC) but the Zip doesn't seem to supply it and so if
you have a device such as teh Link which powers itself from this
Termination power then the Link and thus Zip will not work, if you hook
it to another HD then the power will be supplied and it will work fine.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4481. Re: Atari st Tos

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970304002036111140@pwomar.demon.co.uk>
Source record: 126570

cip-mac5 <gast@coli.uni-sb.de> wrote:

> In article <Pine.LNX.3.95.970302203042.5897A-100000@dmapub.dma.org>,
> Richard Wegner <richardw@dmapub.dma.org> wrote:
>
> > On Sat, 1 Mar 1997 chewy@erinet.com wrote:
> >
> > > Could someone please post Atari st tos rom 1.0 or above?
> >
> > It is illegal to do that anyway.
> >
> >
> Well, I don't care the fuck!
>
> For those interested in a certain tos image, have a careful look at
> http://www.warez.org/~ajankows/st/pacifist.html.
> That's it, have fun.

I hope you feel the way when people pass around pirated copies of the
software you write, that is if you ever write anything worth publishing.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4482. Re: Warez

Newsgroup: comp.sys.atari.st
Date: 1997-03-04 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970304002050120007@pwomar.demon.co.uk>
Source record: 126571

TIVEGAS <tivegas@aol.com> wrote:

>
> Hey get people kicked off thier online service, like there isn't a
> thousand others to join.
> St format SUCKS!

It still means loosing your email address and website etc and setting up other accounts may be ever more difficult (Imagine that!) than setting up your AOL account...

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4483. test

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc294c$e51bf800$99f7aecc@127>
Source record: 126372

```
test
```

# 4484. Re: IMG to GIF

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Slider@bertste.demon.co.uk
Message-ID: <52217769_000028_OASIS_NEWS@bertste.demon.co.uk>
Source record: 126373

No doubt about imagecopy 4, but there is picscan will convert img to things like bmp and pcx and it is shareware but hires only it will work with sebra.

MGIF v5 is very good and converts img to gif and it does work in any resolution.its freeware and saves img to gif87a formats, it saves a few more too like targa.

Well hope this helps

Rob

--

**********
* slider@bertste.demon.co.uk * PGP KEY BY *
* http://www.bertste.demon.co.uk/ * REQUEST *
**********

# 4485. XoR program / Profiles?

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: jklimch@curly.cc.emory.edu
Message-ID: <5fjlav$qpb@curly.cc.emory.edu>
Source record: 126374

Hi Vern,

I'm not sure that mark of the unicorn supports atari anymore. However, profiles for Unisyn (the PC windows version of XOR) are compatible with the atari version. You can download current profiles from their web page (www.motu.com). I don't know if a d5 module is available. Come to think of it I'm not sure motu supports unisyn too much anymore. <g>
I use the D4 profile all the time. It's kind of limited in that you can't drag individual sounds between banks from a list like many other profiles. Instead you have to go to each note, call up a list, & change the sound. But it still beats working with the front panel. Maybe there will be a d5 profile & it will be better...

Hope this helps
David Klimchak
Composer & Performer

>musicman@pixi.com said:

>Aloha!

>Anyone know where I can get some new equipment/profiles? I have the
>XoR Editor Librarian for Midi information. But I need new profiles
>for my equipment...one of such is an Alesis DM5 drum module. I have the
>D4 module...though.

>I'm not even sure if Mark of the Unicorn still supports us Atarians.

>Can anyone help?

>Aloha and Mahalo....

>Vern

# 4486. Re: IMG to GIF

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCFVBFUWUp@tos.ak.planet.gen.nz>
Source record: 126375

In <331BFA9D.1D24@xtra.co.nz> David Anderson wrote :

>Does anyone know of any utitlity that would convert my Notator IMG's
>to GIF or similar IBM format.

I guess you mean a format that is readable with common software on an IBM
compatible computer.

You could use Paint Shop Pro on your PC, or something like GEM-View,
ImageCopy or PicSwitch on your TOS machine. There are probably heaps of
others that would also do the job.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 4487. Re: Newdesk.INF > 4096 bytes ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5fjnlh$9dv$1@kiyoko.communique.net>
Source record: 126376

->Has anyone found a way around the 'System out of memory' bug when you've got a
->Newdesk.INF file that's bigger than 4096 bytes ?

Is this on a Falcon or TOS 2.06? The Falcon can load INF's on the fly,
so you could split your INF into 2 files.

Dave

```
_____
/ /
|||||||||||||||====]: d@mail.sstar.com
\____\
```

## 4488. MMM

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: !ynoT
Message-ID: <331f437b.2589184@news.airtime.co.uk>
Source record: 126377

Still Looking for anyone who has used MUSIC MON and has made any music files, or has any music files made with this package, the extension I have is MMM so presumably resulting music will be "filename.mmm", if anyone has any music from this then please do get in touch :)

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 4489. Email and be damned

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5fjnjs$18j@m1.cs.man.ac.uk>
Source record: 126378

Is anyone experiencing similar problems: I have sent email to FOUR different Atari dealers, with some very simple questions (like, "I'd like to buy such and such, can I have more information") and have had no replies from *any* of them. Is this a new trend? What happened to all that stuff about smaller companies in a smaller market being able to give closer support??


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 4490. Re: Best TeX for MiNT/MiNTOS?

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5fjs7n$fbv@lyra.csx.cam.ac.uk>
Source record: 126379

In article <5fjdlr$n7r@due.unit.no>,
josk@ifi.unit.no (Jo Even Skarstein) writes:
>
> What's the best/most suitable TeX-version for my MiNT/MiNTOS setup? I have
> a rather old TeX-setup (I believe it's CS-TeX from 1992) which works fine,
> but I'd like a more updated version which works better with MiNTOS.

Either of Strunk's or Lindner's ports should work fine with MiNT; and they're
both command line programs. Indeed, I found them nicer from the command line
than using the GEM shell thing, as you can put files where you like.

However I'm not sure either of the previewers work well with MiNT.

## 4491. Atari games for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Phil Grainger <phil@phildg.demon.co.uk>
Message-ID: <D3IEGPAxQXHzEw$z@phildg.demon.co.uk>
Source record: 126380

Offers are invited for the following Atari ST Games for sale. All are originals with manuals and boxes:

Domark's Championship manager with 1993/94 update disks
Pro Tennis Tour 2
Audiogenic's World Class Rugby
Graham Gooch World Class Cricket
Striker
Microprose F19 Stealth Fighter
Archer Macleans Pool (excellent game, similar game engine to Jimmy White's Snooker, but easier and more fun)
Anco's Player Manager
Team
Kick Off 2
Final Whistle Data Disk for KO2
Goal! (buggy, but may be of interest to someone)
Speedball 2
221B Baker St (based on the board game of the same name)
ESWAT
Turrican II
Tank Attack (Some sort of computer/board game hybrid - comes complete with
board and about 2dozen tiny tank pieces!! - Never been played...)
HKM/Impossible Mission II pack
Indiana Jones and the Last Crusade/Dragons Breath pack
Blood money/Anarchy pack (Never played them, honest!)

Offers by mail please to pgrainger@cix.compulink.co.uk

Phil

E-mail: pgrainger@cix.compulink.co.uk (preferred email address)
or phil@phildg.demon.co.uk

# 4492. Atari items for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Phil Grainger <phil@phildg.demon.co.uk>
Message-ID: <CnVESIAEQXHzEw+a@phildg.demon.co.uk>
Source record: 126381

```
Offers are invited for any of the items as listed below.

Software
--------
Outside - version 3.20
Diamond Edge 2 - version 2.01
Diamond Back 3 - version 3.50
XChange - version 1.5
Ultimate
Virus Killer - version 6.0
TextStyle - version 1.01
Hisoft C - version 2.03.02
Hisoft Basic 2 - version ??
Professional
Virus Killer - version 2.0b
MultiPrint - version 1.05
Address 1.6 - version 1.6
ST Basic (!) - version ??

CD's
----
Transmission (Falcon specific)

Books
-----
Concerto Manual (from past Cover Disk offer)
Introducing Atari ST Machine Code (book and disks)

Hardware
--------
Desktopper with Freekeys (this item is heavy!).

This Desktopper had one previous owner before it housed my
Falcon.
The Freekeys top has a small hole cut away above where the floppy drive
light sits on a STE (put there by the previous owner).

All software items for sale are originals with manuals where
appropriate.

Offers by mail please to pgrainger@cix.compulink.co.uk

Phil

E-mail: pgrainger@cix.compulink.co.uk (preferred email address)
or phil@phildg.demon.co.uk
```

# 4493. Re: ST Format (was: Warez)

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: avro@TST-MedHat.com
Message-ID: <avro-0403971920190001@pppdc.tst-medhat.com>
Source record: 126382

I thought ST Format closed down last year. Please advise?

Cheers
Brian

# 4494. Re: Can I connect a SCSI Drive to my MegaST2?

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: miitervo@jypoly.fi
Message-ID: <5fjsml$j4n@mordred.cc.jyu.fi>
Source record: 126383

In article <3319EF92.1141@student.uu.se>, tony.mattsson.0279@student.uu.se says...
>
>Can I connect an internal SCSI drive in my Mega ST2?

You can install internal SCSI drive to a MEGA ST, with ICD Micro. The power supply will handle most of the new drives, but mine crashed after some years of use. There is also another internal SCSI controller for MEGA ST from Hard&Soft (atleast I think they had one). The ICD controller is limited to one drive only, unless you will do a splitting cable to the controller.

Take Care, Miika

E-Mail:miitervo@jypoly.fi

# 4495. Re: Atari ST TOS ROMs and games at this address

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: rick_ellis@vnet.ibm.com
Message-ID: <5fjsnu$16pc@zen.hursley.ibm.com>
Source record: 126384
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

Are you aware that some people are currently trying to get companies to allow the distribution
of their old Atari ST games on the internet?
I have had several replies from major companies who say they are currently discussing the possibility
of free distribution on the internet. But the flagrant disregard of copyright shown here is not going to help us. You should stop this illegal distribution and only post games from companies
who agree to their games being free on the net.
I'm sure you would agree this is for the good of the Atari ST/Atari ST Emulation community.

Rick

# 4496. Re: Games

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: gore <gore@gord.com>
Message-ID: <01bc296c$8afbdd20$281d018d@kool.nychey.com>
Source record: 126385

I would definately pay $$$ for a ST Action pack games!!! Put Drakkan,
Dungeon Master, Choas Strikes Back, ect in it!! That would be cool!

Callum Baird Lerwick <lerwick@freenet.msp.mn.us> wrote in article
<Pine.SGI.3.91r.970227155158.19397A-100000@freenet>...
> > > If the compnay ceases to exist, then surely all claims to copyright
are
> > > void, right? Wrong, they revert to the original opyright holder - the
> > > programmer. So, contact the programmer (a lot are still about, mostly
on
> > > other plaforms), and ask if it can be released free for all.
> >
> > For all? I want them for my self. ;-)
> >
> > Seriously, is there someone who wants to help? Maybe we could try to
> > put togheter a list with games, publisher and if they doesn't excist
> > anymore, the progrmmer? Then we could try to get hold of who ever owns
> > the rights for them and contact them.
>
> What would be interesting is if someone would write a good *game-playing*

> emulator, perhaps an 'Atari ST Action Pack' could be put together...
>
> - -------------_------------------------------------------------------
-
> | |_ http://freenet.msp.mn.us/~lerwick/
> |_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
> - ---------------------------------------------------------------------
-
>
>

# 4497. Re: Atari st Tos

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5fit44$6fd@ash.ridgecrest.ca.us>
Source record: 126386

Nuf said.

# 4498. Re: ST Format (was: Warez)

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <331d8b8d.21490685@news.demon.co.uk>
Source record: 126387

On 5 Mar 1997 02:20:00 GMT, avro@TST-MedHat.com (Brian Millson) wrote:

>I thought ST Format closed down last year. Please advise?

So that's why there so few articles... spot the smileys.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4499. Re: MMM

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <331d8bb8.21533836@news.demon.co.uk>
Source record: 126388

On Wed, 05 Mar 1997 11:35:16 GMT, !ynoT wrote:

>Still Looking for anyone who has used MUSIC MON and has made any music
>files, or has any music files made with this package, the extension I
>have is MMM so presumably resulting music will be "filename.mmm", if
>anyone has any music from this then please do get in touch :)

Ah, so you know what it is then... I found it on an old disk last night and
don't recall ever getting hold of it myself; I have absolutely no idea what it
is or where it came from!
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4500. Where can I buy a NOVA board for my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <hxCbZDg.johnhechtman@delphi.com>
Source record: 126389

Having just got Calamus, I'm now in the market for a video accelerator board for my Falcon. Space is no problem - I have a Wizztronics case. And adequate power is no problem - the Wizzo case comes with a 250W supply.

Howard Carson at MGI recommended the NOVA board "if I could find one". Is there a better option? I'm willing to lay out some decent $$$ to make my Falcon a kickass DTP machine. I've already got 14 meg of ram, a 640 meg HD array and a floptical drive for backup. I'm using an NEC 3D monitor, so I;m likely able to display anything a better video setup would put out.

What is the best currently available video option for the Falcon? A NOVA, a Panther board? The Afterburner? Pros and cons?

Thanks in advance for your help!

JOhn

# 4501. WTB: Mega ST4

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@DreamSoft.com>
Message-ID: <331D8517.2A76@DreamSoft.com>
Source record: 126390

I want to buy the following..

Atari Mega ST4 - will pay $100.oo plus shipping

Please Email if you WTS

RClaunch@DreamSoft.Com

# 4502. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <331D94BD.6758@cyberstrider.org>
Source record: 126391

Mike Weber wrote:

You must be crazy!!!??? If you think I'm gonna pay $50.00 for a tos
image??? The ST is worthless nowerdays! You can't compare ST
software to an

So WTF are you asking for a copy of the ROM image for? Just piss off and
take yiur pirtacy elsewhere. it is not needed here.

IBM compatible... You guys are dreaming?? TOS images in my option
are worth
2 cents... Anyway how is someone supposed to evaluate these
emulators if
they don't have the images!!! If that's the case then don't put out
any
demos!!!!

And who are you to advocate such things? For years, people like you have
been saying that the ST is dead.. shit and all sorts of other things..
are these emulators meant for you? NO. I DO NOT THINK SO!!!

They are meant for people like us Atari owners who maybe have another
platform and still use Ataris... or for those of us who still have an ST
but not being used much as it is broken or some such thing...

Danny

# 4503. Re: STik and IP address

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970305165709.17858B-100000@pallas.amp.uni-hannover.de>
Source record: 126392

On 4 Mar 1997, Michael Grove wrote:

> I noticed that when changing resolutions while on line
> my modem does not drop carrier.
> I recorded the IP address that the server provided
> and re-entered it into STik after a resolution change.
> I was able to start Newsie again without having to
> logon again.
> As the IP is different each time I connect, I was thinking
> that an accessory or app that could catch the inital IP and
> STik (pun:) it back into whereever it is suppose to be would
> be nice. That way 16 color speed and text and 16 bit
> (Falcon anyway) for pics would be an easy option.
> Any ideas?

Yes. STiK 2 runs completely from the AUTO folder, so once connected, even
after a resolution change you should not need to do anything for being
able to restart Newsie for instance.

Cheers Peter

---
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---

# 4504. Re: WTB: 1040STe Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv7mjm5nnw.fsf@emw.ericsson.se>
Source record: 126393

falken@tstonramp.com (Ron Pothier) writes:

> On 27 Feb 1997 06:32:15 GMT, lr172@aol.com (LR172) wrote:
> > >I'd like to upgrade my STe from 1meg. to 4megs. & I have no clue as what
> > >to do
> > >since I'm totally unfamiliar with this machine. (I just purchased it)
> > >Somebody
> > >please help. I need to know where to get SIMMS and all that.
> > >
> > >Thank you much!
> > >
> > >Please E-mail LR172@aol.com
> You can purchase the 4 meg ram upgrade kit from Toad if they
> still sell them. I upgraded my old 1040 last year, but it cost over
> $300 for the kit and chips. I have since sold the computer for next to
> nothing since I don't use it any more. The upgrade is very tricky to
> install. You might look for a 1040 already upgraded to 4 megs.

I think you are mixing things up here. Would you say that changing
SIMs are that difficult? If you have a regular ST, not STe, yes then
it might be a bit tricky, but with the STe it's just a matter of
remove the old SIMs and put in new one.

I havn't realy looked how the STe works, but I think it has 4 SIM
slots right? It would then just be to get 4 1MB SIMs and remove the
old one and put in the new. 120ns will do I guess.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4505. Re: Newdesk.INF > 4096 bytes ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <331D99B4.138D@cyberstrider.org>
Source record: 126394
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

Mark Parry wrote:

Has anyone found a way around the 'System out of memory' bug when
you've got a
Newdesk.INF file that's bigger than 4096 bytes ?

Yes, look for Shell-Buffer (SHBUF), programmed by Martin Osieka (WinX
author) and place it in your AUTO folder. This file should be avilable
from most ftp sites and PD libraries.

Regards
Danny

# 4506. Re: Steffen Scharfe

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HCFPAFBMUP@data.rhein-main.de>
Source record: 126395

In <5fi9kj$hoa@epimetheus.algonet.se> Daniel Hedberg wrote:

Hi Daniel,

>I'm looking for Steffen Scharfe's (bITmASTER/TCE) current email address.
>Please send me an email if you've got it, thank you!

Please try: Steffen Scharfe@HRO.maus.de

That was the last adress with a positive contact
beetween me and steffen.

Regards, Robert

Eh, do you have some news!? ;-)

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 4507. Re: How much should I pay for a ZIP drive?

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: kwinter@iinet.net.au
Message-ID: <5fk8qc$lof$1@opera.iinet.net.au>
Source record: 126396

Kevin Palmer <kpalmer@neosoft.com> wrote:

>Charles Silver wrote:
>>
>> All Gary wrote to all:
>>
>> >I'm seriously contemplating getting a ZIP drive to go with my Falcon, and
>> >just wondered how much I can expect to pay for one in the UK?
>>
>> Hi Gary,
>>
>> Before you buy a ZIP drive you might consider a SyQuest EZ Drive(135meg cart)
>> IMHO, the SyQuest is faster and uses a better technology. The price here
>> in the US is the same as a ZIP drive, about $125. The cable to connect to a
>> Falcon cost anywhere from $29 to $60 ;)
>>
>> Charles

>No, don't get a Syquest drive. They are the most unreliable pieces of
>shit I have ever used. ^^^^
-snip-
Which drive are you referring to? SyQuest44?
EzFlyer usess some new technology as well as being a 3 1/2'' drive...
I hate people that simply say "this is all crap", generalising beyond
their knowledge and understanding?

Cheers,

Karsten

# 4508. AReal20 Realtime Clock Retrofit

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <5fk78u$shc$1@cti01.citenet.net>
Source record: 126397

On Fri, 28 Feb 1997 03:27:06 tderrick@acpu.com (Tom De wrote:
>
> >I'd like to know if there are still PC board retrofits being made,
> >to install a realtime clock into an ST/STE, like the old Zubair
> >ST-Time?
>
>I put a Radio Shack 'SmartWatch' module under one of the TOS Roms
>(6chip set) in my old STfm, in accordance with the instructions in
>AReal20. I later upgraded to AReal35. It always worked fine. I think
>I eventually went to AReal36; it should be available at an ftp site
>near you. The dox for AReal35 say that it works with the STe. Btw,
>another clock (an external cartridge type unit) that I bought came
>with (and works with) the same software.
>
>"The Poor Deluded Soul" - tderrick@acpu.com

I found your old post of AR20SET.ARC and AR20BOOT.ARC on Umich, but
I never found any other archive describing the modification itself,
or newer versions such as AR35 or AR36...

Where can I find a complete AR20, AR35 and AR36 archive, preferably
on a public FTP site? I found your AR20 posts through Shareware.com
but the whole archive wasn't there, only the 2 ARC mentioned above.

Any clues?
--
---
From: Martin-Eric Racine Reply-To: q-funk@megacom.net (Personal)
Home: http://megacom.net/~q-funk/ q-funk@citenet.net (STiK List)
---

# 4509. Re: Steffen Scharfe

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5fkah5$b0m@epimetheus.algonet.se>
Source record: 126398

Hi Robert,

: Please try: Steffen Scharfe@HRO.maus.de

I suppose the address should be "Steffen_Scharfe@HRO.maus.de". I've sent
him an email at this address about a week ago, but received no answer.

: Eh, do you have some news!? ;-)

It depends what you're thinking of? 8-)

If it's our game Willie's Adventures, than I've got some good news...
A new version of it will be out this week or at least in the beginning of
next week. It has been _greatly_ improved since the version from February
1996, and it's still running at full speed (50 frames per second) on a
standard Falcon030. Look out for it, and if you're not on the mailing
list, it's definitely time to join it now! 8-)

--
@ @
----------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
---------------------------------------------------------------------------
oOo oOo
U U

# 4510. Re: Atari st Tos

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: ut13@ab293.rz.uni-karlsruhe.de
Message-ID: <5fkbsc$he3$1@nz12.rz.uni-karlsruhe.de>
Source record: 126399

jemand (gast@coli.uni-sb.de) wrote:
> As someone already mentioned before here (I do not remember who), the
> whole discussion about legal aspects of tos roms appears to be paranoid
> nowadays. That is what gets me angry and ready to utter the opinions of
> many, many here (be it formally legal or not).

It agree the most of the arguments are unserious and some of them make me
laugh. I think many of the people who are writing talk about law without
knowing it. I've seen that copyright law is sometimes something formal, and,
what is worse, it is dependent of what some people would do if they decide
they could get _money_ from it. And law, morality, and the personal view of
good and bad is not the same.

> If you wonder who I am (obviously anonymous), I can tell you:
> Using a public computer pool, there is no need to change the default
> identity in this publicly accessible newsreader, I just start the program
> and post, that is all.

> Enough now, whatever shit some idiot may answer now, flaming me, be informed
I thought for a while that was what you wanted.

> that I will no longer reply, I just don't give a damn...

I hope that nobody forces you to reply and that you have said what you
thought.

The only thing _I_ wanted to say is that it isn't useless to know that some
things are copyright and to be aware of the chances/possibility/probability
for someone to want his rights.
Sometimes one has to care about it and sometimes not.
It was your phrase which seemed to deny the discussion about copyright at
all and not certain postings.

Bye.

I hope the other readers will forgive me that I give a personal answer in a
followup, but I think that I have written too short too, and I needed to add
a bit to it.

--
Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997

# 4511. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: damien@jetman.demon.co.uk
Message-ID: <331db9e9.1641586@news.demon.co.uk>
Source record: 126400

On Wed, 5 Mar 1997 08:29:46 GMT, bales@garonne.stortek.NOSPAM.com (Nicholas Bales, Toulouse, France) wrote:

>What I meant was that removing these routines might slow down the games, and >interfere with it's original performances.

It won't, believe me. Compare R-Type or Outrun with hacked versions of either and you'll notice the incredible speed *increase* with the hacked ones.

>I know that the Amstrad CPC guys are doing the same. Not sure about the C64 >people. If it works for them, then why not for us ?

Protection is, I think, the only real problem here.
--
Damien Burke

## 4512. BillyBoy

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: !ynoT
Message-ID: <332ea421.27335091@news.airtime.co.uk>
Source record: 126401

STOSSER Software

Page updated, now includes lots of information regarding the game
Billy Boy..plus a screen shot at last.....:)))

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 4513. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: ut13@ab293.rz.uni-karlsruhe.de
Message-ID: <5fkf0e$he3$2@nz12.rz.uni-karlsruhe.de>
Source record: 126402

(To: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens)
Subject: Re: Tos Images
Newsgroups: comp.sys.atari.st
Followup-To: comp.sys.atari.st
Organization: University of Karlsruhe, Germany)

> Not at all. I have no interest in WHAT he's saying per se - what I object
> to is the use of this newsgroup, /in clear violation of the charter/ and
> also in violation of the terms of service of all reputable Internet Service
> Providers (and even AOL), to solicit assistance in committing software
> piracy. I object to piracy in principle, but I also recognize the

I think it should be good if someone writes document text, which says what
is piracy and what is not. I wish i knew if a request for a copyrited
software is already a violation of the law (and which of the laws),
although, I guess the lawyers don't agree about it.

Of course i want this only if posting such text is allowed :-) , but if it
isn't, I hope at least someone from the people who are writing here knows
what he is writing about and can give the name of the document and maybe the
section number.

> What anyone does in private (as long as I and my intellectual property are
> not involved) is none of my business. What is done in public is everyone's
> business.
I think it makes sence.

Bye.
Guentcho.

--
Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997
Waldhornstr. 36, Zimmer B 303, 76131 Karlsruhe, Tel. 0721-377356
http://www.uni-karlsruhe.de/~ut13 (Last modified: 28.2.1997) ******

# 4514. Re: Desktopper and Freekeys...

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Terry@bahai.demon.co.uk
Message-ID: <857590818_OASIS_@bahai.demon.co.uk>
Source record: 126403

In article <Pine.LNX.3.95.970303184233.16117B-100000@dmapub.dma.org>
Richard Wegner <richardw@dmapub.dma.org> said:-

>
>Hi there! I am thinking of getting the Desktopper and Freekeys from Toad
>(or anyone else for that matter). Does it work pretty good? I have two
>floppy drives and a hard drive. Can the hard drive go inside or is it
>still an external function?

Hi Richard,

You should be able to get 2 floppy drives and you hard drive into the desktopper either with one floppy drive at the side if you have an STE/STFM/Falcon and one in the middle bay. desktopper has enough room for all of your floppy drives/ hd and power supply in its top bays. I personnally have 1 500 Mb HD, 1 250 Mb HD (stacked on on top of each other in bay 1) 1 CD ROM in bay 2 and 1 Expose RGB mixer and power supply in bay 3. the whole thing is powered from a PC power supply behind bay 1 and my screenblaster 2 cart is extended so it sits inside the case as well! At first I thought the cables would be untidy at the back but I made up a scsi centronics to 3 way scsi ribbon cable and this keeps everything tidy. I am very pleased with the desktopper as I beleive I could never have got all these into a falcon MK x case.

E-mail if you need any further help

--

---
terry@bahai.demon.co.uk
---

# 4515. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: hoggett@airtime.co.uk
Message-ID: <909.7003T1224T581@airtime.co.uk>
Source record: 126404

Rich Tietjens wrote:

>3. Your request for pirated software in a public forum, in violation of US
>Federal law, has been noted. Your postmaster has been notified, and if he
>fails to terminate your account, he then becomes an accessory after the fact
>to "conspiracy to defraud" which will end with JTS Technologies owning
>li.net, and him in prison.

Easy, Rich. Too many statements like that and you'll attract Pete Olson's attention - then we'll have a month or so of him telling us copy and distribution of copied software for non-profit purposes is *not* a crime under US federal law. However, there is nothing to stop JTS Technologies suing the pants off any pirate in a _civil_ court of law. They would most likely win too.

Dead is dead, when you come right down to it.

---
Bill Hoggett (aka BeeJay) <hoggett@airtime.co.uk>

IF GOD IS LIFE'S SERVICE PROVIDER WHY HAVEN'T I GOT HIS I.P. NUMBER ?

# 4516. Re: Where can I buy a NOVA board for my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <331DD6FF.1B69@cadvision.com>
Source record: 126405

John ...

Sure.... go to:

http://www.magmacom.com/~nima/

I have one in my TT - works great! Prices are even lower now I hear!

Regards,
Keith

# 4517. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: !ynoT
Message-ID: <331fe694.6355194@news.airtime.co.uk>
Source record: 126406

On Tue, 04 Mar 97 16:16:19 GMT,
Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) wrote:

>>>> complains about what they don't know about. A word to the wise...
>>
>> The guy is talking about ATARI ST ..... but we dont like what he is
>>saying so lets stop him hey ??????...
>
>Not at all. I have no interest in WHAT he's saying per se - what I object
>to is the use of this newsgroup, /in clear violation of the charter/ and

Ho he cant talk about piracy.."for"...but everyone else can talk
about it "against"?
Again I insist, I am not saying i agree with piracy, but I also dont
agree in one rule for one and...

>also in violation of the terms of service of all reputable Internet Service
>Providers (and even AOL), to solicit assistance in committing software

The posting I originaly quoted was saying even if it is wrong, surely
we are allowed to discuss it?... I have seen furthur postings from the
same moron who should be flamed to hell and back, but not this
particular one..

>piracy. I object to piracy in principle, but I also recognize the

Ho dear...most people do, that goes without saying?

>impossibility of stopping it when done through private communications.
>Howeve, when it is attempted in /public/ communciations, I will (and have)

This particular posting was defending the right to discuss it, not
defending the right to ask for it or try to give it or whatever the
hell pirates do..

>not involved) is none of my business. What is done in public is everyone's
>business.

FREE SPEECH...you cant decide someone should be punished because you
(and the rest of us) dont like the subject, freedom of speech means
people can speak freely without fear of retribution, in this case the
posting was asking for that, thats the posting I quoted, not a posting
asking for pirated stuff?

BTW posting an opinion to a thread then making followups somewhere
else, thus not giving the person you post to a chance to have his/her
say.. is called hit and run?.......if you don't want to continue this
thread then dont post to it, rather than try to get the last word

in...it may suprise you to learn that others have opinions and will exercise there right to forward them..like I am, in what I think is a calm decent manner :)

Cheers...!ynoT

Tony Greenwood(STOSSER Software) stosser@airtime.co.uk
ATARI Freeware Programmer ***** Keeper of the STOS FAQ
http://www.airtime.co.uk/users/stosser * For More Info
---
You're too distrustful of humans - Dick - 3rd Rock....

# 4518. Re: Centek email.

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <53J4Zhl.greg_evans@delphi.com>
Source record: 126407

Yes, but will you translate their replies for us if they are in French???
<grin!>

Greg

## 4519. Dead Monitor

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: "James F. Hooper, M.D." <jhooper9@tusc.net>
Message-ID: <331E2108.1244@tusc.net>
Source record: 126408

My sm124 monitor has died. Suggestions??
--
James F. Hooper, M.D., F.A.P.A.
jhooper9@ns1.onramp.tuscaloosa.al.us
Psychiatry & the Law Web Site
http://ua1vm.ua.edu/~jhooper (That's ua-one-vm)

# 4520. Re: connecting falcon scc port to st rs-232 via null modem cable

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970305203021.18631A-100000@freenet>
Source record: 126409
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> > I'm wanting to connect my 1040sftm serial to the the LAN port on my Falcon
> > (the modem port is already occupied by a modem).
> >
> > Looking at the pinouts for the falcon lan socket, doesnt give me any clear
> > idea on how to connect the two together.
> >
> > Anyone know how I can do this?? Or if it is possible at all? I don't want
> > to fry the serial chip on the falcon :)

Just get a Mac-to-PC null modem cable. Or if you want pinouts:

mac serial port:
(printer end)
mini-circular-square-din-type connector

U
8 7 6
5 4 3
2 1

1 handshake out (DTR?)
2 handshake in (RTS?)
3 TD-
4 GND
5 RD-
6 TD+
7 GPinput (NC on Mac plus and earlier)
8 RD+

This is an RS-422 interface not RS-232, hence the paired IO pins (+ and -).
To connect to an RS-232 device: attach the - pins to the RS-232 data
pins, and RD+ to ground. The handshake in and out are the hardware flow
control, GPinput is carrier detect.

Check out http://csgrad.cs.vt.edu/~tjohnson/ for a very comprehensive
pinouts list...

- -------------_------------------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -

## 4521. tosdump error

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Maurizio Sarti <lan.fsarti@texnet.it>
Message-ID: <01bc2995$d1f9b480$58966397@texnet.texnet.it>
Source record: 126410

I download gem96demo and the program tosdump but, when i run it on my atari 1040stfm i get a "tos error 35"
Can anyone help me?

Thanks

Maurizio Sarti

# 4522. Baldies (was Re: Need help with Freedom 2)

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: posthamster@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fiv90$144_004@news.vr-net.com>
Source record: 126411

In article <332d8438.31278937@news.airtime.co.uk>, comp.sys.atari.st wrote:

>>>get hundreds of letters telling me about how I can stave off my hair
>>>loss.
>>
>>Too bad Tony didn't get those a few years ago, hmmm? ];^)
>
> Quite a few years ago... never had so many girlfriends until I
>started losing my hair hehehehehehe. BOLD IS SEXY!
>
> sorry Rich...cant do re rooted mail :)

<*GROAN*>

Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
atari@teleport.com | my personal position
GRUNT Computing - Support for | only and probably
Atari users worldwide | horrify my employers.

# 4523. Re: Want to buy/sell...

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: posthamster@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fiv64$144_002@news.vr-net.com>
Source record: 126412

In article <5fie16$dh5@alpine.psnw.com>, daymon@mammoth.psnw.com (Mike Freeman) wrote:
> I'm a poor college student looking for a good deal on an NEC 3D
>M-sync monitor. I was fortunate enough to have had my parents give me the
>money to upgrade to a Falcon, but not enough to get a monitor. I was told
>that the NEC 3D is the ideal monitor for this system.

That's true enough, but if you're going to be using the Atari VGA monitor
block, you won't get the SC1224 rezzes anyhow - so you can go with a
less-expensive monitor, liek the NEC Multisync II or 2V.

Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
atari@teleport.com | my personal position
GRUNT Computing - Support for | only and probably
Atari users worldwide | horrify my employers.

# 4524. Re: CAB with GlueSTiK/MiNTNet - doesn't work right

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970305225527.20168A-100000@usr10.primenet.com>
Source record: 126413

On Thu, 6 Mar 1997, Mario Becroft wrote:

>I access the internet via a PPP connection using MiNTNet.
>
>Since the CAB-for-MiNTNet overlay is no longer being supported, I am now
>trying to use the CAB-for-STiK overlay via GlueSTiK.
What a strange concept. :)
Mint_ovl for mint is the best that you can get right now.
It works fast and no bugs.
WHY the hell do you want to play with the original ovl??

>I tried the CAB-for-STiK overlay version 1.18 and this appeared to work to
>begin with, but when it came to "receiving data", it just got stuck on 0
>bytes and would not receive anything.
>I then tried version 1.21 (what I believe to be the most recent version)
>but CAB just crashed as soon as I tried to access a page.
See above.

>I am using CAB version 1.5 and MiNTNet version 0.90.
Well, the only thing I can say is that mintnet is version 1.1 now.

>GlueSTiK does appear to work for other STiK apps, however.
>Any help on getting the above system working would be much appreciated.
yup, upgrade your mintnet, and use Cab_ovl for mint.
Everything will be smooth.
bye :)

---

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

---

# 4525. Re: starcall

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.or.NO.SPAM.us
Message-ID: <5fiss2$2j8_038@news.vr-net.com>
Source record: 126414

In article <5f9m99$j2s@preeda.internex.net.au>, jagger@connexus.apana.org.au (Brian Lang) wrote:
>
> The only way I can get Starcall to download from my server, so far, is to
>set to xon/x-off handshake, now it downloads fine, but I get a few
>problems with screen redraws. I have tried the gsr/sz? acc, but to no
>avail.
> I haven'y heard of Fastserial. How old is it? Is it designed to run on a
>Falcon?

Well, I tried Starcall on Serial2 instead of Modem2 tonight and it worked. Apparently there's a bug in the device routines vis-a-vis the TT's ports. Sure was nice to use the 57600 speed again, though!

Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
atari@teleport.com | my personal position
GRUNT Computing - Support for | only and probably
Atari users worldwide | horrify my employers.

# 4526. Re: Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703052246.a50104@ka2.maus.de>
Source record: 126415

```
GE>Cons: Magic, Geneva, Extendos don't work, so no multitasking and no
GE>CDs at this time.

N.AES and Geneva will work.

GE>It is faster than the fastest Mac running Magic MA

The new 200 and 225 MHz PowerMacs are faster.

Regards
Goetz
```

# 4527. Re: IMG to GIF

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <331cb45ca75d80@sn.no>
Source record: 126455

On Tue 04-03-97 23:34, David Anderson (DRCAnderson@xtra.co.nz) wrote:

>Hi
>Does anyone know of any utitlity that would convert my Notator IMG's
>to GIF or similar IBM format.

GEMview is one program that will do it (and more).

Hallvard

--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4528. Want to buy/sell...

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: daymon@mammoth.psnw.com
Message-ID: <5fie16$dh5@alpine.psnw.com>
Source record: 126456

Hi all!

I'm a poor college student looking for a good deal on an NEC 3D M-sync monitor. I was fortunate enough to have had my parents give me the money to upgrade to a Falcon, but not enough to get a monitor. I was told that the NEC 3D is the ideal monitor for this system. I'm currently using my SC1224 monitor from my old 1040ST, but I'm needing to sell the ST because I'm running too low on cash to have an unused computer sitting around, but I thought it would probably be worth more if I sold it with a monitor. If someone has an NEC 3D they're willing or wanting to sell at a relatively affordable price, I'd love to hear from you! I'd also like to hear from people wanting the ST. I'm willing to work out some kind of deal for a trade or something, too!

Mike Freeman
daymon@psnw.com

# 4529. WTB: M-STE, TT, Stacy

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <5fihjn$gla$1@cti01.citenet.net>
Source record: 126457

```
Requested minimal specifications:
-------------------------------------------------
Mega STE TT030 Stacy
-------- ----- -----
TOS 2.06 TOS 3.06 TOS 1.04
4M Ram 4M ST-Ram 4M Ram
4M TT-Ram
Internal HD Internal HD Internal HD
-------------------------------------------------
Internal HD capacity is not important, as replacement SCSI drives
are available locally, but I do need that Internal SCSI controller.
-
Preferably offers from within Canada (I'm in Quebec) as I would
rather avoid the burden of Canada Customs if buying from the US.
-
e-mail offer and details (condition of equipment, included goodies),
and specify the currency when quoting your offer.
-
Note that I do not need any monitor. I only need the machine.
=
Sorry to people who responded to my previous posts to this regard.
AntMail killed its own mailbox file again, so I could not retrieve
your e-mail and mail you back. Sorry! ;-(
```

# 4530. Re: Oasis Dynamic IP Problem

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <5fim3h$klq$1@nic.ott.hookup.net>
Source record: 126458

```
On 3 Mar 1997 08:46:58 , Charles Silver wrote:
>
>Hi All,
>
>
>A friend recently switched from a SLIP account to PPP. However, he can no
>longer get Oasis to connect. The SLIP acc had a static IP and now he
>has a dynamic IP with PPP. I've never used Oasis, but I know many do with
>a dynamic IP address. Anyone know the proper procedure to grab the IP on
>login? Thanks for any info.
>
>
>Charles
> ___ __
> |~~\_____/~~\__ |
> ------------------------------------ |___ ------ )-+
> csilver@kendaco.telebyte.com 0'--- ~~~| /~~ |
> ------------------------------------ (*)
>.
All you do is leave the [ ] empty where that the address would of been.
This will force a get IP address from from ISP.

TTYL Rick
```

# 4531. FS: 1040 STe (Mint in box)

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: lr172@aol.com
Message-ID: <19970305023700.VAA20422@ladder02.news.aol.com>
Source record: 126459

FS: 1040 STe (Mint in box) Computer is like the day it came out of the
Atari
Factory. Only used twice since new, It's in the original box & includes
Atari
Language disk, Cables, Atari Mouse & all the Original Documentation.
Most perfect STe I've seen. First offer over $300 Shipped, Takes this
beauty
home.

E-mail LR172@aol.com

# 4532. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <5fin00$j1j@News.Dal.Ca>
Source record: 126460
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

Somewhere in thisthread some posting implies that Notator SL will run on a Falcon. As far as I know it only runs on stock 68000's with TOS 2.06 or under. Even has problems (not insurmountable) with 16 mHz and certain cache utilities.

For the record: I use Notator SL and love it. But I wish that I had a Pak/30, Falcon or a TT for all the DTP stuff that I got involved in. Calamus is molasses on an ST, even with the 16mHz accelerator. I have been warned not to get involved with 030 processors as it will simply not run Notator SL under any circumstances, and I'll have to find a second computer if I want both worlds, as it were...

Anybody know anything different?

# 4533. Re: Oasis Dynamic IP Problem

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: ccook@icis.on.ca
Message-ID: <857525338_OASIS_@icis.on.ca>
Source record: 126461

In article <5fe362$ts9@news.telebyte.com>
csilver@kendaco.telebyte.com.Spam.Th.is (Charles Silver) said:-

>A friend recently switched from a SLIP account to PPP. However, he can no
>longer get Oasis to connect. The SLIP acc had a static IP and now he
>has a dynamic IP with PPP. I've never used Oasis, but I know many do with
>a dynamic IP address. Anyone know the proper procedure to grab the IP on
>login? Thanks for any info.
>
>
>Charles

Just change your IP address to 0.0.0.0. In the dial script, replace
"slip" with "ppp" (or whatever your provider uses) and delete the
exchange that asks for an IP address.

If it fails to connect after telling you what the IP address is, you
may need to add "status up" as the last line of the dial script.

The above instructions are for OASIS 1.35E; I have never been able to
connect with OASIS 2 because it does not seem to have the equivalent of
a "status up" command.

--

Cliff Cook

ccook@icis.on.ca
---

# 4534. Re: IMG to GIF

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: nakal@watchin.snafu.de
Message-ID: <HCEWCBBDUP@watchin.snafu.de>
Source record: 126462

In <331C4DFF.6AB9@cfcsc.dnd.ca> wrote:

>David Anderson wrote:
>> Hi
>> Does anyone know of any utitlity that would convert my Notator IMG's
>> to GIF or similar IBM format.
>> David Anderson
>> DRCAnderson@xtra.co.nz
>
>PaintShopPro may do it. I've used it before to open IMG files.

If you want to do it with your Atari you can convert it with
BCONVERT 1.77 which is available at some FTP-sites here in Germany.
Maybe elsewhere, too.
BCONVERT has lots of ATARI graphic formats and converts them to BMP
and other Windows-compatible formats.

Alex

--- pgp key on request ---

# 4535. Re: Porn, The Net and the Law...??

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30764_please@no.spam.mail.here.mettav>
Source record: 126463

Out of the ether, the following was mentioned by dbrewood@nest.demon.co.uk...:

d> Interesting, as there is about 5-6mb of undelivered mail on one of
d> the drives. I might look into this once the matter is over to see
d> what wee can do.
I think that here in the UK its down to the proveable commercial worth, plus
there might be a court case involved.

Spencer

spencer@mettav.demon.co.uk

--

Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4536. FS: Atari ST stuff

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Buggz <buggz@sprintmail.com>
Message-ID: <331CC35C.6D47@sprintmail.com>
Source record: 126464

I have a few Atari items for sale:

Atari ST $50
B/W monitor $50
color monitor $60
Notator SL $90

Prices are negotiable. Email me if interested. Thanks.

Buggz

# 4537. TELNET web pages needed!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: bdc2@bdc2-ra.cwru.edu
Message-ID: <12894630_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
Source record: 126465

Some of you may know that I am writing a new VT102 compatible
Telnet to run with STiK/CAB. I want to integrate it into the CAB structure,
so that if a WEB page comes up that needs Telnet, it switches automatically.
The software part is almost done, but I need web sites to test it on. If you
know of any such, please e-mail me and let me know. Don't respond here,
'cause I need to save the letters, and can only do it with my e-mailer.
This should work with 1.5 CAB and with the new 2.00.
Also, of course as a standalone program under STiK.

Thanx in advance.

the Prof.

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

# 4538. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Karl <parsop@erols.com>
Message-ID: <331D2298.21B9@erols.com>
Source record: 126466

Jo Even Skarstein wrote:
> 
> I just had a look at ASH's homepage, and found their answer to Draca's
> "MagiC hate page". One of the first things I noticed was that ASH accused
> him of piracy, the "evidence" was that he had changed the system-font!

I have to say that this was disturbing--but also a bit of a leap!

> This is interesting, because when everytime I've seen this discussed in
> this newsgroup (Mostly about MagiC being unstable on Falcons.) one of
> MagiC's developers tells us that it's the Falcon that's faulty, not MagiC.
> Finally somebody has admitted that the problem actually exists!
> 
> They also claims that the long (Extremely long.) bootup only occurs on
> Falcons without IDE-drives, and that MagiC does not look for a boot-drive
> (I guess they mean boot-floppy because that's what Draca talked about.).
> So why does MagiC wait forever if there's no floppy in the disk-drive?
> This is very annoying, as I (And I guess most people) doesn't like to have
> a floppy inserted when I power up my Falcon. Viruses is no longer a
> problem, but disks may be trashed if they're inserted when the computer is
> swithced on. At least my STE did this a lot.
> 

I have only used Magic on my Falcon, and I cannot count the number of times I turned the machine off, booted it up on Linux to rename Magic out of the startup folder so I could do what I needed... only to realise later that a long bootup was standard for it. When I start the Falcon now--with Magic--I go off to the kitchen to make myself a sandwich because I know I'll wait.

> The rest of ASH's answers was generally sensible, except for a couple of
> arrogant comments ("Blame the application then.", "Right, forget Prism
> Paint.").
> 
> The MagiC Hate Page is located at
> http://www.orient.uw.edu.pl/~conradus/docs/maghat.html, while ASH's answer
> can be found at http://members.aol.coom/ashinfo/mhate.htm

Some of the ASH's comments were a little over-doing it (blame the app. is one of my least favourite replies to any problem). I really don't think it's any fault of my CD driver that Magic will let me play music, but never find the drive when I look for data, despite using what appears to be a pretty respectable and popular driver.

And, after reading the Draco page, I will agree to some of the problems pointed out. When I purchased Magic v5 I was initially dissapointed. I can say that in all fairness to Magic, it has offered a few extra opputunities that standard TOS did not: multitasking, and the advantages of running CAB and my text editor, or coding for class

while I play a music CD are great. I can say mostly, that I simply have not had the time to play with it, but have noticed more than a few irritations.

--
Dave.

# 4539. FS: Atari ST stuff

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Buggz <buggz@sprintmail.com>
Message-ID: <331CC416.C30@sprintmail.com>
Source record: 126467

I have a few Atari items for sale:

Atari ST $50
B/W monitor $50
color monitor $60
Notator SL $90

Prices are negotiable. Email me if interested. Thanks.

Buggz

## 4540. Free telnet host list needed!

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: bdc2@bdc2-ra.cwru.edu
Message-ID: <1265436_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
Source record: 126468

I am writing a new TelVT102 telnet, fully VT102 compatible, for use with STiK. It is almost ready to be released, but I need some freely accessible Telnet host sites that can be used for beta testing. I have two sites of my own, but I would like to get as large an assortment as possible to test. I must, however, have sites that either don't require a password, or accept some simple FREE one.
Please e-mail these hostnames to me as I need to keep a record in my e-mail file.

Thanx in advance,

the Prof.

--

Prof. Boris D. Cahan
bdc2@po.cwru.edu

# 4541. 2nd harddisk: formatting/detecting?

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: Rene Kint <itsux@xs4all.nl>
Message-ID: <331DAC38.6649@xs4all.nl>
Source record: 126469

I have a second HD attached to unit 0 (an original SH205).

The 2nd HD is a Seagate, but I do not know the number of
sectors, etc.

A couple of questions:

- How can I make my ST recognize this second drive?
- How do I format the 2nd drive?
- I don't have HD tools! Which should I need, and *HOW*?

I know it is attached correctly, for it has worked
a few years ago. But somehow the formatting got lost
and now my ST won't do anything with it.

Regards,

R.

# 4542. Re: Games - do it

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E6KA8t.n10@gazette.stortek.com>
Source record: 126470

In article <331c6b9c.4873601@news.demon.co.uk>, damien@jetman.demon.co.uk wrote:
>On Tue, 4 Mar 1997 08:16:36 GMT, bales@garonne.stortek.NOSPAM.com (Nicholas
>Bales, Toulouse, France) wrote:
>
>>Not really. Most of the time protection routines include disk read routines,
>>some of which are faster than the original rom routines.
>
>Make that all :)
>
>> In this case your
>>hack will affect the game's loading speed. This is just an example, but
>>protection is definitely part of the code.
>
>Actually from what I've seen it *never* is. It is usually tacked on the front
>of the game just before they release it. Several schemes took an existing PRG
>and encrypted it, adding a protected disk verification routine on the front.
>These can be removed easily enough (part of the job I mentioned previously was
>taking out this sort of thing). Reading protected sectors is never handled by
>the same code that reads normal sectors.
>

What I meant was that removing these routines might slow down the games, and
interfere with it's original performances. You will be distributing a game
that carries a title and credits, yet it will not perform like the original.
That is what might make the author/company/owner of the rights unhappy.

>I had a different idea, though it would only work for emulators - patches
>within the emulator. When it spots a particular game it fakes the results the
>game expects from its protection check. Unfortunately there's still some
>hacking needed, and to be honest it's more hassle than just removing the
>protection in the first place.
>
>>And that's where the problem is. When the company has gone under, the only
>>person you can contact is the programmer. What if the guys who worked with Jon
>
>>Ritman at the time were against free distribution of their artwork or music or
>
>>whatever else ?
>
>Not their say. It's the company's say, whether you can find them or not.
>
>>I suppose you can always state that you will withdraw the program from the FTP
>
>>under any request from people listed in the games credits (assuming these
>>haven't been edited by the game's cracker), but that won't protect you from

>>being prosecuted. After all, you don't know how many free copies have been
>>distributed.
>
>Which is pretty much how the Spectrum scene handles this problem. No
>prosecutions yet, only two companies popped up and said they didn't want their
>stuff distributed and as a rule people respected that.

I know that the Amstrad CPC guys are doing the same. Not sure about the C64
people. If it works for them, then why not for us ?

Nicholas Bales, Toulouse, France

# 4543. Best TeX for MiNT/MiNTOS?

Newsgroup: comp.sys.atari.st
Date: 1997-03-05 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5fjdlr$n7r@due.unit.no>
Source record: 126471

What's the best/most suitable TeX-version for my MiNT/MiNTOS setup? I have a rather old TeX-setup (I believe it's CS-TeX from 1992) which works fine, but I'd like a more updated version which works better with MiNTOS.

Jo Even Skarstein

# 4544. Re: ST-Guide 1.5

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30839_please@no.spam.mail.here.mettav>
Source record: 126322

This message from Derennes@mot.enst-bretagne.fr to All came in on a wing and a prayer...

>> > e> Does anyone know where I can FTP an English version of ST-Guide
>> v1.5? > e> I believe it's available but can't find it anywhere.
>> >
>> > http://www.cix.compulink.co.uk/~inactive/

D> Is the URL above correct? I never success to reach it. Maybe open only
D> at some hours!

Should be open 24 hours a day, but it can get busy.

Try http://www.cix.co.uk/~inactive/ as an alternative.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4545. Re: How much should I pay for a ZIP drive?

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: mike.harvey@worldnet.att.net
Message-ID: <331ce4ac.15334895@netnews.worldnet.att.net>
Source record: 126323

On Tue, 04 Mar 1997 01:53:12 -0500, Kevin Palmer <kpalmer@neosoft.com>
wrote:

>Charles Silver wrote:
>>
>> All Gary wrote to all:
>>
>> >I'm seriously contemplating getting a ZIP drive to go with my Falcon, and
>> >just wondered how much I can expect to pay for one in the UK?
>>
>> Hi Gary,
>>
>> Before you buy a ZIP drive you might consider a SyQuest EZ Drive(135meg cart)
>> IMHO, the SyQuest is faster and uses a better technology. The price here
>> in the US is the same as a ZIP drive, about $125. The cable to connect to a
>> Falcon cost anywhere from $29 to $60 ;)
>>
>> Charles
>
>No, don't get a Syquest drive. They are the most unreliable pieces of
>shit I have ever used. You have no idea how many times I have had
>people ask me if I can recover their lost data from those things. I
>have had plenty of lost work myself due to those things too. I'm not
>even talking about if you treat it nice or not. I treated mine like a
>carton of eggs and it still died. They are only guaranteed for 5 years
>so if it dies before that you get your money back but that's no help to
>the data you lost. Zip drives use an optical method and are much more
>reliable. Regardless, I would make sure to always make back-ups of
>anything on a cartridge. Don't use the cartridges as back-ups. If you
>need something for back-ups then by a tape drive. They store much more
>anyway.
>Kev

I've had Syquest's both the much older 44 meg and the EZ-135 now for
over a year with no problems at all on the EZ-135 and one defective
used cartridge which destoryed the read/write head on one of my 44's.

I wouldn't say it's the safest method, but I sure trust them more than
I ever would a ZIP drive or floppies. And access speed is MUCH
FASTER!!!..

# 4546. CEBIT

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: epkrgdh@epk.ericsson.se
Message-ID: <5flnkg$omt@newstoo.ericsson.se>
Source record: 126324

Are there any Atari-related companies/products at CEBIT this year?
Are there any Atari-stores in Hannover nearby CEBIT?

rgds

Ronny

## 4547. PPP?

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: smooth1@panix.com
Message-ID: <5flkmr$7h6@panix2.panix.com>
Source record: 126325

Where can I get a PPP Program that's easy to set up. I hear Mint is hard
to set up. Can anyone help me... please.
--
Drop in some time. (http://www.panix.com/~smooth1) I'll be glad to see ya.
Being all that he can be... Without joining the army! The Smooth One.:>

# 4548. Re: ST-Guide 1.5

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Alain-Pierre DERENNES <Derennes@mot.enst-bretagne.fr>
Message-ID: <331E7FE6.25E@mot.enst-bretagne.fr>
Source record: 126326

please@no.spam.mail.here.mettav wrote:
>
> This message from Derennes@mot.enst-bretagne.fr to All came in on a wing and
> a prayer...
>
> >> > e> Does anyone know where I can FTP an English version of ST-Guide
> >> v1.5? > e> I believe it's available but can't find it anywhere.
> >> >
> >> > http://www.cix.compulink.co.uk/~inactive/
>
> D> Is the URL above correct? I never success to reach it. Maybe open only
> D> at some hours!
>
> Should be open 24 hours a day, but it can get busy.
>
> Try http://www.cix.co.uk/~inactive/ as an alternative.
>
> Speak to 'ya later!
>
> --
>
> Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)
>
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> | The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~Hello,

thanks to all who writes for this problem. the URL is ok, but the server
is very busy.

Regards.
--
**********
Les infos ci-dessus, autres que professionnelles, ne peuvent engager mon
employeur
**********
Alain-Pierre DERENNES
Ing&#65533;nieur d'Etude Charg&#65533; de Communication au
T&#65533;l&#65533;com Bretagne
Technopole Brest Iroise Groupe Manche Atlantique de
Plong&#65533;e (GMAP)
BP 832 1er &#65533;peron port de commerce

29285 BREST Cedex 29200 BREST
Tel: 02 98 00 14 76 Tel: 02 98 43 15 11

Fax: 02 98 00 13 43 Fax: 02 98 44 68 80
**********

# 4549. MagiC and memoryprotection. There is none?

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv67z55tfk.fsf@emw.ericsson.se>
Source record: 126327

Hi,

I guess you all has read about the discussion about MagiC and memory protection. I finaly started to get uncertain and thinking that it all was just a rumor, that it should have memory protection that is.

Well I have looked through the manuals I have got with MagiC 4 and 5 and there is not one word (atleast I havn't found it) about memory protection. So I guess the answer is. MagiC hasn't got any memory protection and that is why Andreas asked me to specify who had said it had, he nor 2B has never claimed it has got memoryprotection.

What I can't understand is why Andreas just couldn't write a message saying that it doesn't have it. It would have been so much esier and would have saved us from complaining on Andreas and the 2B about something which has never excisted.

So if Andreas doesn't say anything else the conclusion is that MagiC hasn't got any memory protection and the manul doesn't say that it should have it either. That is why it so easy to make it crash.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4550. CAB Proxy Question

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <5fm1iu$64b@library.airnews.net>
Source record: 126328

My provider has provided a use for using a proxy in their customer's web browsers. They give the server name and then the port number. Is the port number required when entering the proxy into CAB? Can I enter: "example.server.net:8080" in the line with 8080 being the port number or should I just leave it off? Also, will the proxy function work with the CAB-for-MiNT-net overlay? Thanks!

-Jared

# 4551. Re: atari laser printer???

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <5fm3o9$moh@cantine.wu-wien.ac.at>
Source record: 126329

nermal (nermal@magicalt.birthrightalt.bitchalt.bitch.ewokiealt.bitch.porkalt.bitternessalt.bogusalt.bogus.groupalt.boneheadalt.bonehead.david-delaneyalt.bonehead.joel-furralt.bonehead.kevin-mitnickalt.bonehead.tim-piercealt.bonehead.tom-servoalt.bon) wrote:
: In article <33195d15.865123@news.virgin.net>, mark.darbey@virgin.net
: (mark) wrote:

: include any RAM or CPU in the darn thing. They saved a few bucks by doing
: this and did not pass the savings on to the users. The printer appeared
: to operate fast due to the direct connection to the STs high speed
: "SKIZZY" port.

The concept is IMO excellent. Instead of using a slow interface such as
the paralell port, the Atari lasers use the fast ACSI connection, which
is essentially an SCSI connector such as the Mac or the PC uses. It is
faster than any other laser printer, especially, when it comes to
pronting large bitmap graphics. I will never understand why the usage of
SCSI in the pC world is so low.

: It is still a "good" printer for an Atari system but supplies are more
: expensive than for any other laser printer.

That is not true. Despite from the interface and the logo, the Atari
laser printers are standard printers used by many other manufactureres.
You can get - for the SLM 605, for example - spare parts from Toshiba or
Mannesmann Tally, which work perfectly. The SLM 805 is a Canon, AFAIK.

Alfred

# 4552. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: dvaltd@dvaltd.demon.co.uk
Message-ID: <331E9069.3147@dvaltd.demon.co.uk>
Source record: 126330

Goetz Hoffart wrote:

> JES>talked about.). So why does MagiC wait forever if there's no floppy
> JES>in the disk-drive?
>
> Wrong. MagiC checks for the IDE drive, not for the floppy. There is a patch for
> Falcons without IDE drives, called MPATCH.
>
No, that's right. I've got an IDE drive as my boot. MagiC boots much
faster if there's a disk in the floppy drive. AFAICT, it's another
example of MagiC being primarily ST software that also happens to run on
the Falcon.

Regards
Martyn

# 4553. Re: Free telnet host list needed!

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: fvdakker@mrose.nl
Message-ID: <8576654424101@wise.mrose.nl>
Source record: 126331

Hi!

you wrote:

BD>I am writing a new TelVT102 telnet, fully VT102 compatible, for use with
BD>STiK. It is almost ready to be released, but I need some freely accessible
BD>Telnet host sites that can be used for beta testing. I have two sites of my
BD>own, but I would like to get as large an assortment as possible to test. I
BD>must, however, have sites that either don't require a password, or accept
BD>some simple FREE one.
BD>Please e-mail these hostnames to me as I need to keep a record in my e-mail
BD>file.

Here's one - even with some Atari stuff:
mrose.nl
I made a telnet link to it from my homepage (bookmarks)
http://mrose.nl/program

Greetings,

Frits.
Frits van den Akker JFA Software Program
fvdakker@mrose.nl Program@STR
<A HREF="http://www.mrose.nl/program/">Homepage</A>
MtnMail V1.04:
No Taglines Available.

# 4554. Hard&Soft

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: miitervo@jypoly.fi
Message-ID: <5fm676$4hr@mordred.cc.jyu.fi>
Source record: 126332

I've tried to reach Hard&Soft via fax for some time now, but seems like there is no one replying to anything. Do you Germans know if they still exist, or are they having some kind of a vacation? I heard a rumour that they could close down, but I wouldn't like to believe it...

Take Care, Miika

E-Mail: miitervo@jypoly.fi

# 4555. Re: 2nd harddisk: formatting/detecting?

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: jaapd@and.nl
Message-ID: <331e6b77.3429721@news.nedernet.nl>
Source record: 126333

On Wed, 05 Mar 1997 09:24:08 -0800, Rene Kint <itsux@xs4all.nl> wrote:
>I have a second HD attached to unit 0 (an original SH205).
>
>The 2nd HD is a Seagate, but I do not know the number of
>sectors, etc.
>
>A couple of questions:
>
>- How can I make my ST recognize this second drive?
>- How do I format the 2nd drive?
>- I don't have HD tools! Which should I need, and *HOW*?

Look for CBHD5* on one of the atari ftp sites. It contains everything
you need for using the 2 drives. I'm using it on a Megafile 30 with 2
drives attached.

As for the seagate parameters: A little more info would be nice, like
what type is it, a ST225, ST250, ST235(R)????

Greetings,
Jaap.

+--------------------------------------------------+
| jdd@dataweb.nl |
| jaapd@and.nl |
+--------------------------------------------------+

# 4556. Taylor UUCP problems

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: jmf@informatik.uni-koblenz.de
Message-ID: <5fmhgd$dn$1@newshost.uni-koblenz.de>
Source record: 126334

I am using Taylor UUCP 1.03 for the Atari to connect the ST to a PCS Unix system running BNU UUCP.

However, when the BNU uucico tries to connect the ST, I get the "WRONG MACHINE NAME" message.

The UUCP Nutshell book says:

The [...] message is produced by the Master when the hostname in the "Shere=hostname" message from the Slave is not the same as the Master thought it was calling. If this check fails, the Master [...] hangs up. This check [...] does not work if the Slave uucico is too old to put its hostname on the "Shere" message.

Is there a possibility to get this straight with Taylor UUCP 1.03? Or is there a newer version of the package?

Tschuess

Jens
--
+-----------------------------------------------------------------------+
|Jens M. Felderhoff |
+-----------------------------------------------------------------------+
|e-mail: jmf@infko.uni-koblenz.de | Fido: 2:2454/95.10@fidonet.org |
| | NeST: 90:400/601.10@nest.ftn |
+-----------------------------------------------------------------------+

# 4557. Re: Newdesk.INF > 4096 bytes ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <331ED791.4DE3@cfcsc.dnd.ca>
Source record: 126335

Dave Gostl wrote:
> ->Has anyone found a way around the 'System out of memory' bug when you've got a
> ->Newdesk.INF file that's bigger than 4096 bytes ?
> Is this on a Falcon or TOS 2.06? The Falcon can load INF's on the fly,
> so you could split your INF into 2 files.
> Dave
>TOS 2.05 can also do this (on my MegaSTe) so I assume TOS 2.06 & TOS 3.x can also do this.

# 4558. Re: Hard&Soft

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Geir Oeyvind Vaelidalo <goev@hinux.hin.no>
Message-ID: <Pine.LNX.3.96.970306165731.18804A-100000@hinux.hin.no>
Source record: 126336

On 6 Mar 1997, Miika tervo wrote:

> I've tried to reach Hard&Soft via fax for some time now, but seems like there
> is no one replying to anything. Do you Germans know if they still exist, or
> are they having some kind of a vacation? I heard a rumour that they could
> close down, but I wouldn't like to believe it...

I'm not 100% sure,but I talked to Norbert Wieczorek who made most of the
software delivered with Hard&Soft's Speed Resolution Card. He told me
Hard&Soft nolonger supported the Atari platform. Fortunately he does!

Best whishes
Geir...

''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''
'" Geir Oeyvind Vaelidalo "'" Data Teknikk Student ved "'
'" Alpinveien 2B-2 "'" Hoeyskolen i Narvik "'
'" N-8500 NARVIK "''''''''''''''''''''''''''''''''''''''
''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''

# 4559. Atari Times 7

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Colin Polonowski <polonowski@zetnet.co.uk>
Message-ID: <01bc2a4b$72563f60$0729f7c2@zetnet.co.uk>
Source record: 126337

Hi everyone,

Atari Times 7 is available now from the Croft Soft Software web page, issue
8 is due out very soon :)

Point your browser at http://www.users.zetnet.co.uk/polonowski/

While you're there, remember to tell me wht you think of the page ;)...

Colin Polonowski

# 4560. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5fmqed$6vk@due.unit.no>
Source record: 126338

Goetz Hoffart (Goetz_Hoffart@ka2.maus.de) wrote:
: JES>They also claims that the long (Extremely long.) bootup only occurs
: JES>on Falcons without IDE-drives, and that MagiC does not look for a
: JES>boot-drive (I guess they mean boot-floppy because that's what Draca
: JES>talked about.). So why does MagiC wait forever if there's no floppy
: JES>in the disk-drive?
:
: Wrong. MagiC checks for the IDE drive, not for the floppy. There is a patch for
: Falcons without IDE drives, called MPATCH.

How can you say that? Fact: When I boot MagiC *without* a floppy inserted,
the LED on the drive lights up, the drive checks for a disk and MagiC
waits. Long. Atleast 15-20 seconds. If there's a floppy inserted, the
drive is still accessed but MagiC continues immedielately.

I only have IDE-drives so that can't be the problem.

: JES>Perhaps, but I have no problems with MOD-players except when I use
: JES>MagiC. N.AES+NVDI is fine, Geneva (Demo.)+NVDI is fine, TOS+NVDI is
: JES>fine,
:
: Because MagiC has a totally preemptive (sp?) multitasking. MiNT still uses the
: old GEMDOS.

Partly correct, MiNT replaces some parts of GEMDOS. But what has this got
to do with the NVDI-problem? DSP-stuff works just as poorly under MagiC
wether NVDI is loaded or not.

: JES>Falcon that's faulty, not MagiC. Finally somebody has admitted that
: JES>the problem actually exists!
:
: It exists. But my Falcon had this problems even without MagiC. It is a really
: ugly designed machine (just think of the weird 16 bit memory interface to the
: CPU) and a lot of Falcons I know had hand-soldered ICs on the mainboard -
: soldered by Atari to fix problems (with SCSI, the DMA, the video ...).

My Falcon has a lot of patches as well, and I have to agree that this is
far from ideal. But Andreas Kromke has previously stated that there's no
way to fix this, and I can't understand why. If I use MiNT+N.AES my
Falcon runs without a crash for hours (Switch it on, do some programming
all night, switch it off when I'm finished.), so clearly there are ways
around this. That was my point.

Jo Even Skarstein

## 4561. PGS Deskjet drivers

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <8e6_9703061105@conchbbs.com>
Source record: 126339

Thanks to Rich Tietjen's kind offer, I have sent him a copy of my
printer drivers for their web page: www.teleport.com

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

# 4562. Re: Thing icons

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCGODGVSUp@tos.ak.planet.gen.nz>
Source record: 126340

In <E6IyDI.1u3.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk> Steven Rodgers wrote :

>How can I edit icons for Thing?
>Ideally, I'd like to be able to dwonload a new icons.rsc file and play with it.
>Can anyone help me out here?

If you want to edit the colour icons, you can get RCS 3 from ftp.cnam.fr.
Alternatively, Interface/Zoom (commercial software) have a better editor,
but you have to pay for them.

For mono icons, any resource editor should work.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 4563. FS: MegaSTE4 and other hardware

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: ci086@FreeNet.Carleton.CA
Message-ID: <5fmsvs$a62@freenet-news.carleton.ca>
Source record: 126341

I have the following Atari hardware for sale:

Atari MegaSTE, 4Megs RAM, 50MB hard drive, 1.44Meg 3.5in floppy, 68882 FPU,
TOS 2.06 $160

Monitor, Atari SM125 monochrome $20

Monitor, Zenith ZVM135 RGB colour, CGA resolution, with built-in audio,
with Atari ST-compatible adapter cable $15

Monitor Master, for monitor switching $2

Hand Scanner, Migraph, B & W and gray scale, with Touch-Up, Save and Scan
and Merge-It software and scanning tray $25

Take all the hardware for $200.

I have lots of software available as well, mostly desktop publishing, graphics,
CAD and utility software. Please e-mail for a list if interested.

I would prefer to sell this equipment locally (Ottawa, Ontario area)
to avoid the hassle of shipping. But if you are willing to pay for
shipping, I will send it anywhere in Canada or the US.
If anyone buys the lot, I will deliver free within 100 miles of Ottawa.
Please reply by e-mail if interested.
Thanks,

Bill

# 4564. Re: Atari st Tos

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HCGQEEBLUP@data.rhein-main.de>
Source record: 126342

In <331C9E85.5331@owens.ridgecrest.ca.us> Michael Grove wrote:

>Weifst was? Wenn ich so a Fettwanzn War' wie du,
>mocht'ich mich aufhangen.

Do b&#65533;n i inde woald goange, do wolad i schneckle founge..
Doch jedsmoul w&#65533; i m&#65533; b&#65533;ckt hoab, husch husch, do worn's
alle foart..

>no austrian keybord device driver installed<

:->

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 4565. Re: CAB with GlueSTiK/MiNTNet - doesn't work right

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <857671818_OASIS_@ping.be>
Source record: 126343

In article <Pine.BSI.3.95.970305225527.20168A-100000@usr10.primenet.com>
Katherine L Ellis <kellis@primenet.com> said:-

>On Thu, 6 Mar 1997, Mario Becroft wrote:
>
>>I access the internet via a PPP connection using MiNTNet.

>Mint_ovl for mint is the best that you can get right now.
>It works fast and no bugs.

No bugs??. Can you explain me why I can't visite w3 page with only a
numeric address or why I can't visite gopher sites. If I try the only
thing I get is a "connecting to host" and that's it. I can wait for
ages but nothing happens.

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 4566. Re: WTB: 1040STe Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <331F0F80.2FA3@cfcsc.dnd.ca>
Source record: 126344

Magnus Kollberg wrote:
> > On 27 Feb 1997 06:32:15 GMT, lr172@aol.com (LR172) wrote:
> > >I'd like to upgrade my STe from 1meg. to 4megs. & I have no clue as what
> > >to do since I'm totally unfamiliar with this machine. (I just purchased it)
> > >Somebody please help. I need to know where to get SIMMS and all that.
> > >Thank you much!
> > >Please E-mail LR172@aol.com
>
> I havn't realy looked how the STe works, but I think it has 4 SIM
> slots right? It would then just be to get 4 1MB SIMs and remove the
> old one and put in the new. 120ns will do I guess.
> //Magnus Kollberg
> --

You are totally correct Magnus, he was confusing the ST with the STe.
Four(4) 1MB SIMM chips, all the same kind and speed and 30pin, can,
after taking the STe cover off and the metal shield, be placed in the slots
where the previous RAM chips were.
no problems.
They can only go in one way, just make sure you have a good connection.
good luck.bonne chance

# 4567. Re: Steffen Scharfe

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HCGQEEBIUP@data.rhein-main.de>
Source record: 126345

In <5fkah5$b0m@epimetheus.algonet.se> Daniel Hedberg wrote:

Hi,

>I suppose the address should be "Steffen_Scharfe@HRO.maus.de". I've sent
>him an email at this address about a week ago, but received no answer.

Hmpf, that's not funny. I don't no how he is.
Do you need his postdadress? (I hope to found his adress in maxidat)

>It depends what you're thinking of? 8-)

You know what i mean :-))

>If it's our game Willie's Adventures, than I've got some good news...
>A new version of it will be out this week or at least in the beginning of

Harg, great! :-)
Another nice game for long nights :)

I will have a look for a german distributor.

>1996, and it's still running at full speed (50 frames per second) on a
>standard Falcon030. Look out for it, and if you're not on the mailing

That sound is -very- nice! That's exactly what i need .)

Regards,
Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____________________________________________________
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 4568. Re: Where can I buy a NOVA board for my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Nima Montaser <Nima.Montaser.1p66@nortel.ca>
Message-ID: <331F0FD7.6497@nortel.ca>
Source record: 126346

John Hechtman wrote:
Hi,
For Nova cards for Falcon, check out Homa Systems House's web page
at http://www.magma.ca/~nima

Make sure to check out the specials page too.

Nima

>
> Having just got Calamus, I'm now in the market for a video accelerator
> board for my Falcon. Space is no problem - I have a Wizztronics case. And
> adequate power is no problem - the Wizzo case comes with a 250W supply.
>
> Howard Carson at MGI recommended the NOVA board "if I could find one". Is
> there a better option? I'm willing to lay out some decent $$$ to make my
> Falcon a kickass DTP machine. I've already got 14 meg of ram, a 640 meg
> HD array and a floptical drive for backup. I'm using an NEC 3D monitor, so
> I;m likely able to display anything a better video setup would put out.
>
> What is the best currently available video option for the Falcon? A NOVA, a
> Panther board? The Afterburner? Pros and cons?
>
> Thanks in advance for your help!
>
> JOhn

--

**********

My opinions are strictly my own, and not that of my employer!

**********

# 4569. Re: WTB: 1040STe Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Blair Dean <aa728@freenet.carleton.ca>
Message-ID: <331F2903.49CA@freenet.carleton.ca>
Source record: 126347

Ron Pothier wrote:
>
> On 27 Feb 1997 06:32:15 GMT, lr172@aol.com (LR172) wrote:
>
> >I'd like to upgrade my STe from 1meg. to 4megs. & I have no clue as what
> >to do
> >since I'm totally unfamiliar with this machine. (I just purchased it)
> >Somebody
> >please help. I need to know where to get SIMMS and all that.
> >
> >Thank you much!
> >
> >Please E-mail LR172@aol.com
> You can purchase the 4 meg ram upgrade kit from Toad if they
> still sell them. I upgraded my old 1040 last year, but it cost over
> $300 for the kit and chips. I have since sold the computer for next to
> nothing since I don't use it any more. The upgrade is very tricky to
> install. You might look for a 1040 already upgraded to 4 megs.

For the STe, you need 4*1meg, 30 pin SIMMs (60-120 ns range). These
cost
about $10 each on the used market. Get the same speed, brand and style.
I don't think parity is a problem on the STe.

To install them, remove the screws in the squared holes, on the bottom
of
the STe and take off the top. Remove the center RF shield, there are
little screws and/or bent tabs holding it on. Being careful not to
break
the little clips on the SIMM sockets, exchange the four 1 meg SIMMS for
the four 256K SIMMS. Note the orientation of the 256Ks and put the 1M
SIMMs in the same way.

Replace the RF sheild, put the top back on, screw it all back together,
plug it in and enjoy. That's all there is to it.

--
---
Blair Dean | blair_dean@inet.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 8-meg TT030
My opinion has been held over from a previous life 85+57 MEG
and is not the responsibility of Health Canada Jaguar/Lynx
:)

# 4570. Re: How much should I pay for a ZIP drive?

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970306202041268 57@pwomar.demon.co.uk>
Source record: 126348

Karsten Winter <kwinter@iinet.net.au> wrote:

> Kevin Palmer <kpalmer@neosoft.com> wrote:

> >No, don't get a Syquest drive. They are the most unreliable pieces of
> >shit I have ever used. ^^^^
> -snip-
> Which drive are you referring to? SyQuest44?
> EzFlyer usess some new technology as well as being a 3 1/2'' drive...

I'm fairly sure that the Syquest uses teh same technology as it always has, it's just that like everything else the capacity has increased. Also Kevin said that the Zip uses an optical methos, I'm pretty sure that it doesn't, it may use optical tracking but AFAIK it's just a plain old high density disk drive.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4571. Re: CAB Proxy Question

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5fncqv$dkb@hades.rz.uni-sb.de>
Source record: 126349

Jared Addington <jdaddin9@airmail.net> wrote:

> My provider has provided a use for using a proxy in their customer's
> web browsers. They give the server name and then the port number. Is
> the port number required when entering the proxy into CAB? Can I
> enter: "example.server.net:8080" in the line with 8080 being the port
> number or should I just leave it off? Also, will the proxy function
> work with the CAB-for-MiNT-net overlay? Thanks!

Put the following lines into your mint.cnf (or someplace else where you
are sure that these envariables apply when cab-for-mintnet.ovl is
started):

```
setenv http_proxy "http://example.net.server:8080/"
setenv ftp_proxy "http://example.net.server:8080/"
setenv gopher_proxy "http://example.net.server:8080/"
setenv news_proxy "http://example.net.server:8080/"
setenv wais_proxy "http://example.net.server:8080/"
setenv no_proxy "localhost,server.net"
```

You can leave "localhost" out of no_proxy if you don't run a web server on
your local machine (I really mean /local/, i. e. your Atari). If you know
of other domains that shouldn't be accessed via proxy you can put them
there, too. Usually your provider will tell you.

Ciao

Guido

--
==========================================================================
\\ Guido Flohr // Bleichstr. 32 \\
\\ http://stud.uni-sb.de/~gufl0000 // 66111 Saarbruecken/Germany \\
\\ mailto:gufl0000@stud.uni-sb.de // Tel.: +49 681 390 83 61 \\
==========================================================================

# 4572. Re: Thing icons

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <331f35e868ead0@sn.no>
Source record: 126350

On Tue 04-03-97 15:15, Steven Rodgers (skr@dcs.ed.ac.uk) wrote:

>How can I edit icons for Thing?
>Ideally, I'd like to be able to dwonload a new icons.rsc file and play with it.
>Can anyone help me out here?

I asked the same question a while ago because I had problems with it, but I
figured it out...
I have no experience with colour icons (as I use my STe mainly in
monochrome mode), so I used the "monoicon.rsc" file (or whatever it was
called) and renamed it to "icons.rsc" and putting it in the "thing" folder.

Anyway, I used "ORCS" to edit the RSC file.
The icon file is divided in two parts- normal and small icons. I'm not sure
how these are "connected" together, but I haven't really bothered to find
out as I use mainly the "big" (normal) icons.
So, having opened up the RSC file you can edit the existing icons and/or
add new ones. Refer to the documentation for ORCS to learn more about how
to do this.

When going to "Thing" again and editing the icons you'll probably get some
sort of message saying that some icons are assigned wrong, so you might
have to re-edit some stuff, but saving the icon setup and then reloading it
and saving it again usually helps. I guess this is because the order of the
icons is shifted when you add new icons etc. so the setup file for it will
be wrong.

You can get ORCS from:

ftp://ftp.sn.no/user/hallvart/atari/orcs.zip (162 Kbytes)

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4573. ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <94281434_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 126351

Having now bought myself a Zip drive to go with my trusty Falcon, and having plugged it in, formatted a disk, and partioned it (probably wrongly).

I have a G partition with a 100meg on it. Excellent I thought.

Why does Diamond Back3 refuse to back up to it? It says unknown boot sector, and won't do the backup. Ahh!

Does anyone know why this is, and more importantly how I can get DB3 to access a 100meg partition Zip drive? I'm using HD Driver 6.0

TIA, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 4574. NVDI

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5fnfuv$3mc@irk.zetnet.co.uk>
Source record: 126352

Hi All,

Has anyone succeeded in patching NVDI 3.01 to 3.02?

I've got the patch but it won't work :-(

All help greatfully received :-)

Thanx in advance :-)

Yours Roy

**********
Roys Home Page - http://www.users.zetnet.co.uk/rgoring/roy/
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********

# 4575. Re: Steffen Scharfe

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: dhedberg@kairos.algonet.se
Message-ID: <5fng8t$3gt@epimetheus.algonet.se>
Source record: 126353

: >I suppose the address should be "Steffen_Scharfe@HRO.maus.de". I've sent
: >him an email at this address about a week ago, but received no answer.
:
: Hmpf, that's not funny. I don't no how he is.
: Do you need his postdadress? (I hope to found his adress in maxidat)

Yes, please, if you can get hold of his postaddress, please let me know!
BTW, what's maxidat?

: >If it's our game Willie's Adventures, than I've got some good news...
: >A new version of it will be out this week or at least in the beginning of
:
: Harg, great! :-)
: Another nice game for long nights :)

Hehe, but you will have to wait for a couple of more months before the
final commercial version is out, though. 8-)

: >1996, and it's still running at full speed (50 frames per second) on a
: >standard Falcon030. Look out for it, and if you're not on the mailing
:
: That sound is -very- nice! That's exactly what i need .)

Hehe... sounds like you have been waiting for it for quite a long time. 8-)

Take care,
Daniel

--
@ @
----------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
---
oOo oOo
U U

# 4576. Re: Warez

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: tivegas@aol.com
Message-ID: <19970306233700.SAA05824@ladder01.news.aol.com>
Source record: 126354

Alright can't argue with that, count me in to!
tivegas

# 4577. Re: CAB with GlueSTiK/MiNTNet - doesn't work right

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970306162710.3782E-100000@usr09.primenet.com>
Source record: 126355

On Thu, 6 Mar 1997, Martin Byttebier wrote:

> In article <Pine.BSI.3.95.970305225527.20168A-100000@usr10.primenet.com>
> Katherine L Ellis <kellis@primenet.com> said:-
>
>>On Thu, 6 Mar 1997, Mario Becroft wrote:
>>
>>>I access the internet via a PPP connection using MiNTNet.
>
>>Mint_ovl for mint is the best that you can get right now.
>>It works fast and no bugs.
>
>No bugs??. Can you explain me why I can't visite w3 page with only a
>numeric address or why I can't visite gopher sites. If I try the only
>thing I get is a "connecting to host" and that's it. I can wait for
>ages but nothing happens.

Well I didn't know that CAB was a gopher browser as well.
So I never tried it. For gopher servers I use Gopher :)
For the numerical address, I have no clue, Never have any prob like
that. tell me what URL and I will try.
bye

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 4578. Re: FS: MegaSTE4 and other hardware

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: ci086@FreeNet.Carleton.CA
Message-ID: <5fngf6$jp1@freenet-news.carleton.ca>
Source record: 126356

William Hartman (ci086@FreeNet.Carleton.CA) writes:
> I have the following Atari hardware for sale:
>
> Atari MegaSTE, 4Megs RAM, 50MB hard drive, 1.44Meg 3.5in floppy, 68882 FPU,
> TOS 2.06 $160
>
> Monitor, Atari SM125 monochrome $20
>
> Monitor, Zenith ZVM135 RGB colour, CGA resolution, with built-in audio,
> with Atari ST-compatible adapter cable $15
>
> Monitor Master, for monitor switching $2
>
> Hand Scanner, Migraph, B & W and gray scale, with Touch-Up, Save and Scan
> and Merge-It software and scanning tray $25
>
> Take all the hardware for $200.
>
> I have lots of software available as well, mostly desktop publishing,
> graphics, CAD and utility software. Please e-mail for a list if interested.
>
> I would prefer to sell this equipment locally (Ottawa, Ontario area)
> to avoid the hassle of shipping. But if you are willing to pay for
> shipping, I will send it anywhere in Canada or the US.
> If anyone buys the lot, I will deliver free within 100 miles of Ottawa.
> Please reply by e-mail if interested.
> Thanks,
>
> Bill
Clarification: I will deliver free, by car, myself within 100 miles approx.
of Ottawa, Ontario. This includes Montreal and Kingston, obviously, and other
centres. Not a bad deal.
Thanks.

# 4579. For sale!

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: magnus.thylander@stacken.ct.se
Message-ID: <ftn_2.204.219.0_1619a935_Magnus.Thylander@stacken.ct.se>
Source record: 126357

Okay, it's finally time to sell off all my computer equipment, here we
go:

Item nr 1:

Atari Falcon030/4/65 (4Mb RAM, 65Mb internal IDE-HD)

Hardware(beyond the usual Falcon stuff):
DDD HighSpeed40 accelerator (40MHz CPU,20MHz BUS, 40MHz DSP) -
unfortunately it bugs out quite often using LHA 3.x, ON/OFF switch
at the back of the computer, installed by autorized Atari dealer
Copson Data AB
ScreenBlaster video-accelerator (external)
Logitech mouse (the best I've ever tried!)
Barely functioning GeniScan ST, greyscale handscanner
Small freestyle-loudspeakers
Joystick "ErgoStick"
Both Falcon>VGA and Falcon>RGB adapters for monitor-connection

Software included:
Magic 4 (GREAT multitasking OS)
NVDI 4 (SUPERB software-accelerator, also replaces SpeedoGDOS and
supports True Type fonts)
Calamus 1.09n (Swedish version, including the manual)
CoNnect 95 (registered version of the no 1 comm-program)
STOOP (Registered version of this great boot-selector, similar to
SuperBoot only a lot nicer and better)
Da's Vektor (GOOD vector-graphicsprogram)
RainBow II MultiMedia(VERY GOOD Mukltimedia-program)
NeoDesk 3 (replacement desktop)
NeoCLI v2.1 (Command Line Interpretator for NeoDesk)
That's Write 2.09 (Word Processor)
Harlekin 95 (GOOD multi-acc, including calender and text-editor)
HiSoft WERCS (old RSC-editor)
TimeWorks Desktop Publisher ST v1.?
STOS - The Game Creator
SpeedoGDOS (of course)
MultiTOS (of course)
around 50 HD-disks filled with packed PD/ShareWare software
around 30 coverdisks from ST Format/ST Review
18 HD-disks with PD/ShareWare that I got from "AtariSpecialisten"
when I bought the computer
1 diskbox that can take 100 3.5" disks
m.m....

Books included:
Programmering i C (pagina)
Atari ST/STE H&#65533;rdfakta (pagina)
Programmera 68000 (pagina)
Atari ST Application Programming
Atari ST Internals
Logo Programming
Atari ST User's Handbook
Atari ST Logo
And of course the Atari Falcon030 Owner's manual

Price: ????

Item nr 2:

Aktra Personal Computer (PC, minitower)

Hardware:
i486 dx 33MHz CPU
8Mb RAM
VESA Local bus
2 serial + 1 parallell + 1 joystick port
170 + 420 Mb IDE-Harddrives
Trident SVGA with 512kb minne (800x600 at 256 colours at most)
15" "MultiScan" SVGA screen, SMILE (VERY GOOD!)
Standard pc-keyboard
Agiler 3-button serial mouse
Canon BJ10ex, black/white bubblejet printer 360x360dpi

Software:
DOS 6 (Swedish)
Windows 3.1 (Swedish)
Plus a mixed bunch of software left on the harddrive...

Price: ????

Give me a reasonable offer and the computer or computers are yours as
soon as possible...

I live in Sweden (Stockholm) and Swedish buyers are preferred... Reply
either by e-mail to "Thylboy@stacken.ct.se" or call 070 / 657 81 31
(mobile phone) and drop a message if I don't answer immediately...

# 4580. Re: TOS images

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970306191729.24023A-100000@freenet>
Source record: 126358

> >Where can I get a TOS image to use with an emulator?
>
> It's a 2-step process:
>
> 1. Buy a copy of the TOS ROMs (usually installed in an Atari ST computer -
> which go for as littel as $10 at the Goodwill).

1.5 Upgrade to TOS 2.06 which most emulators need to work well. This will cost you a good $100... If you're lucky enough to find* that ST in the first place. Around here I've never* seen anything but 2600s and a few 5200s at Goodwill.

- --------------_------------------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -

# 4581. Re: connecting falcon scc port to st rs-232 via null modem cable

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970306192555.24023B-100000@freenet>
Source record: 126359

On Tue, 4 Mar 1997, Goetz Hoffart wrote:

> FJ>Parallel port (printer port) is bidirectionnal on Falcon but not on
> FJ>1040 STFM.
>
> Beeeep - wrong. The PSG can be programmed either as an input or an output
> device. I had a sound sampler at the printer port of my 1040STF and it worked.

Indeed the ST can do bidirectional I/O through the parallel port, but
this requires direct programming of the PSG. This means stuff that runs in
the background, like a network driver, can run into problems when other
programs (or TOS) try to use the PSG to make sound, to use the floppy drive,
the serial port...

```
- -------------_------------------------------------------------- -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ------------------------------------------------------------------ -
```

# 4582. Re: Still got a DIM file laying around eating disk space

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970306194636.26050A-100000@freenet>
Source record: 126360

> >>> Are you sure its not an E-COPY file, that uses *.DIM images's.
> >>
> >> Dunno???
>
> p> Yep, it's an E-Copy file. Is it just me, or are the menus on E-Copy
> p> *remarkably* similar to the Magic Shadow Archiver ? :)

It is? Wha? Where do I get E-Copy? (not that I've looked...)

> Glad you got it sorted out.

I did? :)

- -------------_------------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ------------------------------------------------------------------ -

# 4583. Re: Where can I buy a NOVA board for my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: rcollins@freenet.columbus.oh.us
Message-ID: <5fntbh$5jp@login.freenet.columbus.oh.us>
Source record: 126361

John Hechtman (johnhechtman@delphi.com) wrote:
: Having just got Calamus, I'm now in the market for a video accelerator
: board for my Falcon. Space is no problem - I have a Wizztronics case. And
: adequate power is no problem - the Wizzo case comes with a 250W supply.
:
: Howard Carson at MGI recommended the NOVA board "if I could find one". Is
: there a better option? I'm willing to lay out some decent $$$ to make my
: Falcon a kickass DTP machine. I've already got 14 meg of ram, a 640 meg
: HD array and a floptical drive for backup. I'm using an NEC 3D monitor, so
: I;m likely able to display anything a better video setup would put out.
:
Nima Montaser email: nima@magmacom.com
Homa Systems House www: http://www.magmacom.com/~nima
P.O.Box 52127 Tel: (613)722-0901
Ottawa, ON Canada Fax: (613)722-9061
High end Multimedia Graphics software and Hardware specialists.
Nova graphics cards.

| Raymond Collins | Atari TT030 4/16 Mb ST/TT RAM 245 HD |
| a.k.a Master Z --|Z|-- |Travel via ZyXEL 28,800 (115,200)baud |
| Collins.197@osu.edu |2MB CyREL, Sunrise M16-1280 video card|
| rcollins@freenet.columbus.oh.us | Die Hard Atarian since 1983 |

--
| Raymond Collins | Ohio State University |
| Collins.197@osu.edu | Neuropathology |
| rcollins@freenet.columbus.oh.us | Research Assistant |

## 4584. Linux on Atari TT030

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@DreamSoft.com>
Message-ID: <331F784D.6FA7@DreamSoft.com>
Source record: 126362

Where is the best place to get LINUX for the Atari
TT030?

Thanks for the help

RClaunch@DreamSoft.Com
--
/|\ ========================================== /|\
fuji LIVES! fuj LIVES! fuji LIVES! fuji LIVES!

# 4585. Thanks! and more NOVA card Q's?

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <pvLbhT8.johnhechtman@delphi.com>
Source record: 126363

Thanks to all who replied to my query on the NOVA card. Several people directed me to Nima at Homa Systems. I've talked to Nima, who was kind enough to tell me in advance about the complications with the NOVA card.

It seems that the NOVA card requires the your Falcon be set up with TT ram if you want more than 4 meg. Nima says there are several cards to do this, among them the Afterburner and the GE-Soft card. I currently have the Wizztronics card with a 16 meg SIMM. As GE-Soft (AFAIK) is out of business, I'd like to hear what people have found out about the Afterburner who are using it. Is it stable? Compatabile? Nima said my other options are a Blow-Up FX card or a new TT ram card being done in Germany. The same questions apply to these to cards.

Another question, I have the FalconSpeed 286 emulator card. I use it to run Quicken for DOS, as I've never found any TOS program that is as good for money management. I've looked at Mega-Check, et al and they just don't have a checkbook style front end, the way Quicken does. Nima says he has NO idea if the FalconSpeed would work with the NOVA card. The F'speed has a pass-through, so the NOVA could sit atop it, has anyone put these two units in a Falcon? How does it work? Any other ideas to solve my problem?

Thanks in advance to all for your help!

John

# 4586. Re: Can I connect a SCSI Drive to my MegaST2?

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: dgh <dgh2010@netsync.net>
Message-ID: <331F3024.9FB@netsync.net>
Source record: 126364

As far as I remember, yes you can. The Mega STs usually came with a wopping 30 MB scsi disk internally. You should be able to take out the one in there, or put one in its place if its gone. The only prob will be getting the formating and booting software????

DGh

# 4587. Re: Falcon IDE drive speed

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5fnm1k$ifc@ornews.intel.com>
Source record: 126365

In article <331B80C9.146C@owens.ridgecrest.ca.us>,
Michael Grove <mgrove@owens.ridgecrest.ca.us> wrote:
>
>Look here for speedtest.zip. Inside there are a few Falcon
>only utils, but an app called Howfast will give you a better
>idea of how your drive is performing.
>
>ftp.ridgecrest.ca.us/users/pub/m/mgrove/
>in the Falcon directory is where you will find the file.

It will also measure your CD-ROM performance - just be sure to set it to
read-only ("lesen" before selecting a large file on the CD. I recently
tested 2x, 4x, and 8x drives on my TT - the 8x transfers data at about 1.2
megs/sec, fast enough for direct playback of QT and AVI files.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
for further information, email: CANADA: info@compdirect.com
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 4588. Re: CAB with GlueSTiK/MiNTNet - doesn't work right

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: savarez@connectum.skurup.se
Message-ID: <857671106_OASIS_@connectum.skurup.se>
Source record: 126366

In article <HCGMFGUQUp@tos.ak.planet.gen.nz>
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-

>I access the internet via a PPP connection using MiNTNet.
>Since the CAB-for-MiNTNet overlay is no longer being supported, I am now
>trying to use the CAB-for-STiK overlay via GlueSTiK.

So do I, using GlueSTiK 0.02.2B3
It works with : CAB_OVL 1.21 (for STiK)
I use MiNTnet 1.01
The setup is basically 'PPPkit14'.

I had to throw out 'TOSWIN.ACC', however.
-It caused a crash.

My advice is, get the above software.

--

---
E-mail: savarez@connectum.skurup.se
Homepage: http://www.skurup.se/~savarez/

Claes Olsson ------------------------
Musketorgatan 11B My computer system is an
S-212 43 Malmoe Atari Mega STE 4MB
Sweden ------------------------
Phone: 040 - 18 54 97
---

# 4589. Re: JPEG image manipulation

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Simon@husbands.demon.co.uk
Message-ID: <857607900_OASIS_@husbands.demon.co.uk>
Source record: 126416

In article <857175264_OASIS_@ping.be>
Martin.Byttebier@ping.be (Martin Byttebier) said:-

>>Could anyone suggest a program that will allow me to view JPG files and then
>>alter the sizes ( I have some scanned JPG files and want to be able to trim
>>them, and also to be able to produce thumbnail versions for my site )? I'm
>>hoping for something without too many frills - cheap and cheerful! Any ideas?
>Imagecopy 4 can do this and lots more.
>You can get it from:
> FaST Club
> PO Box 101
> Nottingham
> NG2 7NN

Thanks for the suggestions. I think Imagecopy 4 sounds like the best idea to try
next - but thanks to everyone for the the help. If you see thumbnails on my site
in the next week or so you'll know I've been successful!

=----------------------------------------------------------------------------=
Your friend and mine, SIMON HUSBANDS simon@husbands.demon.co.uk
Music, Minis, Pianos, Photos, Soot Juggling - they're all at our site!!
http://www.husbands.demon.co.uk
=----------------------------------------------------------------------------=

# 4590. Re: Best TeX for MiNT/MiNTOS?

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5fl1h4$3h7@hades.rz.uni-sb.de>
Source record: 126417

Mark Baker <mnb20@cam.ac.uk> wrote:
> In article <5fjdlr$n7r@due.unit.no>,
> josk@ifi.unit.no (Jo Even Skarstein) writes:
> >
> > What's the best/most suitable TeX-version for my MiNT/MiNTOS setup? I have
> > a rather old TeX-setup (I believe it's CS-TeX from 1992) which works fine,
> > but I'd like a more updated version which works better with MiNTOS.

> Either of Strunk's or Lindner's ports should work fine with MiNT; and they're
> both command line programs. Indeed, I found them nicer from the command line
> than using the GEM shell thing, as you can put files where you like.

> However I'm not sure either of the previewers work well with MiNT.

I'm an absolute newbie with TeX and have installed the above-mentioned
CS-TeX a couple of days ago. I've given up the idea to run the TeX-thing
from the provided GEM-shell and I'm doing it from the command line of my
shell. That works fine after you have set the appropriate envariables.
I even run the pre-viewer from the cli with no problems.

Anyway, it might be a good idea to re-translate the sources with a newer
version of gcc and with MiNTLib. The current version is awfully slow.

Ciao

Guido

# 4591. Falcon IDE HD comes on not using?

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: fs961@cleveland.Freenet.Edu
Message-ID: <5fl4em$i28@alexander.INS.CWRU.Edu>
Source record: 126418

Hi,
My Falcon Western Digital hard drive comes on when not using, and crashes sometimes when I am running Photo Show or copying something. Does anyboby else have these problems, and how do you repair thim problem.

Please leave E-mail, I check daily.
Thanks The Old HIPPIE Steve Deaver
loyal Atari User

# 4592. WTB: Mega ST/STE/TT keyboard

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: jlendino@panix.com
Message-ID: <5fl65s$cv1@news1.panix.com>
Source record: 126419

Now's the time to drag that broken machine out of the closet and make some bucks off of it. The average 4 MB STE system w/o monitor goes for $125 --- will give $30 to $50 for a keyboard in excellent condition.

Regards,
Jamie

# 4593. CAB with GlueSTiK/MiNTNet - doesn't work right

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCGMFGUQUp@tos.ak.planet.gen.nz>
Source record: 126420

I access the internet via a PPP connection using MiNTNet.

Since the CAB-for-MiNTNet overlay is no longer being supported, I am now trying to use the CAB-for-STiK overlay via GlueSTiK.

I tried the CAB-for-STiK overlay version 1.18 and this appeared to work to begin with, but when it came to "receiving data", it just got stuck on 0 bytes and would not receive anything.

I then tried version 1.21 (what I believe to be the most recent version) but CAB just crashed as soon as I tried to access a page.

I am using CAB version 1.5 and MiNTNet version 0.90.

GlueSTiK does appear to work for other STiK apps, however.

Any help on getting the above system working would be much appreciated.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 4594. Re: Oasis Dynamic IP Problem

Newsgroup: comp.sys.atari.st
Date: 1997-03-06 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <857619904_OASIS_@nordnet.fr>
Source record: 126421

In article <5fe362$ts9@news.telebyte.com>
csilver@kendaco.telebyte.com.Spam.Th.is (Charles Silver) said:-

>A friend recently switched from a SLIP account to PPP. However, he can no
>longer get Oasis to connect. The SLIP acc had a static IP and now he
>has a dynamic IP with PPP. I've never used Oasis, but I know many do with
>a dynamic IP address. Anyone know the proper procedure to grab the IP on
>login? Thanks for any info.

Just set a line "ppp pp0 ipcp local address 0.0.0.0" (pp0 or sl0 or
whichever name you gave to the interface) in STARTUP.NOS, the zero address
allows NOS to negociate and accept the address given by the provider...

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

# 4595. Re: CAB with GlueSTiK/MiNTNet - doesn't

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <5fnuoa$n11@news.cybernews.net>
Source record: 126272

Katherine Ellis wrote:
>On Thu, 6 Mar 1997, Mario Becroft wrote:
>
>>I access the internet via a PPP connection using MiNTNet.
>>
>>Since the CAB-for-MiNTNet overlay is no longer being supported, I am now
>>trying to use the CAB-for-STiK overlay via GlueSTiK.
>What a strange concept. :)
>Mint_ovl for mint is the best that you can get right now.
>It works fast and no bugs.
>WHY the hell do you want to play with the original ovl??

Well, there is a bug if a link uses dotted notation (e.g. 192.0.0.1
instead of my.garbage.org). It locks up pretty nicely. Fortunately,
since you're probably running Multitos, you just kill CAB.

Netscape can resolve these, so not too many people will fix them if
they work for Netscape.

Mike White (michael@fastlane.net)

# 4596. Wild & Wacky Atari Auction (Update #7)

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970307044000.XAA24347@ladder01.news.aol.com>
Source record: 126273

Wild & Wacky Atari Auction (Update #7)

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
15th.
One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
---
---

Atari "Centipede" T-Shirt (Brand New) $9 mderolle
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $5 DisKountrs
Atari "Centipede" hanging multi-piece mobile (Brand New) $9 mderolle
Atari "Millipede" hanging multi-piece mobile (Brand New) $7 insane
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $2 sumguy
Atari Grey Service Center Coffee Mug $7 mderolle

Atari "Power Without the Price" Balsa Wood Glider $1.50 terryb
Atari Red with Gold Lettering Pen holder $3 smedley
Atari Laser Art solid wood paper holder (Brand New) $8 mderolle
Atari solid Brass Belt Buckle (Brand New) $5 TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

---
---
BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

Activision OINKERS: $2 mercury
Activision RIVER RADIERS: $3 mercury
Activision GRAND PRIX DRIVING TEAM: $3 mercury
Activision SUB CLUB: $3 mercury
Activision SPIDER FIGHTERS: $3 mercury
Activision TRAIL DRIVE: $4.50 mercury
Activision EXPLORERS' CLUB: $3 mercury
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM: $3 mercury
Activision MEGAMANIACS: $6 mercury
Activision FLYING ACES: $3 mercury
---
---
Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash
---
---
Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11
Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

# 4597. Re: Can I connect a SCSI Drive to my MegaST2?

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <331FCED7.5D33@ooc.de>
Source record: 126274

dgh wrote:
>
> As far as I remember, yes you can. The Mega STs usually came with a
> wopping 30 MB scsi disk internally. You should be able to take out the

No, the MegaST never came with an internal disk. You are talking of the
MegaSTE and this one came with a 48 MByte or 80 MByte SEAGATE SCSI
drive.

> one in there, or put one in its place if its gone. The only prob will
> be getting the formating and booting software????

Why should this be any problem? SCSI drives connected to the Atari can
be formatted and booted with any of the usual driver packages, e. g.
CBHD, HuSHI, HDDRIVER, AHDI, ...

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 4598. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <331FCFA9.1974@ooc.de>
Source record: 126275

Gary Priest wrote:
>
> Having now bought myself a Zip drive to go with my trusty Falcon, and having
> plugged it in, formatted a disk, and partioned it (probably wrongly).

You can't do something wrong when partitioning a partition that has a
size of 100 MByte. Only with much larger partitions you have to care for
certain options when partitioning. 100 MByte is a size any TOS version
supports and so no special action is required.
> Why does Diamond Back3 refuse to back up to it? It says unknown boot sector,

Did you partition your drive TOS or DOS compatible? Some disk tools are
not able to access DOS compatible partitions > 32 MByte.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 4599. Re: Zip drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: csilver@kendaco.telebyte.com.Spam.Th.is
Message-ID: <5foht2$8sv@news.telebyte.com>
Source record: 126276

Message-Id: <94281434_000003_OASIS_NEWS@the-gap.demon.co.uk>

And Gary wrote to all:

>Having now bought myself a Zip drive to go with my trusty Falcon, and having
>plugged it in, formatted a disk, and partioned it (probably wrongly).
>I have a G partition with a 100meg on it. Excellent I thought.
>Why does Diamond Back3 refuse to back up to it? It says unknown boot sector,
>and won't do the backup. Ahh!
>TIA, Gary

Hi Gary,

Well, I see you bought yourself a "White Elephant" <g>. Maybe Nemesis doesn't like DB3? Curious though, why you did you use a single partition? Unfortunately, I have no idea as I don't use DB3, HDD6, or Nemesis ;) I'm waiting for Comp. Direct to sell me Nemesis. No word so far...

Doc Uwe probably has the answer. I do wish you well, as I have gleaned much info from your posts to this NG.

(Just a RUMOR!) Someone refered to as Billionaire Bill went to Univ. of Wash. Medical School for DNA testing. Possible cloning? Scotland clones sheep, Oregon clones monkeys. What's NeXT?

Timing is everything,

Charles

# 4600. LOOKING FOR Word Processor

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Yves Gablin <gabliny@ufrima.imag.fr>
Message-ID: <331FC1FC.2811@ufrima.imag.fr>
Source record: 126277

Hello everybody !

Could anyone make me know of a word processor for Atari computers having
the following functions :
- load and save texts for MS-WORD 5 for Windows
- french dictionary
- font and size choice

And if possible :
- load and save for Le R&#65533;dacteur on Atari
- english dictionary
- synonims dictionary (in french)

Of course, it can be a comercial product but a shareware would be nice
too.

Thanks,
Yves Gablin.

mailto:gabliny@ufrima.imag.fr

--
Yves Gablin : gabliny@ufrima.imag.fr

# 4601. SALE!! Lots of 8bit Stuff

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: gripman@netcom.com
Message-ID: <gripmanE6o6Aq.n39@netcom.com>
Source record: 126278
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Dear Fellow Atarians,

My friend at work has a bunch of 8-bit Atari computers and stuff
that he wants to get rid of to someone who can appreciate them. He is
willing to let them go for a reasonable amount but would prefer to unload
the whole shebang at one go. Here is what he has.
3 800XL's
1 130XE
6 disk drives
2 monitors
3 printers
all manuals and power supplies and cables
His name is Bob Salopek and his phone # is 415-333-2165.
Please do not e-mail me as I can't help you out on this. Just call him
and negotiate directly. He has no e-mail address so you must use the
phone to contact him.

Happy Shopping

--
gripman@netcom.com

# 4602. Atari Estate Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Jayne Bryant <randolph@erinet.com>
Message-ID: <5fnmr8$gt5@server1.erinet.com>
Source record: 126279

Hello,

Due to the death of my father, I have a lot of Atari equipment that I would
like someone to use. Please e-mail me if you are interested.

Thanks,

Jayne

COMPUTER ITEMS:
FOR SALE
QTY DESCRIPTION ASKING PRICE
1 ATARI MEGA STE 68000, 16MHZ COMPUTER (16 BIT) 4M MEM.INTERNAL 3.5 HD 1.4 FLOPPY;
TV/MONITOR HOOK-UP; KEYBOARD & 2 MICE; EXTRA 1M MEM; 3.5, 720K FLOPPY W/ ROMS; 2 SERIAL/2
SCSI HOOK-UPS $150.00

1 ATARI, IB DRIVE EXT. 5 1/4, 360X FLOPPY $ 40.00
(EXCELLENT FOR PC-DITTO (IBM EMULATOR))

1 ATARI MONO (720X348) B/W MONITOR $ 50.00

1 120M SCSI ATARI EXTERNAL ICD HARD DRIVE $150.00
W/ICD INTERFACE & CABLES

1 ATARI SLM804 LASER PRINTER. W/DRUM & TONER $150.00
W/SCSI INTERFACE & ALL CABLES

1 MIGRAPHS (LOGITECH) ATARI HAND SCANNER $ 80.00
W/SOFTWARE

2 SPECTRE ATARI (MAC) CARTRIDGES & SFTWRE $ 50.00

This is the perfect DESKTOP PUBLISHING setup as configured. HD has CALUMUS & PAGESTREAM;
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4.1 FOR THE ST, ATARI WRITER-ST, & TEXT EDITORS. PC-DITTO (IBM EMULATOR) SOFTWARE, PC DOS
3.2, GEM 3.1 FOR DOS. MAC SOFTWARE, & MAC SPECTRE EMULATOR CARTRIDGES; ALL 10~ DISK CASES
OF SOFTWARE ??

WHOLE SYSTEM PRICE (EVERYTHING) 1ST COME $500.00

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1 ATARI 850 SERIAL INTERFACE (8 BIT) $ 15.00

1 SUPRA 2400 BAUD MODEM W/PWR. SUPPLY $ 10.00

1 ATARI JOYSTICK (For 8 Bit/16 Bit) $ 5.00

NUMEROUS SPARE CABLES (MODEM; NULL; ETC.) $ 2.00 ea

SOFTWARE? SOFTWARE? SOFTWARE? SOFTWARE?
(W/WHOLE SYSTEM OR SEPARATELY)

10 DISK CASES FULL: ORIGINALS, BACKUPS, COPIES, BLANK DISKS

ORIGINAL PROGRAMS $ 1.00 PER DISK

COPIES OF DISKS, UNMARKED OR BACKUPS $ .25 Ea.

# 4603. Re: Atari ST emulator: shower me with tips!

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: aixit@aol.com
Message-ID: <19970307122700.HAA08208@ladder01.news.aol.com>
Source record: 126280

Hi michael,

we have recieved the money.

We send out the goods today by airnail.

Fridolin.

F.Heyer
FH@aixit.com

aixit GmbH
Hansmannstr. 19
52080 Aachen
FON 0241 9519230
FAX 0241 9519225
http://www.aixit.com
email
sales@aixit.com
TOS2WIN@aixit.com

# 4604. Re: 2nd harddisk: formatting/detecting?

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Rene Kint <itsux@xs4all.nl>
Message-ID: <3320A0B0.5791@xs4all.nl>
Source record: 126281

J.D. van Duijn wrote:
>
> On Wed, 05 Mar 1997 09:24:08 -0800, Rene Kint <itsux@xs4all.nl> wrote:
> >I have a second HD attached to unit 0 (an original SH205).
> >
> >The 2nd HD is a Seagate, but I do not know the number of
> >sectors, etc.
> >
> >A couple of questions:
> >
> >- How can I make my ST recognize this second drive?
> >- How do I format the 2nd drive?
> >- I don't have HD tools! Which should I need, and *HOW*?
>
> Look for CBHD5* on one of the atari ftp sites. It contains everything
> you need for using the 2 drives. I'm using it on a Megafile 30 with 2
> drives attached.
>
> As for the seagate parameters: A little more info would be nice, like
> what type is it, a ST225, ST250, ST235(R)????
>

I think it's an ST225. 20MB, ST506 connection, MFM.

Regards, Rene.

# 4605. Re: Thanks! and more NOVA card Q's?

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv4teo55os.fsf@emw.ericsson.se>
Source record: 126282

John Hechtman <johnhechtman@delphi.com> writes:

> It seems that the NOVA card requires the your Falcon be set up with TT ram
> if you want more than 4 meg. Nima says there are several cards to do this,
> among them the Afterburner and the GE-Soft card. I currently have the
> Wizztronics card with a 16 meg SIMM. As GE-Soft (AFAIK) is out of business,
> I'd like to hear what people have found out about the Afterburner who are
> using it. Is it stable? Compatabile? Nima said my other options are a
> Blow-Up FX card or a new TT ram card being done in Germany. The same questions
> apply to these to cards.

I have used an Afterburner for a while now and I must say that I have
very little problems with it. I don't think anyone else have had any
problems.

It's very compatible. Ofcourse some programs will not run, but most
does.

The only cathegory of programs that refuse to run is trackers. :-((
Atleast Digital and Graumf tracker doesn't run.

To see a short list which does work and has been tested look at these
pages. http://www.rjelwell.demon.co.uk/ab040.html
It only shows which apps has been tested or not. If a program is not
on the list, it doesn't mean that it doesn't run, just that it hasn't
been tested.

I will add more apps soon.

I wouldn't get a FX-card as the Nova can't handle and accellerated bus
(not without a fan blowing directly at the Nova) so you wont get much
use of a FX-card. I wouldn't either call it TT-RAM (or Fast-RAM) as it
isn't and it's _much_ slower than the real thing.

You might be able to pick up a used Mighty Sonic 32 to get some speed
out of the box.

> Another question, I have the FalconSpeed 286 emulator card. I use it to run

I have no idea about this.

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 4606. WTB: Atari STE

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <33202860.167E@jaleo.idecnet.com>
Source record: 126283

Hello,

do you have some you wanna sell at a good price?? Reactions under:
martin@jaleo.idecnet.com

Thanx in advance!

M@rtin

# 4607. Re: Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5fockm$t4o@ash.ridgecrest.ca.us>
Source record: 126284

>GE>Cons: Magic, Geneva, Extendos don't work, so no multitasking and no
>GE>CDs at this time.
>
>N.AES and Geneva will work.
>
>GE>It is faster than the fastest Mac running Magic MA
>
>The new 200 and 225 MHz PowerMacs are faster.
>
>Regards
>Goetz
>.

Not in emulation mode, which the PPC's run MagiC Mac
with. They are about equal to a 50MHz 040. Which is very
slow by todays standards. For a TOS based machine I don't
think you will find an equal to the Hades or T060 (depending
on where your standing:)

Mike

# 4608. FS: Atari Estate Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Jayne Bryant <randolph@erinet.com>
Message-ID: <5fpgdt$q40@server1.erinet.com>
Source record: 126285

Hello,

Due to the death of my father, I have a lot of Atari hardware & software
that I would like to sell. I have prepared an itemized listing, please
e-mail if you are interested.

Thanks,

Jayne
COMPUTER ITEMS:
FOR SALE
QTY DESCRIPTION ASKING PRICE
1 ATARI MEGA STE 68000, 16MHZ COMPUTER (16 BIT) 4M MEM.INTERNAL 3.5 HD 1.4 FLOPPY;
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(EXCELLENT FOR PC-DITTO (IBM EMULATOR))

1 ATARI MONO (720X348) B/W MONITOR $ 50.00

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W/ICD INTERFACE & CABLES

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1 MIGRAPHS (LOGITECH) ATARI HAND SCANNER $ 80.00
W/SOFTWARE

2 SPECTRE ATARI (MAC) CARTRIDGES & SFTWRE $ 50.00

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NUMEROUS SPARE CABLES (MODEM; NULL; ETC.) $ 2.00 ea

SOFTWARE? SOFTWARE? SOFTWARE? SOFTWARE?
(W/WHOLE SYSTEM OR SEPARATELY)

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# 4609. Re: Where can I buy a NOVA board for my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv3eu76bi4.fsf@emw.ericsson.se>
Source record: 126286

rcollins@freenet.columbus.oh.us (Raymond Collins) writes:

> : Falcon a kickass DTP machine. I've already got 14 meg of ram, a 640 meg
> : HD array and a floptical drive for backup. I'm using an NEC 3D monitor, so
> : I;m likely able to display anything a better video setup would put out.

You can only have 4MB or RAM with the Nova card. :-(
You will need a RAM expansion of some sort. Either an Afterburner040
(expensive) or a Magnum memory expansion (cheap). I'm not sure if the
Magnum board will work with the Nova, but AB040 does.

If you want a fast mean machine and have alot of cash laying around,
get a AB040 with a Nova card.

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 4610. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <857757350_OASIS_@ping.be>
Source record: 126287

In article <94281434_000003_OASIS_NEWS@the-gap.demon.co.uk>
gary@the-gap.demon.co.uk (Gary Priest) said:-

>Having now bought myself a Zip drive to go with my trusty Falcon, and having
>plugged it in, formatted a disk, and partioned it (probably wrongly).
>
>I have a G partition with a 100meg on it. Excellent I thought.
>
>Why does Diamond Back3 refuse to back up to it? It says unknown boot sector,
>and won't do the backup. Ahh!
>
>Does anyone know why this is, and more importantly how I can get DB3 to
>access a 100meg partition Zip drive? I'm using HD Driver 6.0
>
>TIA, Gary
>

No problems here. I just finished my monthly backup of 3 harddisks
(tot. 1 gb).
Make sure you've set the "compatibility option" of the partion menu of
HDdriver to "TOS Standard"
Also if you've inserted a disk into your zipdrive make sure you've
wait until the disk is recognished by the zipdrive (a few seconds,
the led comes up and disappears again).
During my backup I've had these warning too, simply because I hadn't
wait until the zip is recognished by the drive.

Hope this will help.
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 4611. Re: Email and be damned

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5fpj4r$j50@ornews.intel.com>
Source record: 126288

In article <5fjnjs$18j@m1.cs.man.ac.uk>, lais@cs.man.ac.uk (S94) wrote:
>
>Is anyone experiencing similar problems: I have sent email to FOUR
>different Atari dealers, with some very simple questions (like, "I'd like
>to buy such and such, can I have more information") and have had no replies
>from *any* of them. Is this a new trend? What happened to all that stuff
>about smaller companies in a smaller market being able to give closer
>support??

Who are you emailing? I have found most dealers (Atari and otherwise) to be
very responsive to email IF there were a knowledgable person at the other
end of the cable. There are a few, however, who seem to find the entire
concept of reading and replying to email to be a vast mystery, solvable only
by the Initiates of the Inner Circle on AOL... <G>

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# 4612. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5fpjk6$j50@ornews.intel.com>
Source record: 126289

In article <5fkf0e$he3$2@nz12.rz.uni-karlsruhe.de>,
ut13@ab293.rz.uni-karlsruhe.de (Guentcho Skordev) wrote:
>
>I think it should be good if someone writes document text, which says what
>is piracy and what is not. I wish i knew if a request for a copyrited
>software is already a violation of the law (and which of the laws),
>although, I guess the lawyers don't agree about it.

AS for which law, that depends on which country you happen to be in. What's
legal in Saudi Arabia, for example, may be a felony in Canada.

Piracy, though, is easy to define: It is making /and distributing/
unauthorized copies of software. Note that the Internationla agreements on
copyright allow you to make "archival" copies for your onw purposes; you are
only forbidden from giving, selling, or otherwise transferring those copies
to someone else. Technically, copying Sundog for someone whose original
disk has crashed is probably piracy; practically, as long as the fellow can
show that he has a purchased copy, no one will object (and in court, what
matters is the copyright holder filing a claim for damages).

So, the bottom line is: If you own an original, you can make copies for
yourself, btut you aren't allowed to give them to anyone else (or to make
them available for download). If you don't own an original, you aren't
allowed to receive a copy - you must purchase an original.

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# 4613. Re: Thanks! and more NOVA card Q's?

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: trek@ihgp114r.ih.lucent.com
Message-ID: <5fpm3h$7m0@ssbunews.ih.lucent.com>
Source record: 126290

In article <pvLbhT8.johnhechtman@delphi.com>,
John Hechtman <johnhechtman@delphi.com> wrote:
>Another question, I have the FalconSpeed 286 emulator card. I use it to run
>Quicken for DOS, as I've never found any TOS program that is as good for
>money management. I've looked at Mega-Check, et al and they just don't have
>a checkbook style front end, the way Quicken does. Nima says he has NO idea
>if the FalconSpeed would work with the NOVA card. The F'speed has a pass-
>through, so the NOVA could sit atop it, has anyone put these two units in a
>Falcon? How does it work? Any other ideas to solve my problem?

You might take a look at Phasar 4.03. I've never seen Quicken (ignorance
is bliss) so can't tell you if it has the same checkbook style front end
but I don't think it does. Phasar has you set up accounts (income and
expense - and if set up correctly, practically does your taxes for you.)
You then make entries (account being spent (checking, visa, cash), date,
vendor, expense category, check number if appropriate, amount, and a comment
field. Phasar does have a check writing capability so you can have your
checks printed out from phasar. It also supports budgets and many report
categories so you can keep track of what is happening.

I've used mine since 92 and wouldn't be without it. Taxes now take me an
hour or two to complete, where they used to take the better part of a
weekend. Wayne

# 4614. JPEG image manipulation

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30919_please@no.spam.mail.here.mettav>
Source record: 126291

*Hi Simon*, on 01 Mar 97 you wrote: ...respect, brethren

S>
S> Could anyone suggest a program that will allow me to view JPG files and
S> then alter the sizes ( I have some scanned JPG files and want to be
S> able to trim them, and also to be able to produce thumbnail versions
S> for my site )? I'm hoping for something without too many frills - cheap
S> and cheerful! Any ideas?

I had the exact same problem recently, but luckily I had the benefit of
Jeremy Hughes' experience to fall back on. Fortunately I have a 24-bit (16m)
truecolour mode with an 18-bit (262k) pallete, and only view images in a max
of 16-bit (65k) so the problems of image degradation were minor and the
file-space savings from cropping usually meant that I could afford to re-save
in a higher quality than the original image.

Here's the edited highlights of the thread - useful advice in there as usual:

##########################################################################
==========
stapplications/imagecopy #396, from sidcelery, 685 chars, Feb 26 18:02 97
----------
TITLE: Imagecopy v4.0

..in the non-CD version of Imagecopy v4.0 I don't seem to have the option of
selecting to save as JFIF/JPEG when copying. Can this be right?

I can load a JPG with no problem and Info on pics is fine - it just never
appears in the menu of formats to save in...

==========
stapplications/imagecopy #397, from j_hughes, 756 chars, Feb 27 00:12 97
----------
JPEG doesn't exist as a screen-copy format - it's not suitable for most
screengrabs - but you should be able to convert images to JPEG (JFIF) fo

==========
stapplications/imagecopy #398, from sidcelery, 1167 chars, Feb 28 22:02 97
----------
> JPEG doesn't exist as a screen-copy format - it's not suitable for most
> screengrabs

That's understandable. I was also wondering whether I'd need to copy a (say)
75% JPG using 100% to keep it at 751verall, or whether I'd need to select
75% again IYSWIM...

> but you should be able to convert images to JPEG (JFIF) format.

What I'm actually trying to do is crop an image which has a lot of extraneous
black space around it. Is that something I can do in Imagecopy?
What do people use for editing JPGs on the Atari?

==========
stapplications/imagecopy #399, from j_hughes, 1704 chars, Mar 1 11:35 97
----------
You need to select 75% again. Unfortunately, since JPEG is lossy, you will
degrade the image each time you resave it. Ideally, you should edit images in
a different format, and only use JPEG when you don't want to re-edit them.

> What I'm actually trying to do is crop an image which has a lot of
> extraneous black space around it. Is that something I can do in
> Imagecopy? What do people use for editing JPGs on the Atari?

Load the image into Imagecopy. If it's larger than the window, switch to
full-screen mode. Cut out a portion of the image (pressing [C]), and save it.
Go back into window mode, select Convert, and convert the saved image to JPEG
format.

Note, however, that Imagecopy works in the current screen depth when
displaying images*, so if you want to edit JPEGs you need to be in
true-colour mode. If you want to edit images in a different screen depth you
need an image editor (Studio Photo, PhotoLine, Positive Image etc.)

*[the conversion options are independent of screen depth].

==========
stapplications/imagecopy #400, from sidcelery, 750 chars, Mar 1 22:12 97
----------
I've done it now, remembering to follow your advice about using C rather than
Alt-Help which doesn't allow scrolling, and it all worked comparatively well
by using 24-bit TIF as the format for the intermediate saved file.
##########################################################################

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 4615. Atari shows in April!

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30921_please@no.spam.mail.here.mettav>
Source record: 126292

*Hi Dan*, on 02 Mar 97 you wrote: ...respect, brethren

d>
d> well, I finally made my vacation plans, and it looks like I'll be
d> coming to at least one of the planned Atari shows in the UK in April!

Wise move B^{)

d> Now I'd like to get some information from the UK people on this
d> newsgroup.
d>
d> a) how far is Birmingham from London? How long will it take to
d> travel there? What is the best route? (I've been to London
d> before, so I can navigate the underground OK).

About 100 miles (160km).

Inter-City trains from London Euston leave every 30 minutes and will take
approx 90 minutes. The National Motorcycle Museum is 5-10 minutes walk from
Birmingham International rail station (not Birmingham New Street).

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

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Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 4616. MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30924_please@no.spam.mail.here.mettav>
Source record: 126293

*Hi Jo*, on 03 Mar 97 you wrote: ...respect, brethren

j>
j> I just had a look at ASH's homepage, and found their answer to Draca's
j> "MagiC hate page".

Thanks for the info. I hadn't seen either of these...

j> The interesting thing is their answer to Draca's statement about
j> MagiC's (Version 4) poor stability:
j>
j> "This problem occurs in MagiC 4.0 because the buffer for drives is too
j> small. If someone has a lot of partitions/drives it happens that the
j> system stack gets an overflow. It can be changed in the MagX.INF file.
j> It is fixed in later versions."
j> (The strange this is that they state that MagiC 5 has the same problem)

Hmmm... I have partitions C-M ...

j> They also claims that the long (Extremely long.) bootup only occurs on
j> Falcons without IDE-drives, and that MagiC does not look for a boot-
j> drive (I guess they mean boot-floppy because that's what Draca talked
j> about).

System Solutions' Magic FAQ describes theworst-case scenario as follows:

######
Q. Why does it take so long to boot on my Falcon?

[ED: it doesn't, if you have a IDE drive]

The worst possible scenario seems to be:

No floppy (takes 3 attempts to get to the IDE check)
No IDE (takes ages to realise there is none)
Boots from SCSI with AHDI
AHDI looks for an IDE again (also takes ages)
Then boots...
######

It's fixed with Daniel Hedberg's MAGPATCH v1.4

######
MagiC IDE Patch v1.4 (October 12, 1996)
Written by Daniel Hedberg of New Beat Development

MAGPATCH.TTP forces MagiC to skip the check for internal IDE drives on Atari
Falcon030 computers. This check is very annoying on systems with only SCSI

devices, as it takes MagiC forever to discover there are no IDE drives pres

This version is able to patch version 4.01, 4.02, 5.00, 5.01, 5.02, and 5.03
of MagiC.
#####

j> The rest of ASH's answers was generally sensible, except for a couple
j> of arrogant comments ("Blame the application then.", "Right, forget
j> Prism Paint").

So tell me something that's new... B^{<

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 4617. Farewell Atarians

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30917_please@no.spam.mail.here.mettav>
Source record: 126294

*Hi app@pope.demon.co.uk*, on 01 Mar 97 you wrote: ...respect, brethren

a>
a> Merlin is sad to say that we are leaving the Atari PD scene from this
a> Friday (Feb.28th)...

Sorry to see you go... B^{<

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 4618. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30963_please@no.spam.mail.here.mettav>
Source record: 126295

*Hi Derryck*, on 04 Mar 97 you wrote to *thopman@uoguelph.ca*: ...respect,
brethren

d>>>> Hi, anyone here who knows if it's possible to make a postscript
d>>>> output (to printer or disk) with GDOS (NVDI). I got an old sys
d>>>> driver but it doesn't...
t>>> There is a postscript module that you can add to NVDI, I think that
t>>> it's only for V4.11 and above tho'.
t>> As far as I know, the PostScript module for NVDI only allows the use
t>> of PostScript fonts. I'd love to be corrected, but I'm pretty sure it
t>> doesn't allow actual PostScript output. If it did, I'd have a hard
r>> time not purchasing the module.
DC>
DC> You might well be right, but that makes an expensive module worth
DC> less. Anyone else have any comment?

I believe Theo is correct.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 4619. NVDI driver for Panasonic KXP1081 D.M. printer?

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCHVCGUQUp@tos.ak.planet.gen.nz>
Source record: 126296

I am looking for a driver suitable for use under NVDI 4.11 that will work
with a Panasonic KXP1081 impact dot-matrix printer.

I tried the standard Epson FX-80 driver, but the page printed as a series
of horizontal bands. Each band contaned a small band of the page,
compressed vertically. The Epson LQ driver just printed garbage.

Any help in finding such a driver would be much appreciated.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 4620. Re: LOOKING FOR Word Processor

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5fprsq$i7q@lyra.csx.cam.ac.uk>
Source record: 126297

In article <331FC1FC.2811@ufrima.imag.fr>,
Yves Gablin <gabliny@ufrima.imag.fr> writes:

> Could anyone make me know of a word processor for Atari computers
> Of course, it can be a comercial product but a shareware would be nice
> too.

Papyrus, which is commercial, is probably the closest. I don't know of any
sharware word processors that are any good.

> the following functions :
> - load and save texts for MS-WORD 5 for Windows

Word 5 for windows? Do you mean word 2 or word 6? Either way, Papyrus won't
load them directly, but it will load RTF.

> - french dictionary

If there is a French version of Papyrus, then I'm sure it does come with a
French dictionary.

> - font and size choice

Yes, and slant, and thickness,

> And if possible :
> - load and save for Le R&#65533;dacteur on Atari

I'm not sure whether Papyrus does this, it certainly loads and saves
wordplus files.

> - english dictionary

Well, there is one for Papyrus, but I doubt the French version would
include it, except possibly at extra cost.

> - synonims dictionary (in french)

Does Papyrus 5 have a thesaurus? Older versions didn't.

# 4621. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30923_please@no.spam.mail.here.mettav>
Source record: 126298

*Hi Steve*, on 02 Mar 97 you wrote: ...respect, brethren

m>>> I know that System Solutions offers a "freshen-up" for NVDI 4r3 to r6
m>>> for free, but Toad is charging $20.00 for this
HS>> Does anyone have a README of the changes to this? Is there anything
HS>> worth upgrading for if you aren't a version number freak?
SS>
SS> Ive just checked, there's no information given. Just bug fixes i guess.

Maybe they just changed the version number so that they could rake in all
those p&p charges?

If it's important enough to bugfix, recompile and make available for the
distributors, how come it isn't important enough to write half a dozen lines
about what benefit the improvement brings (if any at all)?

I find this ridiculous tbh... B^{<

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 4622. Re: ST-Guide 1.5

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30925_please@no.spam.mail.here.mettav>
Source record: 126299

*Hi Alain-Pierre*, on 03 Mar 97 you wrote: ...respect, brethren

D>
D> Martyn Tidd wrote:
e>>>> Does anyone know where I can FTP an English version of ST-Guide
e>>>> v1.5? I believe it's available but can't find it anywhere.
>>>
>>> http://www.cix.compulink.co.uk/~inactive/
D>
D> Is the URL above correct? I never success to reach it. Maybe open only
D> at some hours!

URL: http://www.cix.co.uk/~inactive/

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 4623. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30965_please@no.spam.mail.here.mettav>
Source record: 126300

FROM: SSweet@mettav.demon.co.uk
SUBJ: magic problems

SS>> I spoke to Rob today, Magic development is ongoing. They are expecting
SS>> magic 5.1 soon, 5.1 includes an improved fileselector, he couldn't say
SS>> much about any other improvements due to end of week brain fade

HS> I rest my case...

Youre whinging for the sake of it now celery, you wanted progress and youve
got it, Gratitude comes next i think, more whining comes when it all hits the
fan again. 8~))

HS> Sure, but what are they? That's the question...

If you were told you probably wouldnt understand the big words anyway. 8~)

SS>> Also, Ease is up to V5, NVDI with threading support is being worked
SS>> on. HD-Driver 6.2 is iminent also.

HS> HDDriver v10 is probably imminent going by the rate that updates appear
HS> B^{)

He sure puts some work into that code.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Do you know where you left your undies last night.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

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# 4624. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30966_please@no.spam.mail.here.mettav>
Source record: 126301

Yo! Harry Dude!

Whilst under caution Harry said to Officer Steve :~)

SS>> Ive just checked, there's no information given. Just bug fixes i
SS>> guess.

HS> Maybe they just changed the version number so that they could rake in all
HS> those p&p charges?

Dont be a duh!!, they use them for the envelopes and stamps.

HS> If it's important enough to bugfix, recompile and make available for the
HS> distributors, how come it isn't important enough to write half a dozen
HS> lines about what benefit the improvement brings (if any at all)?

Well if they are bug fixes or compatability tweaks you may not see any
benefit, but i'm sure Rob would have said if he'd known, he's always been
straight with me in the past.

HS> I find this ridiculous tbh... B^{<

You just like a good moan you do. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= What makes you so sure you arent Virus infected, Now?.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

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# 4625. Re: Wanted: Atari ST memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30918_please@no.spam.mail.here.mettav>
Source record: 126302

*Hi Ken*, on 01 Mar 97 you wrote: ...respect, brethren

m>
m> aixit@aol.com wrote:
>> You can't upgrade an ST computer only with simm modules.
>> (Of course it is possible if you like soldering a lot of wires)
>> A very easy way to expand the memory is using the MAGNUM ST memory
>> expansion board.
>> The Magnum breaks down the 4MB limit.
>> You can use ps/2 sims and have only to solder on _one_ wire.
>> You need a socket on your cpu.
>> Fridolin
>> F.Heyer
>> FH@aixit.com
m>
m> A very wonderfull thing, more than 4MB!
m> but why can you not do the same for an STe or MegaSTe?
m> I would buy two for these machines I have if they would work.
m> Is it possible to make these upgraded memory boards for the STe's?

Well said Ken. I understand that the STe and MSTe require an adaptor to be designed because the MMU and GLUE chips were combined in these models, but hopefully it's only a matter of making the resource available to design it, rather than any other technical problem - this was certainly the reason that MarPet didn't follow through with a board for the Mega STe.

As I've told Frido already, if a memory board is available for the Mega STe I will certainly buy it. Any other takers? Of all Atari machines, the one crying out for extended memory expansion capability is the Mega STe - what you might call the top-of-the-range of 68000-based Ataris.

The prices posted for the STFM versions were as follows - I'd assume an extra 15-20ukp (40-50DM?) for the adaptor?

> Magnum ST
>
> 0MB 229,- ~86ukp
> 4MB 259,- ~96ukp
> 8MB 279,- ~104ukp
> 16MB 379,- ~141ukp

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4626. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30920_please@no.spam.mail.here.mettav>
Source record: 126303

*Hi Steve*, on 28 Feb 97 you wrote: ...respect, brethren

SS>
HS>> We make all these complaints and figure out whatever solutions we
HS>> can, but no-one at all seems to be able to say whether any
HS>> development is going on with Magic to resolve these issues.
SS>
SS> Boxolls.
SS>
SS> I spoke to Rob today, Magic development is ongoing. They are expecting
SS> magic 5.1 soon, 5.1 includes an improved fileselector, he couldn't say
SS> much about any other improvements due to end of week brain fade

I rest my case... we know about the FS fix because Andreas told us in January
- apart from that, I know nothing tbh.

SS> but stated there were bug fixes /and/ enhancements in this version.

Sure, but what are they? That's the question...

SS> Also, Ease is up to V5, NVDI with threading support is being worked on.
SS> HD-Driver 6.2 is iminent also.

HDDriver v10 is probably imminent going by the rate that updates appear B^{)

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 4627. Re: Newdesk.INF > 4096 bytes ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30922_please@no.spam.mail.here.mettav>
Source record: 126304

*Hi Katherine*, on 03 Mar 97 you wrote: ...respect, brethren

k>
>> Has anyone found a way around the 'System out of memory' bug when
>> you've got a Newdesk.INF file that's bigger than 4096 bytes ?
>>
>> It's *really* getting on my nerves now and, yes, I *really* do need to
>> have that many Applications installed and my Desktop covered in Icons
>> :))
k>
k> hmm pretty easy :)
k> just get shellbuffer, file might be called SHBUF8

Trouble is, SHBUF requires GEMRAM. GEMRAM requires about 800k of RAM B^{<

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 4628. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5fppvf$mso@ornews.intel.com>
Source record: 126305

In article <909.7003T1224T581@airtime.co.uk>,
hoggett@airtime.co.uk (Bill Hoggett) wrote:
>
>Rich Tietjens wrote:
>
>>... an accessory after the fact to "conspiracy to defraud" which will end
>>with JTS Technologies owning li.net, and him in prison.
>
>Easy, Rich. Too many statements like that and you'll attract Pete Olson's
>attention - then we'll have a month or so of him telling us copy and
>distribution of copied software for non-profit purposes is *not* a crime
>under US federal law. However, there is nothing to stop JTS Technologies
>suing the pants off any pirate in a _civil_ court of law. They would most
>likely win too.

However, conspiracy /is/ a crime - and conspiring to commit software piracy,
whether or not it's for profit, is still conspiracy. Which is where we're
going to hurt the spammers, as well as the pirates - if their upstream
providers fail to disconnect major spam sites after multiple requests, they
can be charged with "conspiracy to commit denial of service attacks by means
of traffic flooding" and guess what? The US Federal prosecutor will tell
MCI and Sprintlink who their new owners are...

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
for further information, email: CANADA: info@compdirect.com
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

# 4629. Re: Dead Monitor

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5fpq8f$mso@ornews.intel.com>
Source record: 126306

In article <331E2108.1244@tusc.net>,
"James F. Hooper, M.D." <jhooper9@tusc.net> wrote:
>
>My sm124 monitor has died. Suggestions??

The usual cause is a dead flyback. You have three choices: Find a reapir shop to replace it (usually costs more than a new monitor), fidn a used, working SM124, or get a VGA monochrome monitor and make yourself an adapter from the old monitor's cable and a 15-pin high-density "D" connector. Follow the instructions in the Multisync FAQ (ftp://ftp.teleport.com/users/atari/multsync.faq) and ignore the parts about the color rezzes. Cost should be about $50 for a used mono VGA.

It's alos possible that your capacitors have bit the dust. Look for "black goo" on the circuit board aroudn teh base of the electrolytic capacitors - if it's there, the caps are probably dead. Replace them with metal film caps rated at least 2x the voltage rating on the original caps.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
for further information, email: CANADA: info@compdirect.com
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 4630. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5fpvr6$b97@due.unit.no>
Source record: 126307

please@no.spam.mail.here.mettav wrote:
:
: j> They also claims that the long (Extremely long.) bootup only occurs on
: j> Falcons without IDE-drives, and that MagiC does not look for a boot-
: j> drive (I guess they mean boot-floppy because that's what Draca talked
: j> about).
:
: System Solutions' Magic FAQ describes theworst-case scenario as follows:
:
: ######
: Q. Why does it take so long to boot on my Falcon?
:
: [ED: it doesn't, if you have a IDE drive]

But it does, if you don't have a floppy inserted!

: It's fixed with Daniel Hedberg's MAGPATCH v1.4

Yes, the IDE-check is disabled but MagiC still waits a long time for a
floppy to be inserted.

Jo Even Skarstein

# 4631. Re: Email and be damned

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.857768431@gen-off-3>
Source record: 126308

lais@cs.man.ac.uk (S94) writes:

>Is anyone experiencing similar problems: I have sent email to FOUR different
>Atari dealers,... and have had no replies from *any* of them.

I had a similar experience when trying to buy a Falcon. At the time,
this was going to be about £750-worth of business; I faxed four dealers
including Systems Solutions for a quote. Not one bothered to answer.
--
Yeovil Town FC: http://www.ktl.cix.co.uk/ytfc/
Alternate Email hoagy@cix.co.uk or phone 0973 795327
S1.2 CWG+++ MOL- MAG++ I&S+++ TRO+ n--- f++ $++ 7F18 M1962

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

# 4632. Re: TELNET web pages needed!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: jaubrey@jaubrey.demon.co.uk
Message-ID: <857775422_OASIS_@jaubrey.demon.co.uk>
Source record: 126309

In article <12894630_Beta11_OASIS_NEWS@bdc2-ra.cwru.edu>
bdc2@bdc2-ra.cwru.edu (Boris D. Cahan) said:-

> Some of you may know that I am writing a new VT102 compatible
>Telnet to run with STiK/CAB. I want to integrate it into the CAB structure,
>so that if a WEB page comes up that needs Telnet, it switches automatically.
>The software part is almost done, but I need web sites to test it on. If you
>know of any such, please e-mail me and let me know. Don't respond here,
>'cause I need to save the letters, and can only do it with my e-mailer.
> This should work with 1.5 CAB and with the new 2.00.
>Also, of course as a standalone program under STiK.
>
>Thanx in advance.
>
> the Prof.

I'm not sure, its either www.towers.angband.com, or
www.angband.towers.com, a webpage with a pointer to my fav mud game,
based of the story 'The lord of the rings' by JRR Tolkien(sp), it has
loads of hobbits, dwarfs etc, twatting live with folk(mainly US) from
around the world. Hope this helps ;)

James
(Sad aren't i? :-| )

PS Email me when proggie avilable, or if you need a beta tester, I'm
tired of STiK telnet proggie, its soooo slooooow!

--

---
jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
jaubrey@cix.compulink.co.uk | #Aubrey on IRC 20-23hrs GMT
New web address: http://www.jaubrey.demon.co.uk
---

# 4633. Re: Steffen Scharfe

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HCHQEBBUUP@data.rhein-main.de>
Source record: 126310

In <5fng8t$3gt@epimetheus.algonet.se> Daniel Hedberg wrote:

Hi,

>Yes, please, if you can get hold of his postaddress, please let me know!
>BTW, what's maxidat?

OK, i will send a pm after pick up his adress.
Maxidat is a nice (cheap!) databank for adresses, phonenumbers and also.
I hope "Databank" is the right word.

>Hehe... sounds like you have been waiting for it for quite a long time. 8-)

Grrr.. :)

Regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 4634. Re: What is a SHTML Web Site?

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Matthias Jaap <sa6z220@public.uni-hamburg.de>
Message-ID: <3320DDDD.71D1@public.uni-hamburg.de>
Source record: 126311

Brian Roland wrote:

> Hey guys...I'm speculating here..but I belive that on linux based ISPs,
> each user can have a directory called www, and from this directory,
> you may name one file with the extension .shtml and it will become
> the default file downloaded if someone requests an url with your
> user name. I.E. http://www.ebicom.net/~bjr
>
> This might not be correct...I just remember a read-me file that
> came with my ISP stating that one should name the default web page
> in their www folder, "Index.shtml", yet every other reference to
> to a document in this message was labeled with the html extension.
> Perhaps the s tells the server to tell your browser something about
> itself...I've no "true" idea.
>
> Brian

The 'S' means Server. If a file is named 'SHTML' or 'SHTM', the
server knows that this file contains special server commands
that are integrated in the HTML code (similar to Java Script).
These commands are executed by the server. It is possible
that there are more than one file with a .SHTML extender.
For example, someone used SSI (that's the name of the server
language) to insert the time and date to the document.

Matthew

# 4635. TOS Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Mike Weber and Chris Tabacco <mweber@li.net>
Message-ID: <3320E199.501E@li.net>
Source record: 126312
Body handling: HTML body converted to readable text

You guys are getting a little out of hand... First of all I own an Atari ST. The hard drive is bad so I need to get the images. Second of all we are talking about the "ST" platform! Which doesn't exist anymore. No support, barely any new software etc. I can't even find a dealer near me that will fix my drive! Thirdly, do you really think JTS cares anymore? They have 1000's of unsold Jagars stuffed in a warehouse which they can't get rid of!! And trying to get people kicked off internet access providers is ridiculas! Enough of these stupid accusations. JTS has better things to do with their time going after pirates of an absolute ST platform. Take a good look at the 8bit platform! There is all kinds of software out there on the net and no one gives a s*it. And it's keeping the platform alive. If you want to keep interest in the ST platform I suggest you do the same. I think getting the permission to post all those great old ST games is a great idea!! I miss or have forgotten all those great games I played countless hours playing on the ST! Make them public or at least make an ST action /adventure pack for the IBM and sell it to the public! I myself was a true hardcore Atari ST fan but times change. Then again that is my opinion! So stop flaming me! BTW thanks for all the replies from all you generous people out there...

You guys are getting a little out of hand... First of all I own an Atari ST. The hard drive is bad so I need to get the images. Second of all we are talking about the "ST" platform! Which doesn't exist anymore. No support, barely any new software etc. I can't even find a dealer near me that will fix my drive! Thirdly, do you really think JTS cares anymore? They have 1000's of unsold Jagars stuffed in a warehouse which they can't get rid of!! And trying to get people kicked off internet access providers is ridiculas! Enough of these stupid accusations. JTS has better things to do with their time going after pirates of an absolute ST platform. Take a good look at the 8bit platform! There is all kinds of software out there on the net and no one gives a s*it. And it's keeping the platform alive. If you want to keep interest in the ST platform I suggest you do the same. I think getting the permission to post all those great old ST games is a great idea!! I miss or have forgotten all those great games I played countless hours playing on the ST! Make them public or at least make an ST action /adventure pack for the IBM and sell it to the public! I myself was a true hardcore Atari ST fan but times change. Then again that is my opinion! So stop flaming me! BTW thanks for all the replies from all you generous people out there...

# 4636. Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Mike Weber and Chris Tabacco <mweber@li.net>
Message-ID: <3320E5BC.7A75@li.net>
Source record: 126313
Body handling: HTML body converted to readable text

How is someone supossed to get a copy when there is no way of getting a copy because 1) the company doesn't exist anymore. 2) there is no more production of the software. 3)no more support! 4)just can't find a dealer nearest you. Then let's say you do pop $100 for the images. You get an emulator that only runs perhaps 20% of the software... I want to evaluate the the demo but you are telling me I have to pop $100 just to try it?? That's ridiculus!! What if I don't even like the demo!!! If that's the case don't even put out a demo. Sounds like a con job to me if I may say....

How is someone supossed to get a copy when there is no way of getting a copy because 1) the company doesn't exist anymore. 2) there is no more production of the software. 3)no more support! 4)just can't find a dealer nearest you. Then let's say you do pop $100 for the images. You get an emulator that only runs perhaps 20% of the software... I want to evaluate the the demo but you are telling me I have to pop $100 just to try it?? That's ridiculus!! What if I don't even like the demo!!! If that's the case don't even put out a demo. Sounds like a con job to me if I may say....

# 4637. WTB: Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <3320281C.41C6@jaleo.idecnet.com>
Source record: 126314

Hello,

I'm interested in buying one of these Atari boxes at a good price.
Please contact me under martin@jaleo.idecnet.com

Thanx in advance!

M@rtin

# 4638. Re: Lot's 'O Stuff For Sale-Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Daniel Fangmann <dfang5@ibm.net>
Message-ID: <3320EECB.5C01@ibm.net>
Source record: 126315

Daniel Fangmann wrote:

For Sale:

Atari CD Master/Audio CD Master 4
includes following drivers:
INFOPEDIA v2.0 , Time Almanac 90's, Time Almanac 95, UFO I & UFO II,
Space
Missions, 1995 Auto Almanac, MPC Wizard v2.0.
includes following CD's:
Time Almanac 90's Time 95 Almanac UFO II
Space Missions MPC Wizard v2.0 INFOPEDIA v2.0
whole package costs: $125

SARA CD Driver for Grolier CD Release 6, CD included: $50

Suzy B's CD 1GB DATA:Sold
ST Format Magazines, August '95 thru Sept'96(final issue)
includes cover disk and 'wonder disks' for all issues
complete set, 14 issues: $100 (most floppies still in shrink-wrap)
ST Informer Magazine, May '96 with Welcome Disk and PD disk # 97: $5
Productivity Software: original box/doc's included:

The Music Studio-Activision, incl. song file disks:Sold
First Word Plus v3.15/2disks & v3.200TT/1disk:Sold
Flash II v3.0-Sunsoft: Sold
Photo Show STE v2.3 w/Photokina Portfolio Player CD-It's All Relative:
$5
Data Diet 1.0: $10
Regent Word II Word Processor:$5
EZ Test Writer v1.52:$5
Diamond Back 3 Backup: Sold
Pagestream 2.2 SE & Pagestream Assistant:$40
Hard Disk Sentry-Chro-Magic:$15
LottoDDS-Missionware:$10
Typing Tutor/Word Invaders-Academy Software:Sold
PrintMaster Plus v1.0 & PrintMaster Library #2,#9 plus
ArtGallery Fantasy and Gallery I & II:$15
Most Shareware Viewer:Free w/order
Atari Works v1.2:$20
SPEEDO GDOS 5:$40
Winning Pictures Viewer/4mg & color monitor req-it's all relative:$5
Cyrel Serial Mouse Manager:$5
Multi-Desk-Unlimited desk accessory power!:$5
Neo Desk 3 v3.02 & 3.01/3.02/3.03 to 3.04 upgrade patch program & Neo
Desk Accessories Vol:all for $20

Warp 9 software accelerator & Warp9 extend-o-pack:Sold
Mouse Boot v3.d-SRL SYS:$5
GAMES: $5ea. unless noted: all have original doc's/box
*negotiate lower price if buying more than one title*
MOEBIUS-Origin Systems
Warship-SSI
LED STORM-Capcom
Read-a-Rama-2disks
Eliminator-Hewson
Last Duel-Capcom
Transputor-AS
Phantasm-Exocet
Karateka-Broderbund
International Ice Hockey-Impulze
Goldrunner II-Microdeal
Pac-land-Grand Slam
Zero Gravity-Microdeal
Devon Aire-Epyx
Roadwar 2000-SSI
The Pawn-Rainbird
Championship Wrestling-EPYX
Planet of Lust-Free Spirit TOS 1.0 only
STAR QUAKE-Terrific Software
Prime Time-First Row
Dive Bomber-EPYX
Carrier Command-Rainbird
Battlezone-Atari
Alcon-Taito
Renegade-Taito
Arkanoid-Taito
Swiftar-Accustar
The Sentry-Firebird
Mercenary-DataSoft
Project Neptune-Epyx
Metro Cross-Epyx
Battleship-Epyx
Pinball Wizard-Accolade
Final Assault-Epyx
Starglider-Rainbird
F15 Strike Eagle-Micropose
Jewels of Darkness-Firebird
Silicon Dreams-Firebird
Typhoon Thompson
Red Lightening-SSI
Hollywood Hustler-Desert Star***$20
Dragon Scape-Free Spirit
Substation-Chro-Magic***$20
Mixed Up Mother Goose-Sierra***$10
B-17 Flying Fortress-Micropose***20
Wishbringer-Infocom

Space Quest-Sierra
The Black Cauldron-Sierra/Disney***$10
Fun School 3***$15
Zynaps-Hewson
Dog Fight-Micropose***$20
Crash Garrett

Buyer pays shipping. Payment Check/Money-order or COD.
Dan Fangmann
dfangmann@msn.com
or
dfang5@ibm.com(new e-mail address!)
US & Canada ONLY!! Payment is US Funds!!
Items shipped from New York, USA.

# 4639. Re: Atari Lot's 'O Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Daniel Fangmann <dfang5@ibm.net>
Message-ID: <3320F095.3CFB@ibm.net>
Source record: 126316

Daniel Fangmann wrote:

Following for sale:

MEGA STE/4MEG(removable SIMMS), TOS 2.06, 52MEG internal Quantum,
Golden Image cordless trackball, Atari Mouse,
asking SOLD AlberTT VGA card, SOLD.

SLM804 Atari Laser, recently changed drum, works great with Atari
Works!,
asking $150.(comes with an extra new toner cartridge-Atari LPS005)
SC1224 Atari Color Monitors, refurbished $55(original box); used
$45(good
condition).
PCM124 Atari PC Monitor, new, 9pin connector, original box, asking$50.

SM124 Atari Monochrome Monitor-used, works great...$50(original box
incl.)

** SCSI TOWER: 85meg Seagate HD, Sony CDU-541 CD DRIVE, ICD 155MB tape
drive(5 extra tapes), 540 meg FUJITSU(new) HD,
50megSeagateHD(new),50meg
SeagateHD, 6 SCSI devices in all, wired together in one new case with
powersupply/fan with single output to LINK 2 SCSI Adapter, included
with cable: recently constructed asking $550 (put togeather by Alex Yu
at ATY Computers)

Tower will boot automatically to any ST/STE without internal hard
drive.

Full instructions to install to MEGA /ST/STE/TT with internal hard
drive.
ICD driver software, tape backup software and ExtenDOS pro included!

1040 STF's, 1 meg, good used condition, tested, $65.

Jaguar Game System with CD Player, 2 controllers, Raiden, Highlander
CD, Braindead 13 CD, Tempest 2000 Soundtrack CD, Blue Lightening CD,
MYST Demo CD, Vid Grid CD, like new, asking $150.

Aerochopper R/C Aircraft/Helicopter Flight Simulator.
Includes actual Futaba 'Conquest' 4 channel controller that plugs
into the cartridge slot on an Atari ST. Software, manual and original
box included.
Excellent program for a 1 meg Atari. asking $125.

Star NX1001- 9 pin dot matrix printer, like new, original box/owners
manual, tractor feed or 'auto-load' single sheet. Print on both sides

of paper! asking-$50.
Olivetti Ink Jet Printer-PR2300, includes 20+ new ink jet cartridges &
AXIOM Printer Buffer 32K, asking $75

Star SG-10 Printer with extra black and color ribbons, excellent
condition, asking $40.

USA and Canada ONLY!! Dan F.
Shipped from New York.
dfang5@ibm.net (new e-mail

# 4640. Re: LOOKING FOR Word Processor

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <332087FF.275@cfcsc.dnd.ca>
Source record: 126317

Yves Gablin wrote:
> Hello everybody !
> Could anyone make me know of a word processor for Atari computers having
> the following functions :
> - load and save texts for MS-WORD 5 for Windows
> - french dictionary
> - font and size choice

-AtariWorks, although you can get different dictitionaries, I am not sure i=
f =

there is a French Dictionary. but save in RichTextFormat (*.rtf) for import=
ing/
opening in Word. with SpeedoGDOS or NVDI, you have truetype, postscript fon=
ts.
-Marcel. French dictionary(?). save in *.rtf format also.
-Papyrus?

> And if possible :
> - load and save for Le R=E9dacteur on Atari
> - english dictionary
> - synonims dictionary (in french)

I am pretty sure there is no Atari word processor that will save in the =

exclusive Redacteur format, except Redacteur of course. :^)

> Of course, it can be a comercial product but a shareware would be nice
> too.
> Thanks,
> Yves Gablin.
> mailto:gabliny@ufrima.imag.fr

hope this helps
good luck.bonne chance

# 4641. Re: NVDI

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Slider@bertste.demon.co.uk
Message-ID: <64040135_000028_OASIS_NEWS@bertste.demon.co.uk>
Source record: 126318

I really dont know about these patches I use version 4.11, and it is very fast I notice not having it when I use a different setup that doesn't like NVDI...

Hope you manage to get it working

--

**********
* slider@bertste.demon.co.uk * PGP KEY BY *
* http://www.bertste.demon.co.uk/ * REQUEST *
**********

# 4642. Where can I buy a NOVA board for my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199703072212.a47501@do2.maus.de>
Source record: 126319

JH>Falcon a kickass DTP machine. I've already got 14 meg of ram, a 640

The NOVA doesn't work together with more than 4 meg of ST-RAM. What kind of ramboard do you own? 30pin simms, PS/2 or the original ATARI ram extension?

Tschuess
Frank

# 4643. Re: connecting falcon scc port to st rs-232 via null modem cable

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: ********** ***** <drid@hol.gr>
Message-ID: <01bc2a8f$ef86a580$15d01ec2@drid.hol.gr>
Source record: 126367
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Dave Cook <davecook@wt.com.au> wrote in article
<5f8qr4$gek$1@kurica.wt.com.au>...
> I'm wanting to connect my 1040sftm serial to the the LAN port on my
Falcon
> (the modem port is already occupied by a modem).
>
> Looking at the pinouts for the falcon lan socket, doesnt give me any
clear
> idea on how to connect the two together.
>
> Anyone know how I can do this?? Or if it is possible at all? I don't
want
> to fry the serial chip on the falcon :)
>
> Cheers,
> Dave
>
> --
> +-------------------------------------+
> | Dave Cook Perth, Western Australia |
> | Internet: davecook@wt.com.au |
> | on IRC as Cevad |
> +-------------------------------------+
>
Well there is a slight possibility that the connection you desire is
described in the manuals of the HSMODA07 programm that fixes stuff at the
RS232. Unfortunately the text is in german so I am not sure that it
describes what you want. Anyway if you cant get this file just EMail me and
i will send it to you and if you figure out how to do it don't forget to
tell me how you did it.
Elias
drid@hol.gr

# 4644. exchange 1040ST for help!

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: Glenn Anderson <worldlnk@infotrans.or.jp>
Message-ID: <331F0604.62E6@infotrans.or.jp>
Source record: 126368

I need to get files off disks I used for my Atari 1040ST into my Mac...somehow. If you can help me, I will give you the Atari when done. (You pay for shipping.) It's in fine condition. You can have the b/w 13 inch monitor too if you want.

Please e-mail Glenn Anderson at:
worldlnk@infotrans.or.jp

# 4645. Re: PRHELL and Usenet newsgroups

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5fnvq1$2dr@scanner.worldgate.com>
Source record: 126369

Rich Tietjens <Rich.Tietjens@atarinet.portland.or.NO.SPAM.us> wrote:
: In article <5ern4i$75g@scanner.worldgate.com>,
: leslieh@valis.worldgate.com ( ) wrote:
: >
: > Is there some way that I could import certain newsgroups into PRHell BBS?
: >Put simply, I can get the messages using Newsie, but once I have set
: everything
: >in PRHell, it won't recognise them. The docs list comp.sys.atari.st.de as
: an
: >example, but it simply will not work. Is there some way I can fix this?
: It's
: >one reason that our user group is upgrading to this software. Thanks for
: >any help.

: I've never heard of PRHell - is that the name of the software, or of the
: particular BBS you're running?

: Importing the news isn't hard - but it is tedious. If you use standard
: fido-style (e.g., QBBS-ST compatible) message bases, I could modify UUCP-ST
: slightly to import from Newsie. It's freeware and runs under GEM so it
: won't take you off-line if you're running a multi-tasker.

: ----------------------http://www.teleport.com/~atari-----------------------
: ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
: NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
: for further information, email: CANADA: info@compdirect.com
: Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
: --------------------ftp://ftp.teleport.com/users/atari---------------------

## 4646. New Atari ST owner

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: bcadpc@fair.net
Message-ID: <5fnps7$nur@peach.america.net>
Source record: 126370

I just bought an Atari 520 ST with no disks... can anyone help with
operating systems, etc...
Thanks.

## 4647. CAB 2.0 nomore shareware ...

Newsgroup: comp.sys.atari.st
Date: 1997-03-07 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <30915_please@no.spam.mail.here.mettav>
Source record: 126371

*Hi Jo*, on 01 Mar 97 you wrote: ...respect, brethren

d>
d> CAB 2.0 seems to be ready ... but ...
d> CAB 2.0 will not be shareware anymore, what I have read on the net is
d> the proof ... it will be distributed by Applications Systems Heidelberg

I've seen several replies to this message, but no-one comments on this status change.

ISTM that Alexander's software over the years means he's possibly the most deserving case to have his work published commercially.

I wonder if version updates will be as easy to get hold of as before? Personally, I don't like writing off to companies for updates - i prefer an update patch of some sort...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4648. Wild & Wacky Atari Auction 9Update #8)

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970308054200.AAA29395@ladder01.news.aol.com>
Source record: 126222

Wild & Wacky Atari Auction (Update #8)

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
15th.
One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
---
---

Atari "Centipede" T-Shirt (Brand New) $15 bstucky
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $10 cstrong
Atari "Centipede" hanging multi-piece mobile (Brand New) $10 cstrong
Atari "Millipede" hanging multi-piece mobile (Brand New) $10 cstrong
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $5 cstrong
Atari Grey Service Center Coffee Mug $10 cstrong

Atari "Power Without the Price" Balsa Wood Glider $3 J.kock
Atari Red with Gold Lettering Pen holder $10 cstrong
Atari Laser Art solid wood paper holder (Brand New) $9 DisKounters
Atari solid Brass Belt Buckle (Brand New) $5 TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

---
---
BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $40 Kevates

Activision OINKERS: Kevates
Activision RIVER RADIERS: Kevates
Activision GRAND PRIX DRIVING TEAM: Kevates
Activision SUB CLUB: Kevates
Activision SPIDER FIGHTERS: Kevates
Activision TRAIL DRIVE: Kevates
Activision EXPLORERS' CLUB: Kevates
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM: Kevates
Activision MEGAMANIACS: Kevates
Activision FLYING ACES: Kevates
---
---
Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash
---
---
Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11
Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

# 4649. Re: Atari in Computer Shopper...

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: dale1@cix.compulink.co.uk
Message-ID: <E6ppEv.LMv@cix.compulink.co.uk>
Source record: 126223

In response to !ynoT's message:

Hi Tony,

> > ATB..Dale :-))
>
> Hey...Dale ???? that you ?..... your back :)))))) where the hell you
> been mate ? :))))))

Yep it's me alright <;-))

Had problems at this end for a good few months, then other things happened
that just kept me away so to speak, but i'm now back & in full swing.

I have tried to ring you a few times but never got an answer. Anyway i
think we better take this to private e-mail if you want to that is? :-)

ATB..Dale :-))
(A soon to be Mega ST4 owner as well as all the other gear i have <bg>)

A *STe/Jaguar/Jag CD/Lynx II/Falcon 030/14MB/FPU/EZ135/SCSI CD ROM/*
15" SVGA/36.6k USR Vi/Psion 3a/& PSX owner! <bg> NetMail: 90:100/321
E-Mail: *dale1@cix.compulink.co.uk* 24Hr Fax:+44-(0)1603-614626

# 4650. Re: CAB with GlueSTiK/MiNTNet - doesn't work right

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <857808848_OASIS_@ping.be>
Source record: 126224

In article <Pine.BSI.3.95.970306162710.3782E-100000@usr09.primenet.com>
Katherine L Ellis <kellis@primenet.com> said:-

>On Thu, 6 Mar 1997, Martin Byttebier wrote:
>
>> In article <Pine.BSI.3.95.970305225527.20168A-100000@usr10.primenet.com>

>>
>>No bugs??. Can you explain me why I can't visite w3 page with only a
>>numeric address or why I can't visite gopher sites. If I try the only
>>thing I get is a "connecting to host" and that's it. I can wait for
>>ages but nothing happens.
>
>Well I didn't know that CAB was a gopher browser as well.
>So I never tried it. For gopher servers I use Gopher :)
>For the numerical address, I have no clue, Never have any prob like
>that. tell me what URL and I will try.
>bye

Forgive me my ignorance but what is needed for Gopher.
One such an address is for instance:
http://193.190.205.13/Popo/148_Pol/samyn.htm

TTYS
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 4651. STReport #13.10

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: Dana Jacobson <71051.3327@CompuServe.COM>
Message-ID: <5fqq5a$in5$1@mhadf.production.compuserve.com>
Source record: 126225
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,alt.atari-jaguar.discussion

```
03/07/97 STR 1310 Celebrating Our Tenth Anniversary 1987-97!

- CPU Industry Report - WUGNET CD - Newt's a Beaut!
- NEW Macro Virus - Analog HDTV Dead - Apple to cut 2-5k jobs
- EPSON 1440dpi Inkjet - Be a Prop Head - InteReach Browser
- Diablo Update 1.02 - People Talking - Classics & Gaming

Apple Offers Rebates & Discounts to Settle
Microsoft Fixes IE Bug
Intel Solves Firewall Problem

___ ___
/ \----/ \ Dana P. Jacobson - Atari Editor - STReport
|-----| |-----| STReport International Online Magazine
/\_0_/ \_0_/\ The Original * Independent * Online Magazine
-| o o |- -* FEATURING WEEKLY *-
/ \_____________/ \ "Accurate UP-TO-DATE News and Information"
\ \ | | | | / / Mail subscription: dpj@delphi.com
ww ooooo----ooooo ww STReport's WEB Site
http://www.streport.com
```

# 4652. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <14249771_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 126226

In article <331FCFA9.1974@ooc.de>
Uwe Seimet <us@ooc.de> wrote:-

>You can't do something wrong when partitioning a partition that has a
>size of 100 MByte. Only with much larger partitions you have to care for
>certain options when partitioning. 100 MByte is a size any TOS version
>supports and so no special action is required.
>> Why does Diamond Back3 refuse to back up to it? It says unknown boot
sector, >
>Did you partition your drive TOS or DOS compatible? Some disk tools are
>not able to access DOS compatible partitions > 32 MByte.

The DB3 problem was because I had chosen DOS compatible.
With TOS compatible, DB3 works fine. Thanks for the help.

The problem appears to be thus:

If I partition the zip disk under TOS4.04 to 100meg, standard TOS format,
TOS4.04 recognises the disk and allows me access to it. Ok.

If I partition the zip disk under MagiC5/MagxDesk3.20 to 100meg, standard
TOS format, I can no longer access it. MagiC reports 'invalid drive -46'
whenever I try. Rebooting then solves this.
If I used DOS compatible however, MagiC recognises it straight away (which
is why I was trying to use it with DB3).

A quick solution is to reboot after partioning a disk, but this is a pain.

This sounds like a bug in MagiC5 or MagxDesk? Any ideas?

BTW, when I boot my Falcon says SCSI ID 0.0 is ZIP drive and 5.0 is
Falcon030. Is this correct?

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 4653. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <73246341_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 126227

In article <5foht2$8sv@news.telebyte.com>
csilver@kendaco.telebyte.com.Spam.Th.is (Charles Silver) wrote:-

>Well, I see you bought yourself a "White Elephant" <g>. Maybe Nemesis doesn't
>like DB3? Curious though, why you did you use a single partition? Unfortunately,
>I have no idea as I don't use DB3, HDD6, or Nemesis ;) I'm waiting for Comp.
>Direct to sell me Nemesis. No word so far...

Nope. The "white elephant" was a EZ135. ZIP drives are still in production
:)

No problems with Nemesis and DB3 (in fact I've yet to find anything that is
incompatible, even some games I've tried).
Nemesis is well worth the wait. You won't regret it!!

>Doc Uwe probably has the answer. I do wish you well, as I have gleaned much
>info from your posts to this NG.

Thanks very much. :)

Regards, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 4654. Re: CAB Proxy Question

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <5frf3t$ohs@library.airnews.net>
Source record: 126228

>Put the following lines into your mint.cnf (or someplace else where you
>are sure that these envariables apply when cab-for-mintnet.ovl is
>started):
>
>setenv http_proxy "http://example.net.server:8080/"
>setenv ftp_proxy "http://example.net.server:8080/"
>setenv gopher_proxy "http://example.net.server:8080/"
>setenv news_proxy "http://example.net.server:8080/"
>setenv wais_proxy "http://example.net.server:8080/"
>setenv no_proxy "localhost,server.net"
>
Thanks Guido! The info is much appreciated! So should I still enter
the info into CAB as well or just in the Mint.Cnf file?

-Jared

# 4655. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: Kevin Palmer <kpalmer@neosoft.com>
Message-ID: <33210DD0.212E@neosoft.com>
Source record: 126229
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

The ST is a great solution for music sequencing. Why waste a Mac on this? I used a 520st for all my sequences and they even played off floppy and I never had it miss a note. I had it driving quite a few keyboards to their max too. Sequence data is nothing. MIDI is really fast. The ST is a great solution. Don't waste the Mac when you can dedicate a machine to this. =

Kev
-- =

=95 P I X E L =95 F L E A =95 S T U D I O S =95
Kevin Palmer
pgr 281+725+6737
net kpalmer@neosoft.com
url http://www.neosoft.com/~kpalmer

# 4656. Re: How much should I pay for a ZIP drive?

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: Kevin Palmer <kpalmer@neosoft.com>
Message-ID: <332110FC.6679@neosoft.com>
Source record: 126230

Karsten Winter wrote:
-snip-
> Which drive are you referring to? SyQuest44?
> EzFlyer usess some new technology as well as being a 3 1/2'' drive...
> I hate people that simply say "this is all crap", generalising beyond
> their knowledge and understanding?
> =

> Cheers,
> =

> Karsten

-- Beyond my knowledge and understanding? Hmmmm, that's a good one. =

I've owned a Syquest 88/44 for about 4 years and used them for much longer when I was in college. I used them just about every day since I was a Graphic Design major. I know at least 10 people who have had them including the newer ones. I own not only Atari computers but Macintosh and Silicon Graphics machines as well. I do high end 3D graphics now using Alias Power Animator and deal with moving enormous amounts of data from machine to machine. I think I have plenty of knowledge and understanding of the products to back up my claim. Everyone I know who has had a Syquest product has had disk problems. I have yet to hear from any of my associates about a problem with a Zip or Jaz disk problem. I personally bought a Jaz disk. =

=95 P I X E L =95 F L E A =95 S T U D I O S =95
Kevin Palmer
pgr 281+725+6737
net kpalmer@neosoft.com
url http://www.neosoft.com/~kpalmer

# 4657. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: damien@jetman.demon.co.uk
Message-ID: <332772c3.5180871@news.demon.co.uk>
Source record: 126231

On Fri, 07 Mar 1997 23:06:20 -0500, Mike Weber and Chris Tabacco
<mweber@li.net> wrote:

>dealer nearest you. Then let's say you do pop $100 for the images. You
>get an emulator that only runs perhaps 20% of the software...

So get PacifiST instead, it's running about 80%, and climbing...

--
Damien Burke

# 4658. Re: Thanks! and more NOVA card Q's?

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5frv0n$gms@ratatosk.uio.no>
Source record: 126232

On 6 Mar 97 21:31:16 -0, John Hechtman wrote:

>It seems that the NOVA card requires the your Falcon be set up with TT ram
>if you want more than 4 meg. Nima says there are several cards to do this,
>among them the Afterburner and the GE-Soft card. I currently have the
>Wizztronics card with a 16 meg SIMM. As GE-Soft (AFAIK) is out of business,
>I'd like to hear what people have found out about the Afterburner who are
>using it. Is it stable? Compatabile? Nima said my other options are a
>Blow-Up FX card or a new TT ram card being done in Germany. The same questions
>apply to these to cards.

Hi John!

There's already a fastram card out for the Falcon called Magnum. It
plugs into the expansion slot and can be populated with an 8MB PS2
72pin SIMM module (normal or EDO). I've got it myself, and it works
fine. Email aixit@aol.com for more details.

- Petter -

# 4659. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: dale1@cix.compulink.co.uk
Message-ID: <E6qBG0.2EM@cix.compulink.co.uk>
Source record: 126233

In response to Goetz_Hoffart@ka2.maus.de's message:
> JES> So why does MagiC wait forever if there's
> JES> no floppy JES>in the disk-drive?
>
> Wrong. MagiC checks for the IDE drive, not for the floppy. There is
> a patch for Falcons without IDE drives, called MPATCH.

Stupid question maybe. But i have a Falcon with internal IDE drive & use MagiC v5.03, after MagXboot.Prg as kicked in it still accesses my floppy drive, so why then?

ATB..Dale :-))

A *STe/Jaguar/Jag CD/Lynx II/Falcon 030/14MB/FPU/EZ135/SCSI CD ROM/*
15" SVGA/36.6k USR Vi/Psion 3a/& PSX owner! <bg> NetMail: 90:100/321
E-Mail: *dale1@cix.compulink.co.uk* 24Hr Fax:+44-(0)1603-614626

# 4660. -Re: Gemulator faq etc...

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc2bda$a5bb1f20$a7f482c1@snapper.dial.pipex.com>
Source record: 126234

Hi Richard.
Good to see you're still "on the scene".

I've had various Gemulators and lately magic pc
(after reading your faq), but alas, I've still never
seen the Gemulator running!

I've had numerous attempts to get it working
including dumping my 192k ST os as a TOS.IMG
file, and using the magic_pc.os, but it always just
displays a white screen, or when using magic.os
shows some german text which I think refers to
a crash!

I recently downloaded GEMulator classic....
Yes, you guessed it, I can't get that to work either!

Does the damned thing work at all?

I emailed darek the author, but his reply wasn't of
any help! Does he actually want anyone to see the
bloody thing working? Seems not to me...

Is it me, or are there absolutely no instructions
or even a hint as to how to set it up?

Well thankyou Richard, at least you are attempting
to help us poor souls out here.

Gary Wheaton, former Budgie UK author.

snapper@dial.pipex.com

# 4661. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970308172258680200@pwomar.demon.co.uk>
Source record: 126235

Mike Weber and Chris Tabacco <mweber@li.net> wrote:

> How is someone supossed to get a copy when there is no way of getting a
> copy because 1) the company doesn't exist anymore. 2) there is no more
> production of the software. 3)no more support! 4)just can't find a
> dealer nearest you. Then let's say you do pop $100 for the images. You
> get an emulator that only runs perhaps 20% of the software... I want to
> evaluate the the demo but you are telling me I have to pop $100 just to
> try it?? That's ridiculus!! What if I don't even like the demo!!! If
> that's the case don't even put out a demo. Sounds like a con job to me
> if I may say....

The idea of the emulator is to emulate the machine you have, there is
little or no point in getting an emulator if you don't have the software
to emulate already. I believe there are PLENTY more chips out there,
there is fair bit of stock just sitting there and I believe JTS have
given the permission to some companies to distribute it. Anyway you
could alwayg Get MagicMac/PC and you then don't need TOS.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4662. Re: TOS Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970308172256680086@pwomar.demon.co.uk>
Source record: 126236

Mike Weber and Chris Tabacco <mweber@li.net> wrote:

> You guys are getting a little out of hand... First of all I own an Atari
> ST. The hard drive is bad so I need to get the images. Second of all we
> are talking about the "ST" platform! Which doesn't exist anymore.

It still exists.

> No
> support, barely any new software etc. I can't even find a dealer near me
> that will fix my drive!

I have most Atari software that I could ever want, the only thing that I
didn't like with my St was the lack of speed and it's tiny colour
pallette, however it's a fine computer for many people.
Just buy a new drive, over here they can be picked up for a few pounds.

> Thirdly, do you really think JTS cares anymore?

Did Atari ever?

> They have 1000's of unsold Jagars stuffed in a warehouse which they
> can't get rid of!!

I believe they were all bought up a few months ago actually.

> And trying to get people kicked off internet access
> providers is ridiculas!

Nothing to do with the Ataris really, it's piracy, the ISP decides the
policy not us Atari users, if their users are breaking their policy then
the ISP will enforce it.

> Enough of these stupid accusations. JTS has
> better things to do with their time going after pirates of an absolute
> ST platform.

The Police have better things to do than go and prossecute ever petty
theft but it doesn't make it right.

> Take a good look at the 8bit platform! There is all kinds
> of software out there on the net and no one gives a s*it. And it's
> keeping the platform alive. If you want to keep interest in the ST
> platform I suggest you do the same. I think getting the permission to
> post all those great old ST games is a great idea!! I miss or have
> forgotten all those great games I played countless hours playing on the
> ST! Make them public or at least make an ST action /adventure pack for
> the IBM and sell it to the public! I myself was a true hardcore Atari ST

> fan but times change. Then again that is my opinion! So stop flaming me!
> BTW thanks for all the replies from all you generous people out
> there...

It's pity you can can't control your "newsreader" though. Do the world
a favour and switch the HTML rubbish off.

[snip useless HTML duplicate]

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4663. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970308172300680319@pwomar.demon.co.uk>
Source record: 126237

Gary Priest <gary@the-gap.demon.co.uk> wrote:

> Having now bought myself a Zip drive to go with my trusty Falcon, and having
> plugged it in, formatted a disk, and partioned it (probably wrongly).
>
> I have a G partition with a 100meg on it. Excellent I thought.
>
> Why does Diamond Back3 refuse to back up to it? It says unknown boot sector,
> and won't do the backup. Ahh!
>
> Does anyone know why this is, and more importantly how I can get DB3 to
> access a 100meg partition Zip drive? I'm using HD Driver 6.0

I did have Diamond Backup and I don't recall having any probs with my
ZIP when I tried, although I didn't use it because had less than 200
Meg on the HD and so I just used Kobold and 2 disks instead. I take it
that this disk works fine in all other ways? From memory in DB3 you
want a Full Backup to Hard Disk and then just go for it, maybe you were
trying a partition/GEM copy? Formatting & Partitioning should take about
10 mins from what I remember, I always used ICD for my formatting stuff
and it wouldn't allow you to do any "wrong" partitioning and I don't
recall HD Driver doing anything dodgy either.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4664. ATARI RETAILER GONE OUT OF BUSINESS!!!!!!! CLEARING OUT SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: modemkid@gate.net
Message-ID: <33218201.174868@news.gate.net>
Source record: 126238

11 YEARS OF ST SOFTWARE. NO LISTS, BUT HAVE OVER 1500 ST SOFTWARE TITLES. MOSTLY GAMES, SOME PRODUCTIVITY. MAKE UP YOUR WANT LIST, THE MORE YOU BUY, THE BETTER THE PRICING. ACT QUICKLY TO GET THE BEST SELECTION. SERIOUS INQUIRYS ONLY. WITH EACH ORDER, I WILL THROW IN FREE SOFTWARE. NEED TO GET RID OF THESE PIECES. WE ACCECPT MASTERCARD, VISA. EMAIL US WITH YOUR LIST, OR CALL US AT 561-464-0019 BETWEEN THE HOURS OF 1PM - 9PM EASTERN. MONDAY THRU SATURDAY.(CLOSED ON SUNDAYS). ASK FOR GARY.

# 4665. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31020_please@no.spam.mail.here.mettav>
Source record: 126239

FROM: SSweet@mettav.demon.co.uk
SUBJ: Q:Postscript sys for GDOS??

t> As far as I know, the PostScript module for NVDI only allows the use of
t> PostScript fonts. I'd love to be corrected, but I'm pretty sure it
t> doesn't allow actual PostScript output.

I just checked the instruction book for my NVDI, and it states...

"In this version NVDI incorporates Speedo and Truetype vector font scalers.
An optional postscript type 1 module is also available. together with the new
printer and image drivers.

t> If it did, I'd have a hard time not purchasing the module.

Time for some thinking it seems.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= One single fact can wreck a really good argument.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4666. Atari Computing Press Release

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <E6qM3z.8Az@cix.compulink.co.uk>
Source record: 126240

```
TITLE: Press release Update
Press release 8 March 1997
================================================================================
Atari Computing was launched during the summer of 1996 at Atari shows
in London and Birmingham and completely sold out on both days!
Delighted by the response we reprinted Issue 1, and increased the
print run for issue 2. Both have now subsequently sold out.

Mike Kerslake, the publisher, with over fifteen years experience in
the industry has teamed up with Joe Connor, ex Reader Disk and
PD/Shareware editor for Atari World, to create this new printed Atari
magazine.
```

So far Atari Computing has featured contributions from respected and well connected Atarians including: Frank Charlton (STF features editor), Graeme Rutt, Jon Ellis, Nial Grimes, Mark Baines, Denesh Bhabuta, Carl L�fgren, Harry Sideras and Kev Beardsworth (Atari World regulars), Colin Fisher-McAllum (42BBS/AtariPhile/FFF), Howard Carson (Current Notes), Xav, Thomas Binder (ST Computer), Al Goold and Ed McGlone (STAG), Roy Goring and Chris Good (WAG), Richard Spowart and Chris Holland (Maggie), Steve Llewellyn (Calamus User), Jim Hornby (Wrinklies), Martin Milner (999 software), Colin Polonowski (Atari Times), Neil Martin, Mark Wherry, Andrew Harvey, David Stevenson, Robert Paton, Thomas Mains, Colin Munro...

```
We've also signed deals with the two leading disk based magazines,
AtariPhile and Maggie to publish regular sections within the magazine.
If you've never seen a disk magazine before we think you'll be amazed
to find out how much you've been missing!

Atari Computing on the World Wide Web
-------------------------------------
Atari Computing now has an official WWW site at:

http://www.tachyon.demon.co.uk/ac/index.htm

So if you have web access why not pay us a visit and leave a message.
There will be a major update with every new issue of Atari Computing,
and it provides an excellent taster of what you are missing if you
haven't subscribed yet.

Background
----------------------------------------------------------------------------
The closure of Atari World and ST Format during 1996 left the UK
without an Atari specific newstand Atari magazine for the first time
since 1987.
```

The men in grey suits expect us to move onto other platforms but hang on a minute, let's take stock of the situation...
- Atari machines can be purchased and repaired on a shoestring
- Atari machines can produce superb printed output
- Atari machines can surf the Internet and run BBSs
- Atari machines can form the nucleus of a digital music studio
- New software of better quality than ever before is still being released!

That doesn't sound like a dead platform! The Atari platform has been emulated by just about every other platform, we're owners of cult machines! Have you ever noticed ex-Atarians animatedly talking about the 'Good old days' it's a feel good factor missing from all the current machines.

We don't need a new platform but we do need information and a printed magazine is undoubtedly the best way to ensure we see in the millenium!

Apart from a darn good read the other thing most of us like is some new software to play with. The Reader Disk concept offers all readers the chance to get their hands on the hottest new software around along with exclusive versions not available anywhere else. We offer a Reader Disk to accompany each issue, buy it or not, the choice is yours!

We need is your support, it's going to be tough to keep going and it really up to *you*! Instead of wishing us luck post us a cheque to order your copy today!

Ordering
==========
As we're sure you'll appreciate launching a magazine in a declining market is a very risky venture and our print run has to remain conservative - we can't afford to maintain a stock of back issues for long.

We're not a newstand publication so don't bother looking in the shops. The Atari platform needs this magazine and we need your subscription so do yourself and us a favour, take out a subscription or order an evaluation copy today! If you decide to subscribe you will receive the first available issue, if we've sold out of an issue your subscription will start with the following issue.

Subscriptions
----------
Many of you (and most of us) lost money following the Atari World debacle and we're determined not to make the same mistake. Atari Computing subscriptions are refundable at any time. Cancel your subscription in writing and we'll return any outstanding credit to you, minus a deduction to cover our costs.

We are continually receiving new subscriptions. As we only print "what we need" of each issue, this means that if we have run out of a particular issue, your subscription will start from the following issue.

United Kingdom
---
Send cheque/PO made payable to the 'Atari Computing Group' to:

Atari Computing Subscriptions
73 Bentinck Drive
TROON
Ayrshire
KA10 6HZ
Scotland

Email: ataricomputing@cix.co.uk
Netmail: 90:100/315.0@nest.ftn
Here's the subscription details:

All prices in UK Sterling where £ = British Pounds

| One time only | | | | |
|---|---|---|---|---|
| Evaluation Copy | UK | EUROPE | USA/CANADA | * Other |
| Magazine only | £ 3.00 | £ 3.50 | £ 4.00 | £ 5.00 |
| With Reader Disk | £ 5.00 | £ 5.50 | £ 6.00 | £ 7.00 |

| Three Issue | | | | |
|---|---|---|---|---|
| Subscription | UK | EUROPE | USA/CANADA | * Other |
| Magazine only | £ 9.00 | £11.50 | £12.00 | £13.00 |
| With Reader Disk | £15.00 | £17.50 | £18.00 | £19.00 |

| Six Issue | | | | |
|---|---|---|---|---|
| Subscription | UK | EUROPE | USA/CANADA | * Other |
| Magazine only | £18.00 | £23.00 | £24.00 | £26.00 |
| With Reader Disk | £30.00 | £35.00 | £36.00 | £38.00 |

* Local distributors have been appointed in many countries. Please contact
your local distributor directly if listed below and let us know if you
experience any problems. Please DO NOT subscribe direct to the UK if
a distributor local to you is available.

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GERMANY
Email: Thorsten_Butschke@s.maus.de

- Sweden
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214 22 MALMO
Sweden
Email: sven.bornemark@p56.dada.ct.se


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Email: info@compdirect.com
Internet: http://www.compdirect.com/


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Richard Tietjens
8495A SW Hemlock
Tigard
OR 97223
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Email: RichardX_Tietjens@ccm.jf.intel.com


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Mario Becroft
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PO Box 332
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- Australia


Peter Kelly
Email: pmkelly@teaching.cs.adelaide.edu.au
Tel: 08 8265 1442

6 Nelson Road
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AUSTRALIA


- Norway


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If you're outside the UK
---

- Make certain your payment is *in Sterling* drawn on a *UK* bank address
The following methods work:
+ International Bank draft/cheque in Sterling
+ Eurocheque made out in Sterling
+ International Post Office cheque payable in Sterling
+ Cash, Sterling, in a registered letter!

Submissions
-----------
We're always on the lookout for talented new contributors so if you've got an idea for an article please do get in touch.

Contacts
---

Telephone:
----------
Unfortunately we have had to withdraw our telephone enquiry service due to the large number of calls, many at unsociable hours, from people who thought we were operating a general Atari helpline, rather than being there to answer queries on the magazine. This helpline is now closed, and callers will simply hear a recorded message to that effect.

Therefore all future enquiries about any matter concerning Atari Computing MUST be made in writing either via email or by snail mail. And sent to the following addresses. It would also be helpful if letters, subscription enquiries and editorial material were on seperate sheets within the same envelope. Ideally letters and and editorial should be on disk in ASCII format, or via e-mail or netmail if you have that facility.

Unfortunately we cannot enter into personal correspondence on general Atari matters although we will obviously answer all specific Atari Computing queries.

General enquiries
-----------------
Atari Computing
"Rois Bheinn", Overton Crescent,
Johnstone,
PA5 8JB
Scotland

Please enclose an SAE for reply. IRC if enquiring from outside UK.

Email: ataricomputing@cix.co.uk
Netmail: 90:100/315.0@nest.ftn

Subscription enquires
---------------------
Atari Computing Subscriptions
73 Bentinck Drive

TROON
Ayrshire
KA10 6HZ
Scotland

Email: ataricomputing@cix.co.uk
Netmail: 90:100/315.0@nest.ftn

Editorial only
--------------
(Review material and letters for inclusion in the magazine)

Atari Computing
Joe Connor
65 Mill Road
Colchester
CO4 5LJ
England

Email: ataricomputing@cix.co.uk
Netmail: 90:100/315.0@nest.ftn

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Just like every other magazine, your payment being cashed is your
receipt. We cannnot issue receipts by e-mail, SAE, postcard etc.
because of the additional work this would place on the volunteer
staff.

Issue gone missing? Faulty reader disk?
---------------------------------------
Write/email the office or leave a brief message on the answerphone on
01206 852602 and we'll sort out the problem as soon as possible.
Please don't use this number for any other reason - we won't respond
anyway so save your money and our time!

About the magazine/Who are we?
------------------------------------------------------------------------
The launch of Atari Computing was financed by the Atari Computing
Group, based on CIX, and dedicated to supporting the Atari platform -
We're delighted with the response from our readers and are working
hard to ensure future issues maintain and improve the same high
standard!

Atari Computing is an enthusiasts' magazine compiled and distributed
by Atari enthusiasts. We're not a publishing company so our efforts
have to be directed towards getting the magazine out on time - we do
not operate an Atari 'helpline' but are pleased to help wherever

possible via the Q&A pages in the magazine.

1997 UK Atari Shows
---
Mike Goodman, the organiser of the successful Atari Shows last September, has confirmed three Spring Atari Shows will be taking place in April and May at the same venues as last time (and the addition of a Scottish show):

- Saturday 26th April: National Motorcycle Museum, Birmingham - probably in the Compton Suite.

- Sunday 27th April: Osterley Four Pillars Hotel, London.

- Sunday 11th May: Central Hotel Glasgow (NOW CONFIRMED!!!)

All shows will be open from 10am to 5pm, and most of the exhibitors from the last shows plan to attend. Admission will be £5 for adult until 2pm, £3 after. Children are £1 all day

Exhibitors include Goodman's, System Solutions, Titan Designs, Black Scorpion, The Upgrade Shop, Console centre, FaST Club, HiSoft UK, 16/32, Portfolio Club, Calamus User, Atari Computing, Sunrise Audio, Floppyshop, BeST Electronics, Disk mags, User Groups...

Atari Computing have a stand at all shows, so make a note in your diary to show support for the Atari scene and tell us face to face what you'd like to see in the magazine. Even better bring along some articles or software we can use in the magazine!

Full details will be included in Atari Computing issue 4, but if you'd like to exhibit or require more details contact Goodmans:

Tel: +44 (0)1782 335650
Fax: +44 (0)1782 316132
Goodmans, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent, ST3 1SW (enclose SAE for reply).
---
Please spread this Press Release far and wide:

* BBS SysOps please post this to your local areas...
* If you have Atari Web pages please post this there...
* User Groups, publicise the shows at your meetings and organise car shares...

The Atari platform is alive and well!

Best wishes

The Atari Computing Group A|C|G
Al

# 4667. Re: Dead Monitor

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: dbsmith@microserve.net
Message-ID: <dbsmith-0803971548520001@ppp1-155.wbgate1.microserve.com>
Source record: 126241

In article <331E2108.1244@tusc.net>, jhooper9@tusc.net wrote:

> My sm124 monitor has died. Suggestions??

If you, like most of us, opened the case and increased the size of the picture, there is a good chance the replacement of a couple capasitors will fix your problem. Total cost should be less than $15. Years ago I download instructions from Genie on how to do this repair, it was not difficult. That file should exist on other Atari FTP sites. Look for references to dead monitor, sm124.

If you can not find anything, e-mail me your address. I think I kept a printed copy of the instructions. I will copy and mail to you

--
David, Williamsport, PA. US http://williamsport-pa.com/
mail, dbsmith@microserve.net http://www.microserve.net/
using; PowerComputing PowerBase 200 http://www.powercc.com/
Hewlett Packard 200LX http://www.palmtop.net/
Atari 1040STe http://www.teleport.com/~atari/

# 4668. Re: New Atari ST owner

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: dbsmith@microserve.net
Message-ID: <dbsmith-0803971604170001@ppp1-155.wbgate1.microserve.com>
Source record: 126242

In article <5fnps7$nur@peach.america.net>, bcadpc@fair.net (Dogas) wrote:

> I just bought an Atari 520 ST with no disks... can anyone help with
> operating systems, etc...

The OS should be on ROM chips. Insert blank disk in drive one and turn on
the computer. The monitor should display an bright green color with at
lease one
disk icon and a trash can icon. If this is what you have, drop the left
most menu and find the copyright dates of the ROM. Once you know if you
have ROM 1.0 or 1.04, (by the copyright date) you can look for the correct
set of patches/fixes and accessories to make the computer work reliably.
You should be able to get this off any Atari FTP site.

--
David, Williamsport, PA. US http://williamsport-pa.com/
mail, dbsmith@microserve.net http://www.microserve.net/
using; PowerComputing PowerBase 200 http://www.powercc.com/
Hewlett Packard 200LX http://www.palmtop.net/
Atari 1040STe http://www.teleport.com/~atari/

# 4669. Re: exchange 1040ST for help!

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: dbsmith@microserve.net
Message-ID: <dbsmith-0803971611070001@ppp1-155.wbgate1.microserve.com>
Source record: 126243

In article <331F0604.62E6@infotrans.or.jp>, Glenn Anderson
<worldlnk@infotrans.or.jp> wrote:

> I need to get files off disks I used for my Atari 1040ST into my
> Mac...somehow. If you can help me, I will give you the Atari when done.
> (You pay for shipping.) It's in fine condition. You can have the b/w 13
> inch monitor too if you want.

I assume you are using TOS 1.00. If so, first get enough PC formated
disks to copy the set of disks you what to move to your MAC. I have found
that my Mac, with the SuperDrive can read 720k pc formated disks. Copy
the info to these 720k pc disks and see if your Mac can read. If you have
an older Mac with the 800k drive you will need to move the files with a
null modem cable using terminal programs on both the Mac and Atari.

--
David, Williamsport, PA. US http://williamsport-pa.com/
mail, dbsmith@microserve.net http://www.microserve.net/
using; PowerComputing PowerBase 200 http://www.powercc.com/
Hewlett Packard 200LX http://www.palmtop.net/
Atari 1040STe http://www.teleport.com/~atari/

# 4670. Cab reading drive A??

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: Stu@shaw1.demon.co.uk
Message-ID: <857858678.7096.0@shaw1.demon.co.uk>
Source record: 126244

Can anyone help me out? My Cab is keep reading drive A
on boot up! IT also reads it when I close
the Paths group! Nothing is set up
for drive a and the fonts arn't on
drive A either! I tried disabling accesories AND auto folder programmes
and still no luck! Does anyone know what is up!
Thanks
Stuart Shaw

*** ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ * * *
* * | From Stuart A. Shaw | * * *
******** ******** | Stu@shaw1.demon.co.uk | * * *
* * ** * * |IRC= Stu CHANNELS= #atari/#startrek| * * *
****** * * ****** |Paramount Text Mailboxer (page 720)| * * *
* * * * | Mailbox name = Ace Stu | * * *
*** **** ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ ** * **
FIND ME ON IRC..
irc.demon.co.uk called Stu on channel #atari and #startrek
irc.dal.net called Ace_Stu on channels #startrek and #shaw1

# 4671. Test

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: Stu@shaw1.demon.co.uk
Message-ID: <857858681.7096.1@shaw1.demon.co.uk>
Source record: 126245

```
Testing 1.. 2.. 3..

*** ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ * * *
* * | From Stuart A. Shaw | * * *
******** ******** | Stu@shaw1.demon.co.uk | * * *
* * ** * * |IRC= Stu CHANNELS= #atari/#startrek| * * *
****** * * ****** |Paramount Text Mailboxer (page 720)| * * *
* * * * | Mailbox name = Ace Stu | * * *
*** **** ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ ** * **
FIND ME ON IRC..
irc.demon.co.uk called Stu on channel #atari and #startrek
irc.dal.net called Ace_Stu on channels #startrek and #shaw1
```

# 4672. GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: Stu@shaw1.demon.co.uk
Message-ID: <857858684.7096.2@shaw1.demon.co.uk>
Source record: 126246

I've come upon a prblem with
GFA basic and resource files!! Is there a GFA Basic
mailing list or can anyone help me!!
I've wrote the rsc file and have put 3 dialog
boxes in it! In GFA Basic I can only get 1
of them to run in! I have tried a lot of
commands but does anyone know what the
command is?
Thanks in advance
Stuart

*** ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ * * *
* * | From Stuart A. Shaw | * * *
******** ******** | Stu@shaw1.demon.co.uk | * * *
* * ** * * |IRC= Stu CHANNELS= #atari/#startrek| * * *
****** * * ****** |Paramount Text Mailboxer (page 720)| * * *
* * * * | Mailbox name = Ace Stu | * * *
*** **** ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ ** * **
FIND ME ON IRC..
irc.demon.co.uk called Stu on channel #atari and #startrek
irc.dal.net called Ace_Stu on channels #startrek and #shaw1

# 4673. WTB: MegaST internal floppy drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: antarct@telalink.net
Message-ID: <antarct-0803971601450001@pm3-01-dyn4-1.nash.telalink.net>
Source record: 126247

I need a replacement internal drive for a Mega 2.

Email me at: antarct@telalink.net

Thanks,

--

John A. Trevethan

Antarctica Media
"Music, art, and creativity without restriction"
http://www.nashville.net/~antarct

# 4674. Re: -Re: Gemulator faq etc...

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: damien@jetman.demon.co.uk
Message-ID: <3323ed38.3388892@news.demon.co.uk>
Source record: 126248

On 8 Mar 1997 16:08:23 GMT, "SNAPPER" <snapper@dial.pipex.com> wrote:

>Does the damned thing work at all?

Yes, but it's not worth the bother. Try PacifiST instead, it's *much* better.

>Gary Wheaton, former Budgie UK author.

You're *admitting* it? :)
--
Damien Burke

# 4675. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: "Thomas A. Lamparty" <lamparty@concentric.net>
Message-ID: <3321EF70.3B4A@concentric.net>
Source record: 126249

Back to his original question! There was a European program along the lines of Ultrascript, but it used real Postscript fonts, instead of the clumsy solution that you had to use to get a decent output from Ultrascript. Thing is I can for the life of me remember the name of that program!!

> FROM: SSweet@mettav.demon.co.uk
> SUBJ: Q:Postscript sys for GDOS??
>
> t> As far as I know, the PostScript module for NVDI only allows the use of
> t> PostScript fonts. I'd love to be corrected, but I'm pretty sure it
> t> doesn't allow actual PostScript output.
--
Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (330)792-2580
TT 4+4 Meg 32 Mhz 280 M HD 14.4k bps | 24hrs 14.4k bps v32 SupraFax
Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 4676. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970308233654601473@pwomar.demon.co.uk>
Source record: 126250

Gary Priest <gary@the-gap.demon.co.uk> wrote:

> The DB3 problem was because I had chosen DOS compatible.
> With TOS compatible, DB3 works fine. Thanks for the help.
>
> The problem appears to be thus:
>
> If I partition the zip disk under TOS4.04 to 100meg, standard TOS format,
> TOS4.04 recognises the disk and allows me access to it. Ok.
>
> If I partition the zip disk under MagiC5/MagxDesk3.20 to 100meg, standard
> TOS format, I can no longer access it. MagiC reports 'invalid drive -46'
> whenever I try. Rebooting then solves this.
> If I used DOS compatible however, MagiC recognises it straight away (which
> is why I was trying to use it with DB3).
>
> A quick solution is to reboot after partioning a disk, but this is a pain.

If it only occurs after partitioning then surely this is not a big
problem as you hardly have to do it every day!

> This sounds like a bug in MagiC5 or MagxDesk? Any ideas?

I used ICD to format my disks, I think they were formatted TOS/AHDI
compatible as I don't recall a DOS option and I had no problems
whatsoever with Magic v4, it may be due to the new Magic filesystem
support which tries to read the disk, sees that it's DOS and then that
the partitions are >32 and then bottles it but this doesn't seem too
likely to me.

> BTW, when I boot my Falcon says SCSI ID 0.0 is ZIP drive and 5.0 is
> Falcon030. Is this correct?

Doesn't sound right to me, but if it works then all should be OK, I
doub't it has anything to do with the problems above, HD Driver sees the
Zip as 5 on my ST, is all the termination OK?

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4677. Re: TOS Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970308153147.26505C-100000@usr10.primenet.com>
Source record: 126251

On Fri, 7 Mar 1997, Mike Weber and Chris Tabacco wrote:

>You guys are getting a little out of hand... First of all I own an Atari
>ST. The hard drive is bad so I need to get the images. Second of all we
>are talking about the "ST" platform! Which doesn't exist anymore. No
>support, barely any new software etc. I can't even find a dealer near me
Oh boy, If the ST is Obsolete, (which is in someway anyway), then just
get the hell out.
Why the hell bother then? Is pece that boring that you have to come
bother us?

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 4678. Re: FS: MegaSTE4 and other hardware

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: ci086@FreeNet.Carleton.CA
Message-ID: <5fsp1j$7j2@freenet-news.carleton.ca>
Source record: 126252

William Hartman (ci086@FreeNet.Carleton.CA) writes:
> William Hartman (ci086@FreeNet.Carleton.CA) writes:
>> I have the following Atari hardware for sale:
>>
>> Atari MegaSTE, 4Megs RAM, 50MB hard drive, 1.44Meg 3.5in floppy, 68882 FPU,
>> TOS 2.06 $160
>>
>>
>> I have lots of software available as well, mostly desktop publishing,
>> graphics, CAD and utility software. Please e-mail for a list if interested.
>>
The hardware is sold, but the software is still available.
Thanks.
Bill

# 4679. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: fredrik.estberg@p76.dada.ct.se
Message-ID: <ftn_2.200.136.76$fidonet.org_a5bf8b80_Fredrik.Estberg@p76.dada.ct.se>
Source record: 126253

```
>> For the record: I use Notator SL and love it. But I wish that I had
>> a Pak/30, Falcon or a TT for all the DTP stuff that I got involved
>> in. Calamus is molasses on an ST, even with the 16mHz accelerator. I
>> have been warned not to get involved with 030 processors as it will
>> simply not run Notator SL under any circumstances, and I'll have to
>> find a second computer if I want both worlds, as it were...
>>
>> Anybody know anything different?
>
> Four words for you : GET A POWER MAC !!
>
> Your problems will be solved. Trust me. :)
Well. You can get a Falcon 030 with Cubase Audio, JAM OUT8 and JAM IN2
for the same price. :)
You won't get this equipment for the Mac at that price. Trust me.

ATB Fredrik Estberg
```

# 4680. Re: How to get "Nodesk" going?

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <332232B5.4F8@cadvision.com>
Source record: 126254

Hallvard .....
>
> I downloaded the replacement desktop "Nodesk" (3.04) a few days ago- a
> pretty big file. Around 700 Kbytes I believe, and after decompressing I was
> surprised to see that there were no excecutable files to run.
> ALl the package included was a bunch of configuration files, docs (German),
> scripts and some other stuff.
>
> What is needed to get this thing working? Have I downloaded the wrong
> package? Do I need some additional files from some other package?

You need 2 folders out of the archive - one is NODESK and the other is NOSYS100 as I recall. The total archived ZIP package should be around 900K or more - are you running MagiC? Is there a NODESK.OVL file in the NODESK folder? If so, you edit the MAGX.INF file to specify the SHL to be C:\NODESK\NODESK.OVL so that MagiC simply calls the OVL file and not the NODESK.PRG itself.

If you need the English package, I have it - the one edited by Howard Carson and the TAF group in Toronto. I could u/l it to you if absolutely necessary but it is a little big! Nonetheless, I'm happy to help out!

Regards,
Keith

# 4681. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5fqm8b$cci@news.Hawaii.Edu>
Source record: 126320
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

JP (jpmusinc@usa.net) wrote:
: John S. Gray wrote:
: > Calamus is molasses on an ST, even with the 16mHz accelerator. I have
: > been warned not to get involved with 030 processors as it will simply not
: > run Notator SL under any circumstances, and I'll have to find a second
: > computer if I want both worlds, as it were...
: >
: > Anybody know anything different?

: Four words for you : GET A POWER MAC !!

: Your problems will be solved. Trust me. :)

I can't imagine any possible way that Atari Notator SL will run on a
PowerMac or any Mac for that matter. Even in emulation with MagicMac,
there is no cartridge/dongle port; hence, no Notator. To the best of my
knowledge, Notator was not made for the Mac.

Logic is an alternative, but I personally would prefer to go back to
Notator (and probably will if I ever get my Stacy back).

---
Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing
---

# 4682. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-03-08 00:00:00 UTC
From: jlendino@panix.com
Message-ID: <5fqogn$kbr@news1.panix.com>
Source record: 126321
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

JP <jpmusinc@usa.net> wrote:

>> Anybody know anything different?

>Four words for you : GET A POWER MAC !!

>Your problems will be solved. Trust me. :)

>--
>Best Regards,
>JP.

I am the original poster for this thread and I have an honest scenario to present. I tried a 7500/100 Power Mac for six months last year to use as my main computer and as the center of my little home studio. I tried two different 32-channel interfaces, plus Performer 5.0 and a demo of Vision 2.08.

Often the computer locked up for no reason when using the interfaces. I obtained updated OMS drivers for Vision, and something for Performer (I think FreeMIDI?) off the web sites. Neither seemed to cure the problem. Also Opcode could not promise a working version of Studio Vision Pro for the 7200/7500 because of time sync problems with audio and MIDI; this was going on at Opcode the entire six months I owned the machine.

Secondly, I found it annoying that I had to fire up the computer and sequencer before my synths made any sound. It seemed to be due to the MIDI hookup to the computer. This also often disrupted whatever else I was doing (PPP connection mainly).

Third, both MIDI interfaces occupied both serial ports with a pass through for each. Whenever I flicked the switch to use the pass through, I could use a modem, printer, quick cam, etc. With the quick cam, frame rate dropped from 15 fps to 2.5 fps. With the modem, I experienced intermittent drop outs in file transfer and generally very slow performance on the web. I triple checked this back and forth to make sure it was the interface. This was unacceptable, and powering off the machine and disconnecting the various peripherals is ridiculous.

I gave up, sold the computer, bought a couple of nice synths with the money and used internal sequencers ever since. After looking into the ST, it appears to be a very cheap way to get more power while I still keep my main computer separate from the studio.

I wanted to throw this on the net and see what people thought of it. Please keep in mind that I appreciate Macs, PCs, and Ataris for what each model is capable of and while I have preferences, they are not relevant to this post.

Regards,
Jamie

# 4683. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <E6s6I2.Kzt@cix.compulink.co.uk>
Source record: 126172

In message <94281434_000003_OASIS_NEWS@the-gap.demon.co.uk>,
gary@the-gap.demon.co.uk said:
> Having now bought myself a Zip drive to go with my trusty Falcon, and
> having plugged it in, formatted a disk, and partioned it (probably
> wrongly).

I think you'll find it's the formatting that does it. I just partition
them. DB3 used to freeze up all the time when I formatted them.

Chris

# 4684. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5fumpn$9jq@ratatosk.uio.no>
Source record: 126173

```
>Maybe they just changed the version number so that they could rake in all
>those p&p charges?
>
>If it's important enough to bugfix, recompile and make available for the
>distributors, how come it isn't important enough to write half a dozen lines
>about what benefit the improvement brings (if any at all)?

Here are the most recent changes to NVDI - cut from ATOS 9701:
(Sorry, german only)

-------------------------------------------------------------------------------
```

Seit dem letzten Mailing im M�rz 1996 gab es bei der Version 4.11
mehrere kleine Updates (die aktuelle Version ist NVDI 4.11 r7). Hier
eine Auflistung der Neuerungen:

```
Release r4:
Der Querdruck auf dem Atari-Laser funktioniert wieder. Um auch
auf getunten STs mit alternativem RAM (z.B. PAK 030 mit Fast-RAM)
keine Probleme zu bekommen, fordert der Treiber Speicher explizit
aus dem ST-RAM an.
```

Release r5:
Die skalierende Variante der Rasterfunktionen wurde f�r den Fall
korrigiert, da� bei einer Bitmap im Speicher das Ziel in der
Bitmapbeschreibung (MFDB) nicht mit Null angegeben war. Der
Fehler kann entweder mit PATCH_NV.TTP (V1.03) oder einem
Diskmonitor behoben werden:

```
suche:
3e 2d 00 0c 3d 47 01 dc-53 47 ce ed 00 08 de 47
3d 47 01 da ce ed 00 06-2d 47 01 de
und ersetze durch:
49 ee 01 dc 3e 2d 00 0c-38 87 53 5c ce ed 00 08
de 47 3d 47 01 da ce ed-00 06 28 87
```

PATCH_NV.TTP (V1.03) liegt dem aktuellen NVDI-GUIDE sowie der
vorl�ufigen Beschreibung der neuen systemweiten Druckdialoge
(WDIALOG 1.92�) bei.

In den Druckertreibern konnte es bei der Ausgabe am Anfang der
zweiten Seite zu Fehlern kommen, wenn die Applikation ausschlie�-
lich mit Rasterfunktionen ausgab, kein Clipping-Rechteck setzte
_und_ wenn nicht gen�gend Speicher vorhanden war, um die
Druckerbitmap direkt aufzubauen. Diese Probleme konnten bei
Signum und Script auftreten.

Release r6:
Ein Absturz bei Zusammenarbeit mit dem NOVA Grafikkarten-VDI
wurde behoben, der dann auftrat, wenn Text gedreht und mit den
Attributen umrandet und unterstrichen ausgegeben wurde (also der
Unterstrich aus mehr als nur einer Linie bestand).

Auf vielfachen Wunsch ist die Mausbeschleunigung nun per Vorein-
stellung ausgeschaltet. Der Controllfeld-Server COPS und eine
neue Version der Fensterdialogroutinen (WDIALOG 1.11) werden
mitgeliefert.

Release r7:
Die Routine f�r sehr komplexe Bezierz�ge (falls mehr Koordinaten
erzeugt w�rden, als eigentlich in die VDI-internen Arrays passen)
wurde korrigiert. Wenn noch Hauptspeicher vorhanden ist, wird f�r
bestm�gliche Darstellung Speicher alloziert, anstatt die
Bezierqualit�t zu verringern.

Das Fontcache-CPX ver�ndert jetzt nicht mehr ungewollt die
Mausform. Wenn ein Rechner mehr als 32 MB freien Speicher hat,
werden keine negativen Gr��en mehr ausgegeben.

Die neue COPS-Version (1.05) wird mitgeliefert.
---

# 4685. Re: Auto Folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: cy@cassini.demon.co.uk
Message-ID: <857925980_OASIS_NEWS@cassini.demon.co.uk>
Source record: 126174

In article <3322B58E.3D0E@ix.netcom.com>
"chrisTiaN.a.h." <godpup@ix.netcom.com> wrote:-

>dear...
>
>luckily, the current arrangement of the files in my auto folder doesn't
>cause any problems when autobooting. however, i will, and do eventually
>want to rearrange them. i've tried the move all the files to an empty
>folder and place them back in the auto folder (in desired order) method,
>but this doesn't work. (it goes back to my default, which is by name)
>i've tried the one or two programs where you would type in something to
>the degree of c:\auto\program 1 program 2 program 3, etc... and using
>neodesk, i've tried using the re-order/rearrange function, and the screen
>turns white for a second or two, busy bee comes up, seems like the
>program is executing, but then the files return to their original order
>in the auto folder. the HD partition is not copy protected, but the boot
>and root sectors are. any suggestins/answers/explanations??? thanks...
>
>chrisTiaN

1. It could be that you ARE resorting them but you are not selecting
UNSORTED on your window view.

2. The best program to resort your Auto folder is Autosort from E Sothan:
tel (USA) 503 283 4566 or a good pd.

Cy Jones

--

---

cy@cassini.demon.co.uk

---

# 4686. Re: TOS dump on GEMulator

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: damien@jetman.demon.co.uk
Message-ID: <3322ed23.8141357@news.demon.co.uk>
Source record: 126175

On Sun, 09 Mar 97 12:43:56 GMT, cronos@worldaccess.nl (Richard Karsmakers)
wrote:

> Say...I think dumping your TOS into a file - straight from ROM - does not
>produce a file such as TOS.IMG.

Straight from ROM? Doesn't work on my ST. You have to copy it to RAM and then
save it from there.

> Am I right in assuming that TOS.IMG is a
>special kind of executable file, not just a straight TOS dump?

No, it's just a straight TOS dump.
--
Damien Burke

# 4687. Re: Dead Monitor

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <5fv41q$cg0@nnrp1.news.primenet.com>
Source record: 126176

David Smith <dbsmith@microserve.net> wrote:
: In article <331E2108.1244@tusc.net>, jhooper9@tusc.net wrote:

: > My sm124 monitor has died. Suggestions??

: If you, like most of us, opened the case and increased the size of the
: picture, there is a good chance the replacement of a couple capasitors
: will fix your problem. Total cost should be less than $15. Years ago I
: download instructions from Genie on how to do this repair, it was not
: difficult. That file should exist on other Atari FTP sites. Look for
: references to dead monitor, sm124.

I have repaired several SM124 monitors, and the problem was either the flyback, which any repair shop (therein lies the rub) can get for you from Best Electronics, or the 2.2 MFd non-polarized electrolytic flyback resonating capacitor, sloppily placed right next to the flyback swtich transistor heat sink. If you replace it, put it on the bottom of the board. I found some free polycarbonate caps, and built a 2.2 MFd out of those.

That failure mode has to do with age, IMHO, and has nothing to do with overscan the cheap way.

--------------------------------------------------_-----------------------
jimd1 __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

# 4688. AtarIRC.acc

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: Stu@shaw1.demon.co.uk
Message-ID: <857938613.15439.0@shaw1.demon.co.uk>
Source record: 126177

Hi all!
I've heard you can use AtarIRC has a desk Accessory and
I have been doing so successfully. (at times!)
It works with FracIRC and other programmes BUT
Cab will not run in with AtarIRC has a accessory and
Antmail bombs!! Have anyone got any ideas what
is wrong??
Talk soon
Stuart Shaw

*** ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ * * *
* * | From Stuart A. Shaw | * * *
******** ******** | Stu@shaw1.demon.co.uk | * * *
* * ** * * |IRC= Stu CHANNELS= #atari/#startrek| * * *
****** * * ****** |Paramount Text Mailboxer (page 720)| * * *
* * * * | Mailbox name = Ace Stu | * * *
*** **** ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ ** * **
FIND ME ON IRC..
irc.demon.co.uk called Stu on channel #atari and #startrek
irc.dal.net called Ace_Stu on channels #startrek and #shaw1
irc.nocrew.pp.se called Stu on channel #atari

# 4689. Re: Newdesk.INF > 4096 bytes ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: kmaj@uran.ip.krakow.pl
Message-ID: <33232f042561d03@uran.ip.krakow.pl>
Source record: 126178
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

Mark Parry (paz@wile.demon.co.uk) wrote:

>Has anyone found a way around the 'System out of memory' bug when you've got a
>Newdesk.INF file that's bigger than 4096 bytes ?
>
>It's *really* getting on my nerves now and, yes, I *really* do need to have
>that many Applications installed and my Desktop covered in Icons :))

Almost everything about creating the NEWDESK.INF you can read in a
file SURVIVAL.TXT by Thomas J Hopper (on many ftp servers).

NEWDESK.INF should not be bigger than 4096 bytes (for TOS >2.0).
Problem with memory begins after crossing approximately 3900bytes.
To avoid this are two ways: to allocate memory, or (the better - I
think so), to prepare some different desktops according to the job I
have to do (for DTP, comms, music and so on).
You mast remember that number of icons on a desktop is limitated to
36 (?).
On main desktop you can place icons representing dedicated desktops
(DTP, comms, music and so on).
Clicking on these icons you can change desktops in a fast way.

To arrange so comfortable environment you need a program
LOAD_INF.PRG, to be find on: ftp.cs.tu-berlin.de (130.149.144.4),
directory /pub/atari/, on other ftp servers also - I believe.
How to install this programm you can find in the SURVIVAL.TXT.

--
Greetings from Okami Newsreader user.

Krzysztof Maj
kmaj@uran.ip.krakow.pl

# 4690. Re: Auto Folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <332326F1.281@cadvision.com>
Source record: 126179

chrisTiaN....

Once you move the programs out of the AUTO folder to some temporary location, you _must_ DELETE the old AUTO folder. Otherwise, if you're copying the same programs back into the AUTO folder, they simply are written back to the same sectors as the old copies and the FATs are simply updated.

If you have XBoot you can rearrange the execution order. You can use AUTOSORT.PRG as well.

Regards,
Keith

# 4691. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: Tom Wilkinson <twilkins@solarwinds.com>
Message-ID: <332344B7.389D@solarwinds.com>
Source record: 126180

This morning I got Gemulator Classic working with Tos 1.62 and it does work!

On a note of frustration on the creator of this great program, I have been trying to buy Gemulator 96 for a couple of months now.

After reading about the trade-in offer which said he would give x amount for a magic sac cart and x amount more for a Spectre GCR, I emailed Darek to ask how much trade-in value he'd give on a Spectre cart (no gcr - just the smaller cart without the cable). He emailed me back that it was very plain on his website how much trade-in value he gave.

Then I emailed back to see how much it would cost to ship Gemulator to Canada. I see on the website that it's $69.95 U.S., but how much extra for shipping?

I got another reply from Darek, again, the cost of shipping is on the website.

Now maybe I'm blind, but I can't find any reference on shipping to Canada or trade-in value for a non-GCR cart on www.emulators.com. If anyone can enlighten me about this, I would appreciate it.

It is very frustrating to want to buy something and not be able to.

I have to disagree with those who say pacifist is better than gemulator (just my two cents). Until it has more than one meg of memory, it will be of very little use to me. The person who used a 512K ST for years obviously never ran any serious application progs.

Try running Calamus SL on less than four megs. You're highly restricted in modules and fonts. Calamus SL runs much better on Gemulator Classic with eight megs of memory than it ever did on my Falcon. It flies along, and I haven't been getting so many system crashes.

Pacifist also does not appear to set the screen colours properly in mono mode. It does appear to be a fine developing program though, and the more emulators to choose from, the better off all of us users are.

Tom

# 4692. Re: Still got a DIM file laying around eating disk space

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970309161720.13546A-100000@freenet>
Source record: 126181

> > p> Yep, it's an E-Copy file. Is it just me, or are the menus on E-Copy
> > p> *remarkably* similar to the Magic Shadow Archiver ? :)
>
> It is? Wha? Where do I get E-Copy? (not that I've looked...)

Well I got E-copy off of Umich, but I keep getting the message 'Diese
DEMO arbeitet leider nur mit einseitigen Disketten!' whenever I try to
write the image! Arrgghhh!

> > Glad you got it sorted out.
>
> I did? :)

Nope. Did someone actually get this unpacked?? Please make an MSA!

- -------------_------------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ------------------------------------------------------------------ -

# 4693. Re: TOS images

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970309162626.13546B-100000@freenet>
Source record: 126182

> >1.5 Upgrade to TOS 2.06 which most emulators need to work well. This will
>
> >cost you a good $100...
>
> TOS 2.06 for $100? I don't think so!!! TOS 1.4 or 2.06 costs about $60
> new (cheaper if used). Don't want TOS? BUY MagiC 2,4 or 5. Prices go
> from $60 to $100 new (again cheaper if used).

~$50 for ROMs + ~$50 or so for the 1.x->2.06 adaptor = ~$100

We're talking 2.06 here. Not 1.x, or MagiC.

- --------------_------------------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -

# 4694. Re: -Re: Gemulator faq etc...

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc2cdc$92b51720$LocalHost@snapper.dial.pipex.com>
Source record: 126183

Damien Burke <damien@jetman.demon.co.uk> wrote in article
<3323ed38.3388892@news.demon.co.uk>...
> On 8 Mar 1997 16:08:23 GMT, "SNAPPER" <snapper@dial.pipex.com> wrote:
>
> >Does the damned thing work at all?
>
> Yes, but it's not worth the bother. Try PacifiST instead, it's *much*
better.
>
> >Gary Wheaton, former Budgie UK author.
>
> You're *admitting* it? :)
> --
> Damien Burke
>

Yeah, only 'cause I think not many people remember....

....(some of) It was ok in its time anyhow.

But thanks Damien, I just got Pacifist, which looks GREAT!

Worked no bother and runs most stuff better than expected.

I'm going to send the guy a tenner- worth it just to encourage
him into further work.

Anyone know what this VBE2.0 (or whatever) is?

i.e where to get it etc.

Apparently needed for the HBL's (raster) interrupts to work?

# 4695. Gemulator probs

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc2ce4$876a7d80$LocalHost@snapper.dial.pipex.com>
Source record: 126184

> > Hi Richard.
> > Good to see you're still "on the scene".

> > I recently downloaded GEMulator classic....
> > Yes, you guessed it, I can't get that to work either!
> >
> > Does the damned thing work at all?
> >
> > I emailed darek the author, but his reply wasn't of
> > any help! Does he actually want anyone to see the
> > bloody thing working? Seems not to me...
> >
> > Is it me, or are there absolutely no instructions
> > or even a hint as to how to set it up?
> >
> > Well thankyou Richard, at least you are attempting
> > to help us poor souls out here.

> You're welcome...but you neglected to mention if you actually tried
getting
> GEMulator Classic to work using the info from the FAQ... Did you? If you
tried
> but failed, could you pinpoint where things went wrong?
>
> --
> | "Who is General Failure and why is he reading my disk?"

That's a great one Richard!

---

Yes, I downloaded 'classic' after reading your FAQ but couln't get it
working.

Two main problems immediately arose:

You said, "Place GEMUL8R.EXE, and MAGIC_PC.OS in your
directory, as well as the .VHD and STHDBOOT.SEC files.

------?????

I finally managed to get the Magic_pc.os, thanks to your FAQ 1.00, but,

-what are these ".VHD and STHDBOOT.SEC" files?

They don't come with the GEMulator 'CLASSIC' (or with my magic_pc copy)

and they don't exist on my pc.

So where does one obtain them? Or do you make them yourself? Or what?

------????

Create the GEMUL8R.INI file. You can use the one below. See 2.2.3 for a
breakdown of what each line does.

```
rams 8
mono
quick
com1
disk c: cdrive.vhd
disk d: ddrive.vhd
disk e: edrive.vhd
disk f: fdrive.vhd
magic magic_pc.os
```

---
I had some trouble with the above (though it might just be my own stupidity
/drunkenness, etc)....

The vhd things again mainly. But what if mono is not required, does
colo(u)r
serve equally well?

> Incidentally, I think TOS.IMG is not just a dump of any ordinary ROM TOS;
I
> think it's a kind of executable version or something, not just a dump.
That
> might explain why that wouldn't work...

Yes Richard, when I got the reply from Darek, he said a similar thing;

;-Just dumping a copy of the TOS rom is not the same thing as the disk
versions
; of TOS Atari used to relaese in the past.

---

This is obvious enough as a relocateable program file has info attached, so
it
can be loaded at any legal address, relocated, using this info, then run.

But what difference does this make to an emulator running on a different
CPU?

Surely one can set the PC (program counter) as if it IS at the correct
address,
and I am sure the ROM versions of TOS don't have relocateable header
info...

They will just be hard code to absolute address $fc0000, or whatever,
depending
on the version.

So, I am hard pressed to make any sense of the GEMulator situation, and have
been recently persuaded to try PaCifiST, which I find easy to set up and use,
also it seems to have awesome compatibility (especially since it's free).

It runs most stuff I have tried uptill now, games, utils... The only things missing
are the HBL interrupts (rasters) and sound -though the author does promise sound
emulation soon and says hbls are possible using VBE2.0 ? {what's thiz?)

Well. that's all I can think of for now, hope it's of help to someone.

PS your ST NEWS mag was excellent, bit late to tell you I know.

Good luck in all ventures, Gary.

# 4696. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31060_please@no.spam.mail.here.mettav>
Source record: 126185

*Hi Steve*, on 06 Mar 97 you wrote: ...respect, brethren

SS>>> Ive just checked, there's no information given. Just bug fixes I
SS>>> guess.
HS>> Maybe they just changed the version number so that they could rake in
HS>> all those p&p charges?
SS> Dont be a duh!!, they use them for the envelopes and stamps.
SS>
HS>> If it's important enough to bugfix, recompile and make available for
HS>> the distributors, how come it isn't important enough to write half a
HS>> dozen lines about what benefit the improvement brings (if any at
HS>> all)?
SS> Well if they are bug fixes or compatability tweaks you may not see any
SS> benefit, but i'm sure Rob would have said if he'd known, he's always
SS> been straight with me in the past.

Let's get this straight: you don't know of any improvement, neither does the
UK distributor, you guess there may be bugfixes but you don't know and you
rely on the fact that someone else who doesn't know hasn't told you anythin

If it's not relevant, doesn't fix anyting or I don't understand the fix, it's
an easy decision - I won't bother getting it. Sorted.

HS>> I find this ridiculous tbh... B^{<
SS> You just like a good moan you do. 8~))

I do, but I'd also like the NVDI problems I've always had to be fixed. If r6
fixes them, good...

My hardware setup gives particular problems that others don't get. It also
has no problems where others do. The decision on whether it's useful to me
depends on what the fix is. It's my decision to upgrade and I'd like the
information to do so. Then again, the improvements that came from v3 to v4
weren't much to write home about - I don't know what i should expect with
this one...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 4697. Re: TOS Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: hoggett@airtime.co.uk
Message-ID: <542.7007T1410T2568@airtime.co.uk>
Source record: 126186

Michael Grove wrote:

>For the fun stuff. If I install my unused Gemulator card
>into the ISA slot on the T060 and run TOS under a Pentium
>card would I be a dirty double TOSser? (Sorry Tony:).

>If I install a Gemulator card into the ISA slot on the T060,
>run the emulator under the Pentium card, but instead of
>using the TOS Roms, run MagiC, would I be invisable?

>Well, it was funny then:)

The Bacardis.

---
Bill Hoggett (aka BeeJay) <hoggett@airtime.co.uk>

IF GOD IS LIFE'S SERVICE PROVIDER WHY HAVEN'T I GOT HIS I.P. NUMBER ?

# 4698. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HCJRBEALUP@data.rhein-main.de>
Source record: 126187

In <37791782_000003_OASIS_NEWS@the-gap.demon.co.uk> Gary Priest wrote:

>It's also a prolem when I boot my Falcon with no disk in the zip drive.

So your HD Driver can't take your ZIP as a device. Insert a ZIP Disk!
(Before reboot)

>Once booted, I put a disk in the drive ('cos I want to use it now), and hey
>presto MagiC gives me error -46 invalid drive. Reboot necessary. :(

See upper.

>>> This sounds like a bug in MagiC5 or MagxDesk? Any ideas?

Try without MagiC

>Doesn't sound right to me either. It does seem to work. But I was hoping a
>Falcon owner could post in here and say 'yes' or 'no' :)

You have activated Bus-Arbitration?
Why?
If your answer is "yes" set Falcons ID to "7"

Takt the rest for some SCSI devices.
Some old device drives stop scanning devices if you have a hole
in the ID line 0---1---2---3 hole AHDI can't found devices after that hole.

Regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 4699. Re: GEMulator FAQ 1.00

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: Richard@griffin.com
Message-ID: <33221368.66257675@supernews.griffin.co.uk>
Source record: 126255
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

On Sun, 02 Mar 1997 18:21:49 -0500, Brian Sturk
<bsturk@nh.ultranet.com> wrote:

Brian Sturk Writes:
>Maybe everybody that has used Pacifist should give info to the Gemulator
>author and maybe there could be an Atari ST emulator faq. Just a
>thought.

I agree ENTIRELY. After all, we're atari fans, not fans of any
particular emulator! They're just means to an end, that end being to
run Atari progs on the IBM PC

# 4700. Re: TOS Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <332210661429d60@sn.no>
Source record: 126256
Body handling: HTML body converted to readable text

On Fri 07-03-97 22:48, Mike Weber and Chris Tabacco (mweber@li.net) wrote:

>You guys are getting a little out of hand... First of all I own an Atari
>ST. The hard drive is bad so I need to get the images. Second of all we
>are talking about the "ST" platform! Which doesn't exist anymore. No
>support, barely any new software etc.

I can't say that I can agree.
The *company* Atari doesn't exist, but as far as us users are concerned
they've never existed! They've made excellent hardware, surpassing
competing systems at the time, at a much lower prices. But as usual Atari
has missed the opportunities again and again by doing very little to
promote their products and support them.

As for the platform itself- it *is* certainly alive! I keep coming across
new software all the time, and new web sites as well.
If the ST platform doesn't exist any more- why would all these
emulators/operating systems for other computers be made?

>I can't even find a dealer near me that will fix my drive!

You have my sympathies there. There isn't axactly an abundance of ST
dealers around the globe, but the ones that are left seem to be mostly
serious companies who do what they can to keep the relatively small crowd of
faithful followers happy.
As for your harddisk- if it's the unit itself you should be able to get
help from just about any PC dealer. If it's more Atari specific stuff there
are several dealers you can contact. I'm not sure where in the world you're
located so I don't know which store would be the closest to you.
I'm sure others in the newsgroup can help you with that.

>Thirdly, do you really think JTS cares anymore?

Well, that's sort of beside the point. The point isn't whether Atari is
dead or not- the point is that we have copyright laws and we should abide
by them. As for the status of TOS- I think they sold it to some other
company or something, so it's not "dead" as you say. There are still TOS
computers being produced, which are more up-to-date hardware wise than
Atari's own machines (I.e. Hades, Medusa, DirecT040/060, Eagle...).
I'm sure they wouldn't be too pleased if they found out that people are
ripping off their operating system software and will probably do whatever
they find necessary to stop it.

>I myself was a true hardcore Atari ST
>fan but times change. Then again that is my opinion! So stop flaming me!
>BTW thanks for all the replies from all you generous people out

>there...

Yes, you have the right to your opinions, and I'm not flaming you, but I do
disagree with you.

>------------732E3D16F41
>Content-Transfer-Encoding: 7bit
>Content-Type: text/html; charset=us-ascii
>
>
>
>You guys are getting a little out of hand... First of all I own an

Perhaps you could switch off that HTML option in your mailer- I guess
you're using Netscape 4??
It's irritating as it makes postings twice as big.

Hallvard
--
-ST FTP site list:
-Atari ST FTP access :
-Atari ST WWW section :
-Atari ST essentials :

# 4701. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: daymon@mammoth.psnw.com
Message-ID: <5ft3c9$h80@alpine.psnw.com>
Source record: 126257

Just a side note... I don't know how many people this would help, since some might not own an ST who are needing TOS images, but if you do own an ST, then there's a program called TOSDUMP on one of the STonX pages. I don't think it's illegal to make copies of TOS for your own use if you already own the machine, is it? Maybe I'm speaking to the wrong crowd, tho, so I appologize if I am! Just a thought!

Mike Freeman
daymon@psnw.com

# 4702. Re: TOS images

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: puffpuffin@aol.com
Message-ID: <19970309051500.AAA01351@ladder01.news.aol.com>
Source record: 126258

>1.5 Upgrade to TOS 2.06 which most emulators need to work well. This will

>cost you a good $100...

TOS 2.06 for $100? I don't think so!!! TOS 1.4 or 2.06 costs about $60 new (cheaper if used). Don't want TOS? BUY MagiC 2,4 or 5. Prices go from $60 to $100 new (again cheaper if used).

I bet all these people asking for TOS images (and who don't own a TOS chipset) STEAL ALL THEIR SOFTWARE on the PC too. These people make me sick.

# 4703. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: csilver@kendaco.telebyte.com.Spam.Th.is
Message-ID: <5ftjb8$rvv@news.telebyte.com>
Source record: 126259

In Message-Id: <332110FC.6679@neosoft.com> Kevin revealed to all:

>-- Beyond my knowledge and understanding? Hmmmm, that's a good one. =
<snip>

Hi Kevin,

I had a physics professor, Dr. Bugg, who was very involved in high energy physics. I ask him why my mathematics prof was NOT interested, to say the least, in anti-matter proofs, electron paramagnetic resonance, quantum mechanics, and such. His response was " Some mathematicians are not interested in REAL world events because they can easily create their own theoretical world which is much more interesting to them, elegant, so to speak."

To this day, I'm not sure who was correct. One's sh*t, is another's caviar. A simple concept that "Timing is everything or nothing" covers both.

Are your really a HD expert? I respect your opinion, but not your "taste".

Charles

P.S. I guess Gary is wondering how his original post created 14 responses! Timing?

# 4704. SF 354 Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: Jeff Thomas <Yanni@ix.netcom.com>
Message-ID: <01bc2c4f$3c6f58e0$4e90b8cd@default>
Source record: 126260

Need some help... I have two SF354 floppies with no power cords. I have been able to power one up by using a power cord from my IBM pc. Other than the power cord problem, I dont have any 360k disk and I cant format a 720K disk down to 360k. I want to know if anyone has tried to use a 1.44floppy drive but use 720K disk. I do not have any disk or software for the computer so I am willing to try anything so that I can start downloading programs from the net. YES I have tried to find a 720k floppy drive but they are few and far between.

Any information would help.

Yanni@ix.netcom.com

# 4705. Re: Thing icons

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCJIFEVUUp@tos.ak.planet.gen.nz>
Source record: 126261

In <331f35e868ead0@sn.no> Hallvard Tangeraas wrote :

>On Tue 04-03-97 15:15, Steven Rodgers (skr@dcs.ed.ac.uk) wrote:
>
>>How can I edit icons for Thing?
>>Ideally, I'd like to be able to dwonload a new icons.rsc file and play with it.
>>Can anyone help me out here?

Also, if you want to edit colour icons, you can get RCS 3 from ftp.cnam.fr,
or purchase Interface (full resource editor) or Zoom (only icon editor).

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 4706. Auto Folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: "chrisTiaN.a.h." <godpup@ix.netcom.com>
Message-ID: <3322B58E.3D0E@ix.netcom.com>
Source record: 126262

dear...

luckily, the current arrangement of the files in my auto folder doesn't cause any problems when autobooting. however, i will, and do eventually want to rearrange them. i've tried the move all the files to an empty folder and place them back in the auto folder (in desired order) method, but this doesn't work. (it goes back to my default, which is by name) i've tried the one or two programs where you would type in something to the degree of c:\auto\program 1 program 2 program 3, etc... and using neodesk, i've tried using the re-order/rearrange function, and the screen turns white for a second or two, busy bee comes up, seems like the program is executing, but then the files return to their original order in the auto folder. the HD partition is not copy protected, but the boot and root sectors are. any suggestins/answers/explanations??? thanks...

chrisTiaN
--
" Winners don't do drugs...They just sell them. "

# 4707. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31059_please@no.spam.mail.here.mettav>
Source record: 126263

*Hi Jo*, on 08 Mar 97 you wrote: ...respect, brethren

j>
: j>> They also claims that the long (Extremely long.) bootup only occurs
: j>> on Falcons without IDE-drives, and that MagiC does not look for a
: j>> boot- drive (I guess they mean boot-floppy because that's what
: j>> Draca talked about).
j> :
j> : System Solutions' Magic FAQ describes theworst-case scenario as
j> : follows:
j> : ######
j> : Q. Why does it take so long to boot on my Falcon?
j> :
j> : [ED: it doesn't, if you have a IDE drive]
j>
j> But it does, if you don't have a floppy inserted!

The next line said that - 3 attempts at the floopy before getting to the IDE
check - I didn't feel I should modify the extract.

j> : It's fixed with Daniel Hedberg's MAGPATCH v1.4
j>
j> Yes, the IDE-check is disabled but MagiC still waits a long time for a
j> floppy to be inserted.

Doesn't ordinary TOS do that just as well? Personally, I always keep a
floppy in the drive (actually it's my HDDriver master disk!) just in case of
emergencies. It's not a problem is it?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4708. Q:Atari Mega ST, how to skip programs at the start??

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: ut13@ab293.rz.uni-karlsruhe.de
Message-ID: <5fu404$fcv$4@nz12.rz.uni-karlsruhe.de>
Source record: 126264

Hello,

I have installed an accessory program in my auto folder. It didn't work ant
the computer rebooted again and again :-(. I didn't know how to stop it.

At the end I did it after a lot of tries to turn off the power of the HD at
the right moment. I guess this wasn't a good idea, but only this helped.

Can somebody tell me how to avoid such situations and how to overcome them,
when they are already reallity? I have TOS 1.02 and a MEGAFILE 20, the
floppy works OK.

Regards

Guentcho

--
Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997

# 4709. Wizard PD

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <5fu4qd$stu$1@roch.zetnet.co.uk>
Source record: 126265

Hi Atarians,

With reference to a recent post regarding the closedown of Wizard PD
can anyone tell me if

A/ They managed to purchase any of the stuff for
sale in that post or
B/ How I can contact them as E.Mails are not being answered.

I made an offer and it was accepted and then no details were
forthcoming. I would really like to find out what happened. If anyone
at (the former) Wizard PD is reading this please get in touch,

Thanks

# 4710. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <37791782_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 126266

In article <19970308233654601473@pwomar.demon.co.uk>
Paul@pwomar.demon.co.uk (Paul Womar) wrote:-

>Gary Priest <gary@the-gap.demon.co.uk> wrote:
>
>> If I partition the zip disk under MagiC5/MagxDesk3.20 to 100meg, standard
>> TOS format, I can no longer access it. MagiC reports 'invalid drive -46'
>> whenever I try. Rebooting then solves this.
>> If I used DOS compatible however, MagiC recognises it straight away (which
>> is why I was trying to use it with DB3).
>>
>> A quick solution is to reboot after partioning a disk, but this is a pain.
>
>If it only occurs after partitioning then surely this is not a big
>problem as you hardly have to do it every day!

It is when you've just bought a pack of disks and want to format/partition
them all! Point is, it is a problem! I'd be really interested if anyone else
using MagiC5 has this problem.
It's also a prolem when I boot my Falcon with no disk in the zip drive.
Once booted, I put a disk in the drive ('cos I want to use it now), and hey
presto MagiC gives me error -46 invalid drive. Reboot necessary. :(

>> This sounds like a bug in MagiC5 or MagxDesk? Any ideas?
>
>I used ICD to format my disks, I think they were formatted TOS/AHDI
>compatible as I don't recall a DOS option and I had no problems
>whatsoever with Magic v4, it may be due to the new Magic filesystem
>support which tries to read the disk, sees that it's DOS and then that
>the partitions are >32 and then bottles it but this doesn't seem too
>likely to me.

Sounds more than likely to me. The Magic filesystem is a tad shaky.
Still, perhaps they've fixed this in the forthcoming 5.10 issue?

>> BTW, when I boot my Falcon says SCSI ID 0.0 is ZIP drive and 5.0 is
>> Falcon030. Is this correct?
>
>Doesn't sound right to me, but if it works then all should be OK, I
>doub't it has anything to do with the problems above, HD Driver sees the
>Zip as 5 on my ST, is all the termination OK?

Doesn't sound right to me either. It does seem to work. But I was hoping a
Falcon owner could post in here and say 'yes' or 'no' :)

Cheers, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 4711. Re: TOS Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5ftnfg$mk6@ash.ridgecrest.ca.us>
Source record: 126267

>On Fri, 7 Mar 1997, Mike Weber and Chris Tabacco wrote:
>
>>You guys are getting a little out of hand... First of all I own an Atari
>>ST. The hard drive is bad so I need to get the images. Second of all we
>>are talking about the "ST" platform! Which doesn't exist anymore. No
>>support, barely any new software etc. I can't even find a dealer near me
>Oh boy, If the ST is Obsolete, (which is in someway anyway), then just
>get the hell out.
>Why the hell bother then? Is pece that boring that you have to come
>bother us?
>
>_____
>Email:Kellis@primenet.com
>Web http://www.primenet.com/~kellis/
>_____
>
>.

It's the something for nothing syndrom. All pece ( I like that:)
users fell that because they get Windows and DOS from their
friends, that all software should be free. After all, they did
actually buy a computer!

I had a long reply to this post last night, but between the
second and third Bacardi I lost it:). I do remember the last
part, which at the time seemed funny. It went something like
this.

Hey Chris, when I finally purchase my T060 I would like you
do deduct the cost of the royalites as I only wish to "test"
TOS 3.06 and am not sure if I will like it or not.
Sounds like the same thing to me.... What will happen if
Mr Gadget comes out with his TOS 3.06 emulator? Will we
then be flooded with request for TOS 3.06 images? I hope
that both Medusa and Computer Direct look a little into the
future with this upcoming problem. Maybe with a little
group effort, something might become of it. How do you
all think C-Lab would feel having something given away
they had to pay good money for......

For the fun stuff. If I install my unused Gemulator card
into the ISA slot on the T060 and run TOS under a Pentium
card would I be a dirty double TOSser? (Sorry Tony:).

If I install a Gemulator card into the ISA slot on the T060,
run the emulator under the Pentium card, but instead of

using the TOS Roms, run MagiC, would I be invisable?

Well, it was funny then:)

Mike

# 4712. TOS dump on GEMulator

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.030997.134356.56@wxs8-6.worldaccess.nl>
Source record: 126268

Say...I think dumping your TOS into a file - straight from ROM - does not
produce a file such as TOS.IMG. Am I right in assuming that TOS.IMG is a
special kind of executable file, not just a straight TOS dump?
Let me know...this is the kind of info that needs to make it into the FAQ.

--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
Gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\------------------------------------------------------------/

## 4713. Atari Computing

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5ftr3c$2ia@mn5.swip.net>
Source record: 126269

```
The official Swedish Atari Computing webpage is updated.
Swedes, do check out http://home1.swipnet.se/~w-12411/ac.htm

Subscribe NOW! :-)

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353
```

# 4714. Re: CAB with GlueSTiK/MiNTNet - doesn't work right

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <E6s2xz.CMw@cix.compulink.co.uk>
Source record: 126270

In message
<Pine.BSI.3.95.970305225527.20168A-100000@usr10.primenet.com>kellis@primenet.com,
kellis@primenet.com said:

>>Since the CAB-for-MiNTNet overlay is no longer being supported, I am now
>>trying to use the CAB-for-STiK overlay via GlueSTiK.
>What a strange concept. :)

OK so I'm strange too :)

>Mint_ovl for mint is the best that you can get right now.

So what is Mint_ovl and where can I find it?

Regards,

---
Ian Smith smithic@cix.compulink.co.uk
i-smith@mail.zynet.co.uk
---

# 4715. Re: CAB with GlueSTiK/MiNTNet - doesn't work right

Newsgroup: comp.sys.atari.st
Date: 1997-03-09 00:00:00 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <E6s2xx.CLx@cix.compulink.co.uk>
Source record: 126271

In message <HCGMFGUQUp@tos.ak.planet.gen.nz>mbecroft@tos.ak.planet.gen.nz,
mbecroft@tos.ak.planet.gen.nz said:

>I then tried version 1.21 (what I believe to be the most recent version)
>but CAB just crashed as soon as I tried to access a page.

1.18 is the latest version I have been able to use. Scott has been trying to fix
this, but no breakthrough yet.

>I am using CAB version 1.5 and MiNTNet version 0.90.

You might want to update MiNTNet to 1.01 . . .

>GlueSTiK does appear to work for other STiK apps, however.

You're most of the way there, then.

>Any help on getting the above system working would be much appreciated.

Post your MINT.CNF and DEFAULT.CFG files then we can all help.

Regards,

---
Ian Smith smithic@cix.compulink.co.uk
i-smith@mail.zynet.co.uk
---

# 4716. Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Stu@shaw1.demon.co.uk
Message-ID: <858027628_OASIS_@shaw1.demon.co.uk>
Source record: 126022

Hi again :)
This time my trouble is with Newsie!
I would be happy if you would reply this by email
because Newsie will not work :)

My problem is:
I go to connect to host when I first run in Newsie
I then go to read off line and it starts downloading c.s.a.s
Sadly it then changes its name to "up" and then I have to
resubscribe to c.s.a.s and then all my news files is in
"up".. Why does it change name??
Can anyone help??
REMEMBER please reply by Email!
Thanks in advance :)
Stuart Shaw
IRC = Stu ( you know him and love him :)

--

*** ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ * * *
* * | From Stuart A. Shaw | * * *
******** ******** | Stu@shaw1.demon.co.uk | * * *
* * ** * * |IRC= Stu CHANNELS= #atari/#startrek| * * *
****** * * ****** |Paramount Text Mailboxer (page 720)| * * *
* * * * | Mailbox name = Ace Stu | * * *
*** **** ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ ** * **
FIND ME ON IRC..
irc.demon.co.uk called Stu on channel #atari and #startrek
irc.dal.net called Ace_Stu on channels #startrek and #shaw1
irc.nocrew.pp.se called Stu on channel #atari

# 4717. Re: Q:Atari Mega ST, how to skip programs at the start??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: ut13@rzstud2.rz.uni-karlsruhe.de
Message-ID: <5g11rm$g6j$5@nz12.rz.uni-karlsruhe.de>
Source record: 126122

Nicholas Bales, Toulouse, France (bales@garonne.stortek.com) wrote:
> Why not boot on a floppy ?
Because I am a newbie and I didn"t have the disk i needed to do that. I don"t have it yet, that's why I asked for help. Actually, starting the computer without a diskette and with the HD turned off brings on the screen only the floppy and the trshcan icons and I don't know how to make the files on the HD accessible.

Bye.
Gentcho

--
Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997
Waldhornstr. 36, Zimmer B 303, 76131 Karlsruhe, Tel. 0721-377356
http://www.uni-karlsruhe.de/~ut13 (Last modified: 10.3.1997) ******

# 4718. Java for Linux/68k?

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.858001040@news.cwi.nl>
Source record: 126123

Is there any way I can set up my Atari TT with a cable to
my Linux/i86 machine so that I can play remote Java games
with two people?

After spending over 2 years messing around with a refusing
combination of HS-modem and MiNT-OS, I was thinking about
installing Linux/68k. But since there seems to be no
Netscape for Linux/68k, is there a version of the JDK
or similar Java development material?

--
Annius V. Groenink ..... avg@cwi.nl
Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
.. and ZFC/home P.O.Box 15813, 1001 NH Amsterdam phone +31 20 4 208 248
.. zfc@zfc.nl ..... www.nl.net/~zfc/ ..... www.cwi.nl/~avg/ ..........

# 4719. Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E6u04w.D3L@gazette.stortek.com>
Source record: 126124
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an STFM with TOS 1.2 and an STE with 1.62. I have made a TOS image of the 1.62 ROM. How can I make the STFM boot with the 1.62 TOS image ? Does the ST check on the boot disk in search of a TOS file ? How should I name the file so that the ST recognizes it ?

Another question:

The STFM has a 6 chip version of the TOS 1.2. Can I put the 2 chip 1.62 version in two of the sockets and have the STFM recognize them by setting a jumper on the board? Or will I have to write the two chip 1.62 onto 6 EPROM chips ? How would I do that?

--
Nicholas Bales, Toulouse, France

## 4720. Tape Backup Drive and Diamond Back III

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: ebaiz@qtm.net
Message-ID: <5g17cu$6b5$1@news2.qtm.net>
Source record: 126125

I finally found a tape bckup drive that works well with my Hades 060 and Diamond Back III. It is the CTM3200 by Connor. It is a 2gig/4gig drive and was only $139 from Corporate Systems Center. I have never had a hard drive crash, but it is nice to know that I have my data backed up.

# 4721. Re: Q:Atari Mega ST, how to skip programs at the start??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: posthamster@atarinet.portland.or.NO.SPAM.us
Message-ID: <5g169r$21o_002@news.vr-net.com>
Source record: 126126

In article <5g11rm$g6j$5@nz12.rz.uni-karlsruhe.de>, ut13@rzstud2.rz.uni-karlsruhe.de (Guentcho Skordev) wrote:
>
>Nicholas Bales, Toulouse, France (bales@garonne.stortek.com) wrote:
>> Why not boot on a floppy ?
>Because I am a newbie and I didn"t have the disk i needed to do that. I
>don"t have it yet, that's why I asked for help. Actually, starting the
>computer without a diskette and with the HD turned off brings on the screen
>only the floppy and the trshcan icons and I don't know how to make the files
>on the HD accessible.

Ah, then you need to download AHDI from one of the many ftp sites. Unzip it to a floppy and run AHDI.PRG (with the HD turned on) and it should display a "bootloaded" message. Then use the Options menu to install an icon for C: drive (use uppercase, the lowercase c: is actually the cartridge port) and you should be able to access the HD, if it's working.

Once you verify that it works - buy HD driver. It's WELL worth the price.

Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
atari@teleport.com | my personal position
GRUNT Computing - Support for | only and probably
Atari users worldwide | horrify my employers.

# 4722. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33243198.2693595@news.demon.co.uk>
Source record: 126127
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Mon, 10 Mar 1997 14:27:16 GMT, bales@garonne.stortek.NOSPAM.com (Nicholas Bales, Toulouse, France) wrote:

>I have an STFM with TOS 1.2 and an STE with 1.62. I have made a TOS image of
>the 1.62 ROM. How can I make the STFM boot with the 1.62 TOS image ?

You can't unless you have a piece of software to go through the TOS image and relocate every single address in it to an appropriate address in RAM and load the image to that area. Off hand I know of no such piece of software though I remembering hearing something about one being developed a few years ago.

> Does the
>ST check on the boot disk in search of a TOS file ?

No.

>Another question:
>
>The STFM has a 6 chip version of the TOS 1.2. Can I put the 2 chip 1.62
>version in two of the sockets and have the STFM recognize them by setting a
>jumper on the board?

Dunno, I suspect not.

> Or will I have to write the two chip 1.62 onto 6 EPROM
>chips ? How would I do that?

Start with an EPROM blower I suppose, and see how TOS 1.02 is laid out on the current 6 chips...
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4723. Willie's Adventures (was Steffen Scharfe)

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5g1eo8$9ej@epimetheus.algonet.se>
Source record: 126128

Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
: dhedberg@aristotle.algonet.se (Daniel Hedberg) writes:

: > If it's our game Willie's Adventures, than I've got some good news...
: > A new version of it will be out this week or at least in the beginning of
: > next week. It has been _greatly_ improved since the version from February
: > 1996, and it's still running at full speed (50 frames per second) on a
: > standard Falcon030. Look out for it, and if you're not on the mailing
: > list, it's definitely time to join it now! 8-)

: Has it been tested on the Afterburner040?

No, not this new version. Not yet anyway.

: Will that be a demo version which will be available?
: So how do we join the mailinlist?

Yes, this new version will be available for the public. To join the
mailing list write an email with your real name and email address to:

dhedberg@algonet.se

The default encoding type of files is mime-encoding. Although uuencoding
is available too.

--
@ @
----------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
---
oOo oOo
U U

# 4724. Poll: What kind of hd backup do you use?

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc2d6b$f5a7d9a0$LocalHost@computer-name>
Source record: 126129

I'm don't have any way of backing up my hard drive except for floppies.
I've heard good things about Diamond Back 3. I have heard of Turtle.
What kind of hardware? Tape backup? Zip? Sequest removable?
What handlers would I use for these hardware devices? I am using ICD's
handler now. Would it work with these devices? For that matter, what is
the best hard drive handler? I have heard of HDDriver. Who makes it and
how new is it?

--
Mike Hopkins
mhop@snip.net

## 4725. Papyrus 5 demo

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: parksj <parksj@aston.ac.uk>
Message-ID: <332447BB.52D0@aston.ac.uk>
Source record: 126130

Does anyone know of an FTP site with a correct archive for the Papyrus 5 demo?

The copy at ftp.uni-kl.de is corrupt.

# 4726. Re: Wanted: Atari ST memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: acounis@lpnp16.in2p3.fr
Message-ID: <5g1jv8$ab5@ccpnws.in2p3.fr>
Source record: 126131

I myself have a MagnumST card in my MegaST4 and IT WORKS !!!! I now have 8 megs
of memory (I only have a 4megs SIMM).
You can buy this expansion card, you won't regret it !!!

--
+-----------------------------------------------------------------+
| ACOUNIS St&#65533;phane Laboratoire de Physique Nucl&#65533;aire et des |
| Hautes Energies - Universit&#65533; PARIS 6 |
| T&#65533;l: 01-44-27-43-62 Fax: 01-44-27-46-38 |
+-----------------------------------------------------------------+

## 4727. Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: jdavies@b-ferry.demon.co.uk
Message-ID: <858019748.24935.0@b-ferry.demon.co.uk>
Source record: 126132

Hi folks!!

Just a short question this!

I've heard that CAB will never support JAVAscript at all..why???
Surely JAVA is just another language? I'm not a programmer,
but is there anyone out there who can tell nme why this is
true?

Thanks folks

Website - http://www.b-ferry.demon.co.uk
Email - jdavies@b-ferry.demon.co.uk
IRCnet = smooch on #chat

# 4728. Re: Poll: What kind of hd backup do you use?

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <33245862.7B5D@intuit.com>
Source record: 126133

Mike Hopkins wrote:
>
> I'm don't have any way of backing up my hard drive except for floppies.
> I've heard good things about Diamond Back 3.

I use Diamond Back 3 with my WangDat SCSI Dat backup to archive my
digital audio productions.

-Mark

# 4729. Atari Sales in Western Canada ??????

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <90373-858021975@mindlink.bc.ca>
Source record: 126134

I am looking for a Mouse for my old trusted 1040ST and was wondering if anyone out there can tell me where to go and buy one.

THX.

bvm

# 4730. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5g1l6h$n11@ornews.intel.com>
Source record: 126135
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <33243198.2693595@news.demon.co.uk>,
damien@jetman.nojunkmail.demon.co.uk (Damien Burke) wrote:
>
>On Mon, 10 Mar 1997 14:27:16 GMT, bales@garonne.stortek.NOSPAM.com
>(Nicholas Bales, Toulouse, France) wrote:
>
>
>> Does the
>>ST check on the boot disk in search of a TOS file ?
>
>No.

Well, actually, yes, in a manner of speaking. If there is a bootable boot
sector on the disk in A:, it wil be executed - so if you happen to hae a
bootable TOS disk in there (TOS 0.98, or one of the developer's versions of
later TOSes), it will load TOS from floppy. However, that's not the same as
loading a ROM image - not even really very close.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
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Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 4731. Math Graphics Program where?

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: afn14016@afn.org
Message-ID: <5g1b0p$ni2@no-names.nerdc.ufl.edu>
Source record: 126136

Hi, a while ago (about two weeks) someone posted the availability
of a graphic program for Atari. I tried to download the program, but
the nte was slow and did not get it.
Now I can not find the posting. I am sure the programmer was from Germany.

any one remembers the www address?

Thanks, Raymond

# 4732. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Tom Lamparty <Lamparty@concentric.net>
Message-ID: <Pine.SUN.3.95.970310142908.27109A-100000@viking.cris.com>
Source record: 126137

Theodore L Hopman wrote:
>
> Thomas A. Lamparty (lamparty@concentric.net) wrote:
> : Back to his original question! There was a European program along the
> : lines of Ultrascript, but it used real Postscript fonts, instead of the
> : clumsy solution that you had to use to get a decent output from
> : Ultrascript. Thing is I can't for the life of me remember the name of
> :that program!!

>
> I believe you're thinking of CompoScript. Again, it was a Postscript
> interpreter, doing much the same job Ghostscript does effectively now.
> You still had to be able to get Postscript out of your programs to feed
> into it.

Yes! That was the program I was thinking of! Nice thing about it was
that using Pagestream with Postscript type 1 fonts and composcript with
the same fonts, your output from the printer was identical to your
layout in Pagestream! This wasn't the case with Ultra script, as you
were using different fonts! Another nice thing is you didn't have to
have 2 different sets of fonts cluttering up your hard drive.

--
Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 16Mhz 240MHD 14.4K bps | 24hrs 14.4k bps V32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 4733. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31113_please@no.spam.mail.here.mettav>
Source record: 126138

*Hi Tom*, on 09 Mar 97 you wrote: ...respect, brethren

l>
t>>> As far as I know, the PostScript module for NVDI only allows the use
t>>> of PostScript fonts. I'd love to be corrected, but I'm pretty sure it
t>>> doesn't allow actual PostScript output.
l> Back to his original question! There was a European program along the
l> lines of Ultrascript, but it used real Postscript fonts, instead of the
l> clumsy solution that you had to use to get a decent output from
l> Ultrascript. Thing is I can for the life of me remember the name of
l> that program!!

Ghostscript from Compo...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4734. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31112_please@no.spam.mail.here.mettav>
Source record: 126139

*Hi Steve*, on 07 Mar 97 you wrote to *thopman@uoguelph.ca*:

t>> As far as I know, the PostScript module for NVDI only allows the use
t>> of PostScript fonts. I'd love to be corrected, but I'm pretty sure it
t>> doesn't allow actual PostScript output.
SS>
SS> I just checked the instruction book for my NVDI, and it states...
SS>
SS> "In this version NVDI incorporates Speedo and Truetype vector font
SS> scalers. An optional postscript type 1 module is also available.
SS> together with the new printer and image drivers.

That's correct, but using and printing with Postscript type 1 fonts is not the same as postscript output. The latter is a very high resolution, device independent page description language employing a standard range of 35 fonts, but which also deals with images of any type.

A postscript output file is (I think) an ASCII file of the exact position of every item of text and graphics on a page and will output at the highest possible resolution on anything from a 9-pin to an imagesetter, given the ability to process the text.

Software RIPing is possible through Ultrascript on the ST, which uses clones of the standard 35 fonts, or more recently using Ghostscript from Compo (a snip at 200+ukp!). A printer that contained a Postscript processor internally would typically cost a premium of approx 500ukp at one time - I think the HPIII Si was an example of one (but I could have got that one mixed up with another...).

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4735. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31136_please@no.spam.mail.here.mettav>
Source record: 126140

This message from lamparty@concentric.net to All came in on a wing and a prayer...

Hi Thomas!

l> Back to his original question! There was a European program along the
l> lines of Ultrascript, but it used real Postscript fonts, instead of
l> the clumsy solution that you had to use to get a decent output from
l> Ultrascript. Thing is I can for the life of me remember the name of
l> that program!!

CompoScript. It was very expensive too, probably because of the cost of the license to use the PS fonts.

Since I can't follow threads in this area, I'm guessing that this isn't the answer to the question in the header, since CompoScript can only print PS files, not generate them.

Regards, Derryck

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4736. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E6uG79.GLv@iglou.com>
Source record: 126141
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Damien Burke (damien@jetman.nojunkmail.demon.co.uk) wrote:

: You can't unless you have a piece of software to go through the TOS image an
: relocate every single address in it to an appropriate address in RAM and loa
: the image to that area. Off hand I know of no such piece of software though
: remembering hearing something about one being developed a few years ago.

Someone mentioned using QUICKTOS. I've not used this yet, but someone else
was using it with the Gemulator Classic.

: >The STFM has a 6 chip version of the TOS 1.2. Can I put the 2 chip 1.62
: >version in two of the sockets and have the STFM recognize them by setting
: >jumper on the board?
:
: Dunno, I suspect not.

Toad and some other companies have a 6-chip version of 1.62, so you can
most easily use that. I've seen no jumpers to set on an STfm, though I
have two of them, using two different boards, though there are on an STE.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 4737. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5g1m48$n11@ornews.intel.com>
Source record: 126142

In article <3320E5BC.7A75@li.net>,
Mike Weber and Chris Tabacco <mweber@li.net> wrote:
>
> How is someone supossed to get a copy when there is no way of getting a
>copy because 1) the company doesn't exist anymore.

The hardware is all over the planet, and you COULD toddle on down to your local Goodwill or such and probably pick up an ST for less than $50 - I've seen them as low as $10.

>2) there is no more production of the software.

Either you are stupid, or deliberately lying. New software is announced IN THIS NEWSGROUP regularly. Oh, another possibility is that you're illiterate, I suppose - but then who's typing your articles?

>3)no more support!

See #2. Support is a matter of software authors who give a damn - if you think there's support for PC ware, try calling MicroSoft "tech support" some time. Have your major credit card ready, though, becasue it costs $35 just to say "I found a bug in MS-product X."

>4)just can't find a dealer nearest you.

You aren't trying. EVERY SINGLE MESSAGE I POST gives the URL to my pages, which contain among other things, a list of vendors (including contact methods for those who don't have email) and a list of some of the major file archives - so you could get far more Atari software than you have disk storage space for (or download time, for that matter).

>Then let's say you do pop $100 for the images.

Let's say you'd have to be an idiot to pay $100 for something that was originally priced at $60 - and TOS 1.4 chips usually go for about $30 these days. And see #1 above for less expensive means of obtaining the TOS ROMs legally.

>You get an emulator that only runs perhaps 20% of the software... I want to
>evaluate the the demo but you are telling me I have to pop $100 just to
>try it??

Nope. We're telling you that you have to pop for (probably) about $10 to $30 to get a real Atari ST. What you then do with the TOS is largely your business, as logn as you don't distribute it.

>That's ridiculus!! What if I don't even like the demo!!! If
>that's the case don't even put out a demo. Sounds like a con job to me

>if I may say....

Well, Darek Mihocka /is/ a MicroSoft employee, I beleive. ];^)

There are a couple of emulator demos that do NOT require a TOS image, though
- and if you had been paying attention, you would know where to get them by
now. Go back and read the part up in #4 if you really care.

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# 4738. Re: SF 354 Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5g1mcq$n11@ornews.intel.com>
Source record: 126143

In article <01bc2c4f$3c6f58e0$4e90b8cd@default>,
"Jeff Thomas" <Yanni@ix.netcom.com> wrote:
>
>Need some help... I have two SF354 floppies with no power cords. I have
>been able to power one up by using a power cord from my IBM pc. Other than
>the power cord problem, I dont have any 360k disk and I cant format a 720K
>disk down to 360k. I want to know if anyone has tried to use a 1.44floppy
>drive but use 720K disk. I do not have any disk or software for the
>computer so I am willing to try anything so that I can start downloading
>programs from the net. YES I have tried to find a 720k floppy drive but
>they are few and far between.

You can put a 1.44 drive mech in there, Jeff, but it will require a little bit of soldering skill and some slight technical knowledge. The drive will then act as a 720k drive (you have to modify the computer, also, in order to get 1.44 megs).

If the drive won't format to 360k, there's a problem. 720k disks and 360k disks are physically identical - the only difference is in the formatting.

Finally, I suggest you contact Ben Smith (see his ads in this newsgroup, or go through my "vendors" linsk at my Web page) or someone else selling SF314 disk drives (or 3rd party replacements) - you can pick up a nice 720 drive WITH proper power supply failry cheaply these days.

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# 4739. Re: Q:Atari Mega ST, how to skip programs at the start??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5g1miq$n11@ornews.intel.com>
Source record: 126144

In article <5fu404$fcv$4@nz12.rz.uni-karlsruhe.de>,
ut13@ab293.rz.uni-karlsruhe.de (Guentcho Skordev) wrote:
>
>I have installed an accessory program in my auto folder. It didn't work ant
>the computer rebooted again and again :-(. I didn't know how to stop it.

You have to boot from floppy and then delete the ACC from your auto folder.

>At the end I did it after a lot of tries to turn off the power of the HD at
>the right moment. I guess this wasn't a good idea, but only this helped.
>
>Can somebody tell me how to avoid such situations and how to overcome them,
>when they are already reallity? I have TOS 1.02 and a MEGAFILE 20, the
>floppy works OK.

I hope you have AHDI or another hard disk driver on floppy already. Shut
everything off, then boot up the computer WITHOUT the hard drive. Turn on
the hard drive, and run AHDI.PRG from the floppy. Manually create an icon
for C: from the Options menu on the desktop; then you can access the AUTO
folder and delete the offending program.

In the future, you might want to try setting up a boot floppy with an AUTO
folder to try unknown programs in - it's much easier to pull the floppy out
and insert a different one if the new program does bad things.

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# 4740. Re: Yikes!!Something strange in partition 'E'!!Help!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5g1n5g$n11@ornews.intel.com>
Source record: 126145

In article <E6twoF.549@freenet.victoria.bc.ca>,
wl712@freenet.Victoria.BC.CA (Ron A. Lukawitski) wrote:
>
> Something strange is happening in partition E of my HD.It all
>started when I decided to make some room by clearing out some
>unused programs that were downloaded of the net.I was trying
>them out one at a time and deleting them if I felt that I
>wouldn't be using them.I was trying out a nice terminal program
>called TAZ.I liked it but I'm using stalker now and it does the
>job for me just fine.I deleted Taz and everything seemed to go
>smoothly until I noticed that the Taz 'folder' was still there
>after I had already deleted it.I picked it up with my mouse again
>to delete it and after my HD buzzed around for a bit an alert
>message appeared saying that it couldn't access that folder.
>I tried the 'open file' and 'show info' in the pull down menu
>of the desktop and that didn't work either. Will I have to reformat
>the whole HD? Is there a program out there that will just reformat a
>partition?Is there anything else I can do?
> My HD is an older FM with 60 megs run by a 1040ste/4 megs.
>Has anyone experienced this before?Any ideas or cures will be
>greatly appreciated. Thank you

Try Diamond Edge - if your're pretty sure the problem is actually with the
hard drive. A coldboot might cure the problem, if you have simply run into
the folder limit (not uncommon if you didn't allocate extra folders when
installing your hard disk software).

If you need Diamond Edge, I think you can order direct from Oregon Research,
or you can contact Computer Direct or Toad and see if they have it in stock.
Edge will "rebuild" a single partition if necessary - that avoids formatting
the entire drive.

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# 4741. Re: Live midi performance s/w needed for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5g1mse$n11@ornews.intel.com>
Source record: 126146
Cross-posted to: alt.binaries.sounds.midi,comp.sys.atari.st

In article <5g0h88$j14@preeda.internex.net.au>,
julian@connexus.apana.org.au (Julian Gifford) wrote:
>
>Is there any midifile player that will allow loading up about 10 midis
>to be used as backing tracks for an Atari ST for live performance work?
>
>There needs to be very little time inbetween songs in order to keep the
>people on the floor.

I believe Midi Music Maker works pretty well if you're operating from a hard disk - floppy is always slow. If the files are small, and you have a 4 meg ST, you could create a RAMdisk and copy the files there to speed thigns up quite a bit and not have to lug around the hard drive.

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# 4742. Re: Auto Folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5g1mlr$n11@ornews.intel.com>
Source record: 126147

In article <3322B58E.3D0E@ix.netcom.com>,
"chrisTiaN.a.h." <godpup@ix.netcom.com> wrote:
>
>luckily, the current arrangement of the files in my auto folder doesn't
>cause any problems when autobooting. however, i will, and do eventually
>want to rearrange them. i've tried the move all the files to an empty
>folder and place them back in the auto folder (in desired order) method,
>but this doesn't work. (it goes back to my default, which is by name)

Locate and download Mouseboot - it has a built-in AUTO folder sorter.

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# 4743. FS: Stuff, UK ONLY

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Colin Polonowski <polonowski@zetnet.co.uk>
Message-ID: <01bc2d95$09d0ff00$2529f7c2@zetnet.co.uk>
Source record: 126148

Hi people,

The following stuff is for sale for a couple of reasons... I need
the money for my new Falcon AND I've got no space too keep it!

Therefore, I need to shift this stuff asap:

ST:

5ukp each or 10 for 45ukp (NOT INC P&P, NO SWAPS)

All originals, boxed + instructions.

3D Construction Kit
Adventures of Robin Hood
Another World
Archer Macleans Pool
Calligrapher Lite
Chaos Engine
Chase HQ 2
Crazy Cars 3
Cruise for a Corpse
D/Generation
Dizzy Collection
Dizzy's Excellent Adventures
Epic
Exile
F1
F15 Strike Eagle 2
Falcon + Data Disk
Goal
Golden Axe
Heimdall
Hook
Hudson Hawk
Hunter
Hyperchart
Indiana Jones and the Fate of Atlantis
Ishar 2
Jimmy Whites Whirlwind Snooker
Knights of the Sky
Lemmings
Lotus 2
Lotus 3
Master Sound 2
Magic Boy

Mega-Lo-Mania
Midwinter
Midwinter 2
Monkey Island
Parasol Stars
Pirates
Populous
Populous 2
Powermonger
Premier Manager
Premier Manager 2
Prince of Persia
Puzznic
Railroad Tycoon
Reach for the Skies
Robinsons Requiem
Robocop 2
Robocop 3
Rockford
Sleepwalker (STE)
Street Fighter 2
Striker
Supremacy
The Greatest (Jimmy Whites, Lure of Temptress, Shuttle)
The Patrician
The Simpsons
Transarctica
Utopia + Data disk
Zool

Jaguar Stuff (NOT INC P&P, NO SWAPS):

Doom 15ukp
Checkered Flag 10ukp
Syndicate 7.50ukp
Rayman 25ukp
Hoverstrike CD 20ukp
Tempest 2000 15ukp
Kasumi Ninja 10ukp

Lynx:

Atari Lynx 2, AC Adaptor
Desert Strike
Blue Lightning
Steel Talons
Dinolymipcs
STUN Runner
Electrocop

All for 60ukp NOT inc P&P

Playstation (25ukp each NOT inc P&P. May swap for good games):

Zero Divide
Doom
True Pinball

Reply in email

# 4744. Re: Gemulator faq etc...

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc2d96$2cc23280$4afb82c1@snapper.dial.pipex.com>
Source record: 126149

Ooops sorry Damien, I was mistaking you for
someone else...

Gary.

# 4745. Re: Poll: What kind of hd backup do you use?

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5g1rrp$qe4@ornews.intel.com>
Source record: 126150

In article <01bc2d6b$f5a7d9a0$LocalHost@computer-name>,
"Mike Hopkins" <mhop@snip.net> wrote:
>
>I'm don't have any way of backing up my hard drive except for floppies.
>I've heard good things about Diamond Back 3. I have heard of Turtle.
>What kind of hardware? Tape backup? Zip? Sequest removable?
>What handlers would I use for these hardware devices? I am using ICD's
>handler now. Would it work with these devices? For that matter, what is
>the best hard drive handler? I have heard of HDDriver. Who makes it and
>how new is it?

Whew, lotsa questions! <G>

DB3 is very good; turtle is slow but it's free. DB3 supports tape; if
you're going to use a Zip or Syquest, you can get away with desktop copies,
but something like Kobold would be much faster.

You don't need any special handlers for the Syquest, and the Zip will owrk
with ICD if the disk isn't "locked."

HD Driver is from Uwe Siemet, and is updated very regularly; I have recent
acquired version 4.x and version 5.x (the complete packages came with used
computers I purchased) and HD Driver is now at version 6.x; I was a
long-time confirmed user of ICD, but HD Driver is faster and better (and
probably safer), and currently supported, so I'm glad I switched.

You should be able to obtain all of this STuff from Computer Direct or Toad.
email to info@compdirect.com or info@toad.net for, well, info.

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## 4746. Johnathon Lawrence

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <858029836_OASIS_@mbedford.demon.co.uk>
Source record: 126151

Does anyone have an email or whatever address for Johnathon Lawrence (software author for the artpad)?

Thanks

Mike Bedford

--

---

mike@mbedford.demon.co.uk

---

# 4747. Re: Auto Folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970310222425230588@pwomar.demon.co.uk>
Source record: 126152

Robert Cy Jones <cy@cassini.demon.co.uk> wrote:

>
> 1. It could be that you ARE resorting them but you are not selecting
> UNSORTED on your window view.
>
> 2. The best program to resort your Auto folder is Autosort from E Sothan:
> tel (USA) 503 283 4566 or a good pd.
>
> Cy Jones

If you can't find a copy of this program then give me a mail and I will
email you a copy.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4748. Re: Cab reading drive A??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970310222428230810@pwomar.demon.co.uk>
Source record: 126153

Stuart A Shaw <Stu@shaw1.demon.co.uk> wrote:

> Can anyone help me out? My Cab is keep reading drive A
> on boot up! IT also reads it when I close
> the Paths group! Nothing is set up
> for drive a and the fonts arn't on
> drive A either! I tried disabling accesories AND auto folder programmes
> and still no luck! Does anyone know what is up!
> Thanks
> Stuart Shaw

I have a very similar problem everything has started wanteing to check
disk A all of the time so I just keep a blank disk in there all the
time, not a solution but I tried everything I could think of and found
no fix. BTW you .sig is far too big, please try and keep it no larger
than 4 lines.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4749. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970310222439231432@pwomar.demon.co.uk>
Source record: 126154

Mike Weber and Chris Tabacco <mweber@li.net> wrote:

> ------------2E1D5952605A0
> Content-Transfer-Encoding: 7bit
> Content-Type: text/plain; charset=us-ascii
>
> >>Atari is dead... They got bought out by another company... Anyone have
> those tos images ?? I can't find them anywhere!
> >1. You're wrong. Atari bought JTS Technologies, not the toher way
> 'round. >
> >2. JTS Technologies now owns the copyright to TOS and the Atari
> version of >GEM. >
> >3. Your request for pirated software in a public forum, in violation
> of US Federal law, has been noted. Your postmaster has been notified,
> and if he fails to terminate your account, he then becomes an accessory
> after the fact to "conspiracy to defraud" which will end with JTS
> Technologies owning li.net, and him in prison.
> >Have a nice day. >
>
> You must be joking???
> I have done nothing wrong.

Then you have nothing to worry about except your inability to post an
article without doubling the size with useless HTML attatched to the
bottom, which should be a crime but sadly isn't.

> I merely make a request which at that time I
> did not know the images where copyrighted!

In the UK ignorance is no excuse, it may differe wherever you are.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4750. Re: Poll: What kind of hd backup do you use?

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970310222436231246@pwomar.demon.co.uk>
Source record: 126155

Mike Hopkins <mhop@snip.net> wrote:

> I'm don't have any way of backing up my hard drive except for floppies.
> I've heard good things about Diamond Back 3.

I wasn't too impressed by it myself to be quite honest, it's very useful if backing up to floppies and is probably the best of all the backup software but it's very tedious, floppies are slow enough but when you wait for it to compress the files too it's very boring, if howqever you data changes little then this shouldn't be too much of a problem.

> I have heard of Turtle.

My Fav' free one, I don't think it had compression though.

> What kind of hardware? Tape backup? Zip? Sequest removable?

I use a Zip, it all depends what you can get your hands on, the Zip is a bit slow compared to the Syqest but perfectly adequate for Backups, the Syqest is nice if you can get your hands on it but the older versions were not too reliable and I'm fairly sure the disks are not as rugged as the Zips. I've never used a Tape drivebut they do have the disadvantage that they are pretty much ONLY for backups, you can't run stuff from them or save at random.

> What handlers would I use for these hardware devices? I am using ICD's
> handler now. Would it work with these devices?

ICD should be fine, you'll need a software package that can handle tape drives for the backup such as DB3 or Gemar.

> For that matter, what is
> the best hard drive handler? I have heard of HDDriver. Who makes it and
> how new is it?

Uwe Seimet makes it and is a regular poster here and it is probably the best driver there is, it is still being developed so it's a new as today pretty much. It is a bit faster than ICD and has is more advanced with support for DMA background transfers, Bus arbitration and loads of othe stuff. However if ICD seems OK for you as it is then there is little reason to upgrade IMHO.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4751. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970310222441231581@pwomar.demon.co.uk>
Source record: 126156
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Damien Burke <damien@jetman.nojunkmail.demon.co.uk> wrote:

> On Mon, 10 Mar 1997 14:27:16 GMT, bales@garonne.stortek.NOSPAM.com (Nicholas
> Bales, Toulouse, France) wrote:
>
> >I have an STFM with TOS 1.2 and an STE with 1.62. I have made a TOS image of
> >the 1.62 ROM. How can I make the STFM boot with the 1.62 TOS image ?
>
> You can't unless you have a piece of software to go through the TOS image and
> relocate every single address in it to an appropriate address in RAM and load
> the image to that area. Off hand I know of no such piece of software though I
> remembering hearing something about one being developed a few years ago.

I'm sure that I had such a utility that would allow you to do this but I
can't find it now :( Gemram does do this but takes up about 700k so I
am told but ifyou don't mind that then it's quite easy to get hold of.

> > Does the
> >ST check on the boot disk in search of a TOS file ?
>
> No.

Not 100% true, the St does indeed check for a bottsector that will
automatically load TOS as used with TOS 1.0 thus the very long wait when
you boot up without a floppy.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4752. Re: Yikes!!Something strange in partition 'E'!!Help!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970310222444231778@pwomar.demon.co.uk>
Source record: 126157

Ron A. Lukawitski <wl712@freenet.Victoria.BC.CA> wrote:

[snip]
>I noticed that the Taz 'folder' was still there
> after I had already deleted it.I picked it up with my mouse again
> to delete it and after my HD buzzed around for a bit an alert
> message appeared saying that it couldn't access that folder.
> I tried the 'open file' and 'show info' in the pull down menu
> of the desktop and that didn't work either. Will I have to reformat
> the whole HD? Is there a program out there that will just reformat a
> partition?Is there anything else I can do?
> My HD is an older FM with 60 megs run by a 1040ste/4 megs.
> Has anyone experienced this before?Any ideas or cures will be
> greatly appreciated.

My advice to you any anyone else with a Hard Drive is to go and buy
Diamond Ege before it's too late, it is the best util I ever bough and
has saved my HD loads of times, recovered files and optimised it
incredibly well and it will almost certainly fix your problem, I'd be
astonished if it didn't to be quite honest, it is made by Oregon
Research i don't have any contact details I'm afraid but they do have an
email address and I believe a web page too try a search engine, it's not
cheap but it's worth every penny.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4753. Re: SF 354 Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5g28iv$3sq@ornews.intel.com>
Source record: 126158

In article <33249b1c89bfc2@sn.no>,
hallvart@sn.no (Hallvard Tangeraas) wrote:
>
>Well, that's all there's to it. The power connector inserts into the plug
>on the drive just like before. Good luck!

Danger, Will Robinson! Danger! Danger!

The power plug on some SF354 drives has +12v where the PC-standard 720k or
1.44mb drive expects to see +5v! Plugging in without absolutely verifying
that the voltages are correct can cause a tiny puff of very expensive smoke!

----------------------http://www.teleport.com/~atari-----------------------
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--------------------ftp://ftp.teleport.com/users/atari--------------------

# 4754. Re: CEBIT

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703102220.a54687@ka2.maus.de>
Source record: 126159

RG>Are there any Atari-related companies/products at CEBIT this year?

ASH will be there (on the area from Apple).

RG>Are there any Atari-stores in Hannover nearby CEBIT?

Yes:

Digital Data Deicke
Nordring 9
D-30163 Hannover
Telefon: 49 511/637054 .. 56

and

M.u.C.S.
Gustaf-Adolf-Str. 11
D-30167 Hannover

Telefon: 49-511-7100599
Telefax: 49-511-7100845

Regards
Goetz

# 4755. Re: MagiC and memoryprotection. There is none?

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703102209.a54684@ka2.maus.de>
Source record: 126160

MK>MagiC hasn't got any memory protection

Right. MagiC has got a detection. At the end of every allocated memory block there is magic key word (AFAIK "KROM" or something like that). If it is overwritten by software MagiC warns you. Pro: runs on every ST, no PMMU needed. Con: Doesn't protect your system.

There is MAGROM from Uwe Seimet which protects the MagiC binary code in the RAM if a 030 PMMU is detected.

Regards
Goetz

# 4756. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703102228.a54686@ka2.maus.de>
Source record: 126161

JES>How can you say that?

Because I spoke to Andreas because of this problem last December. But perhaps I misunderstood you. I only know of the IDE timeout - as I had it on my Falcon. But I never had problems with the floppy.

JES>Partly correct, MiNT replaces some parts of GEMDOS.

Memory allocation and process handling, AFAIK. But not the disk routines ...

JES>But what has this got to do with the NVDI-problem?

I thought it is a MagiC problem?! MagiC is faster than TOS and MiNT. Compare to the PC: the best way to find out hardware problems is to install Linux. You'll never find minor bugs with DOS. (eeh, I don't want to say that MiNT is comparable to DOS, but I think you know what I mean).

JES>But Andreas Kromke has previously stated that there's no way to fix
JES>this,

How can software fix hardware problems? *If* the problem is the falcon hardware, then the only way to prevent is to slow down MagiC.

JES>If I use MiNT+N.AES my Falcon runs without a crash for hours

So do I when programming with MagiC (Mac).

BTW: TOS 4.04 waits three seconds for drive B: :-))

Regards
G&#65533;tz

# 4757. Re: Increase Falcon SCSI Speed?

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703102234.a54688@ka2.maus.de>
Source record: 126162

```
CH> JP> I have heard that there may be a way to increase the speed of
CH> JP> the Falcon SCSI port by replacing an IC. Does anyone know
CH> JP> anything about this? I believe it is the same SCSI controller
CH> JP> that is in the TT,

Right, it is the same controller. The problem is the DMA chip of the Falcon -
it is too slow. The same SCSI controller does 3,5 MB/s in my Performa. But I
don't think that it is easy to speed up DMA.
```

Regards
G&#65533;tz

# 4758. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703102211.a54685@ka2.maus.de>
Source record: 126163

D>MagiC boots much faster if there's a disk in the floppy drive.

Mmmh ... but there is an timeout, if no IDE device is connected.

D>it's another example of MagiC being primarily ST software that also
D>happens to run on the Falcon.

MagiC is written on a TT.

Regards
Goetz

# 4759. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5g2je5$np1@nnrp1.news.primenet.com>
Source record: 126164

On 10 Mar 1997 18:49:08, James Davies wrote:
>
>Hi folks!!
>
>
> Just a short question this!
>
> I've heard that CAB will never support JAVAscript at all..why???
> Surely JAVA is just another language? I'm not a programmer,
> but is there anyone out there who can tell nme why this is
> true?
>
Never is a long time, but...

Java is a big language. The source and related stuff to port onto
the Atari (or any other) platform is around 10Meg. It would take a
single person years to get a sucessful port, and the language is not
standing still. If you worked for a year to provide last year's model,
the nay-sayers would have a field day.

JAVA is different than Javascript. Two language implementations,
twice the effort. You see what I mean.

It would take the combined effort of many programmers willing to work
on such a project, and frankly no one I know is ready to take on that
kind of effort. Yet :)

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

# 4760. WTB: AtariWorks and GFA books

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@DreamSoft.com>
Message-ID: <3324D3F9.2CF7@DreamSoft.com>
Source record: 126165

Hello;

I want to buy the following Atari stuff

AtariWorks - will pay $20.oo plus shipping

GFA Books such as from Michtron

Please Email below

RClaunch@DreamSoft.Com
--
/|\ =-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=/|\
fuji LIVES! fuji LIVES! fuji LIVES! fuji LIVES!
/|\ =-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=/|\

# 4761. Re: -Re: Gemulator faq etc... plus Pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Mark Slagell <sluggo@ames.net>
Message-ID: <3324DB3D.47BA@ames.net>
Source record: 126166

Robert Goodwin wrote:
> 
> Damien Burke (damien@jetman.demon.co.uk) wrote:
> 
> : Yes, but it's not worth the bother. Try PacifiST instead, it's *much* bette
> 
> Are you running on a SCSI system? I am, and have heard from Frederic that
> others with SCSI systems have problems running it. When I run it, anytime
> the mouse is moved, it crashes out to DOS. When a key is pressed, it does
> a hard lockup.
> 
> My system setup is a 486DX4-100 on a VLB motherboard, 12 megs, a Reveal
> 400 meg tape backup, Soundblaster, and two hard drives (a gig and a 400
> meg) controlled by an Adaptec 1542C.
> 
> --
> Homepage: http://members.iglou.com/rsg0910
> 
> Sez who that a deaf person can't have fun on the net? No ears required!
> 
> Junk emailers beware: $500 fee charged for each junk and spam ad.
> -Sending the junk email indicates acceptance of these terms.

I'm having problems with pacifist too, starting just with 0.35. The
previous version ran okay, but now I get 'motorboat' sounds from the
speakers and a system crash just after the memory test.

# 4762. Atari Jaguar, Jag CD, Lynx stuff

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: lynx@earthlink.net
Message-ID: <5g1l2t$8g0@lois.zippo.com>
Source record: 126167
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Atari Jaguar, Jag CD, Lynx

http://www.vglq.com

# 4763. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <332421D8.7867@cfcsc.dnd.ca>
Source record: 126168

please@no.spam.mail.here.mettav wrote:
...
> Doesn't ordinary TOS do that just as well? Personally, I always keep a
> floppy in the drive (actually it's my HDDriver master disk!) just in case of
> emergencies. It's not a problem is it?

Yikes!
wouldn't you feel safer if you kept a 'backup' of your HD Driver floppy in
the a: drive? I would. :^}

# 4764. Re: Q:Atari Mega ST, how to skip programs at the start??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <332425FB.783E@cfcsc.dnd.ca>
Source record: 126169

Nicholas Bales, Toulouse, France wrote:
>
> In article <5fu404$fcv$4@nz12.rz.uni-karlsruhe.de>, ut13@ab293.rz.uni-karlsruhe.de
(Guentcho Skordev) wrote:
> >Hello,...
> >Can somebody tell me how to avoid such situations and how to overcome them,
> >when they are already reallity? I have TOS 1.02 and a MEGAFILE 20, the
> >floppy works OK.
> >Regards
> >Guentcho
>
> Why not boot on a floppy ?If you boot the hard drive from a floppy, it will run the auto
folder
on your hard drive. not what you want! :^)

hold down the 'alt' key when booting. install drive C, and rename/delete that pesky
program!

## 4765. Opus 2.2 can I still register

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: ACA126@news.salford.ac.uk
Message-ID: <5g1j5r$7ls_001@salford.ac.uk>
Source record: 126170

I have found Opus indispensable on my ST (I did an entire Quattro Pro assignment on it for University and got _Very_ respectable marks)and now I want to register it. Does anyone know if this is still possible as I see that the program is now 8 years old.
If it isn't could anyone
point me to another spread sheet that is GEM but not LDW Power or Texel. It must be able to produce graphs as good as Opus in GEM Metafile format. And have statistical test's such as K Spread 2.(Lotus and/or Excel compatiblity would be nice but it's not essential)

Leon L Robinson
Still running at 8MHz and proud

# 4766. Atari ST and Monitor For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: emr <emr@loop.com>
Message-ID: <3325007B.3344@loop.com>
Source record: 126171
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have a 1040STf and an SC1224 color monitor for sale.
The ST is is in great shape electronically and cosmetically.
It comes with the mouse and power cable, but that's about it (maybe a game or two).
The monitor works fine as well, but every now and then it suffers horizontal squeeze (not extreme). It fixes itself, or goes away with a tiny tap.
I'd like to sell the 2 together for $80 + shipping (probably a total of about $110). Local pick up would be best (pasadena, CA) and might consider some interesting trades (midi gear, a Jag system, etc)

Thanks!
Rhett Brown
emr@loop.com

# 4767. New PaCifiST emulator available at my page. Has sound support!

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Neeps@neeps.com
Message-ID: <5fv0il$3f5$1@nuacht.iol.ie>
Source record: 126188

Get it at

http://www.iol.ie/~ajankows/st/pacifist.html

# 4768. Re: -Re: Gemulator faq etc...

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc2ceb$7ba6d8c0$ccf882c1@snapper.dial.pipex.com>
Source record: 126189

I think I remember now....

You wrote the Budgie UK Jetpac didn't you Damien?

I am impressed with that, sorry I didn't remember in
my first reply... it's great anyhow.

Did you know I did an ST emulator for the Amiga 1200
and included your Jetpac on that?

Along with the following...

Chris Skellern games: Jusse, Starburst & a pacman (type)
Kathy Steinbach's Escapade (you should meet her one day!)
Delta Forces MATCH_IT
An old Galaxian type (Vellum Internecinum. Or something?)

They all ran very well indeed, even though only a 14MHZ CPU!

But I'd no need to do a 68000 emulator.

And I ran them all with no TOS at all! I just wrote versions of
the most common 50 or so traps used in games!

So, no OS needed... the best games don't do they?

Also I had a YM sounchip emulator, in which you could
manually alter the waves, instead of always using square waves...

-----

Did someone post on this group a message, asking for the
cuddly demos (main menu) etc to work on emulation?

Well, the main menu (& a couple of interia demos) would
-NEVER- work, -unless cheating...

The same goes for my ST OVERSCAN INVADERS & SIDELONG.

Not a hope mate, these all relied on 'bugs' in the hardware.

Goth of the Shapeshifters (long time since I wrote that).

Gary.

## 4769. Atari monitor cable????

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: stephen <stephen@hk.net>
Message-ID: <33237014.4D85@hk.net>
Source record: 126190
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just picked up a color Atari monitor with no cable.

Can someone please post the pin connections from the 13-pin at the back
of the atari to the 15-pin on the back of the monitor...

Thanks,

Stephen.

# 4770. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <5fvrjd$b00@news2.delphi.com>
Source record: 126191

On 4 Mar 97 15:58:28 GM, Rich Tietjens wrote:
>In article <01bc1e17$04c17680$844badc7@mweber>,
> "Mike Weber" <mweber@li.net> wrote:
>>
>>Atari is dead... They got bought out by another company... Anyone have
>>those tos images ?? I can't find them anywhere!
>
>1. You're wrong. Atari bought JTS Technologies, not the toher way 'round.
>
>2. JTS Technologies now owns the copyright to TOS and the Atari version of
>GEM.
>
>3. Your request for pirated software in a public forum, in violation of US
>Federal law, has been noted. Your postmaster has been notified, and if he
>fails to terminate your account, he then becomes an accessory after the fact
>to "conspiracy to defraud" which will end with JTS Technologies owning
>li.net, and him in prison.
>
>Have a nice day.
>
>
>
>----------------------http://www.teleport.com/~atari----------------------
> ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
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> for further information, email: CANADA: info@compdirect.com
> Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
>--------------------ftp://ftp.teleport.com/users/atari---------------------
>.

___ ___
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# 4771. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5fvs2r$ghv@ccshst05.cs.uoguelph.ca>
Source record: 126192

please@no.spam.mail.here.mettav (please@no.spam.mail.here.mettav) wrote:

: I just checked the instruction book for my NVDI, and it states...

: "In this version NVDI incorporates Speedo and Truetype vector font scalers.
: An optional postscript type 1 module is also available. together with the new
: printer and image drivers.

I have my manual here beside me, and my reading of the context of the
quote you posted suggests that the Posctscript module does nothing more
nothing more than add Type 1 support. The "new printer and image drivers"
are those included with NVDI, not any new ones that come with the
Postscript module.

: Time for some thinking it seems.

Think? Why bother? <g>

THeo

# 4772. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <5fvs6m$ghv@ccshst05.cs.uoguelph.ca>
Source record: 126193

Thomas A. Lamparty (lamparty@concentric.net) wrote:
: Back to his original question! There was a European program along the
: lines of Ultrascript, but it used real Postscript fonts, instead of the
: clumsy solution that you had to use to get a decent output from
: Ultrascript. Thing is I can for the life of me remember the name of that
: program!!

I believe you're thinking of CompoScript. Again, it was a Postscript
interpreter, doing much the same job Ghostscript does effectively now.
You still had to be able to get Postscript out of your programs to feed
into it.

THeo

# 4773. Users Group Meeting: Madison, WI

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: dkendall@facstaff.wisc.edu
Message-ID: <5g005l$1lhm@news.doit.wisc.edu>
Source record: 126194

Friends,

The Madison Area Atari Users Group (MAAUG) will hold its monthly meeting on Tuesday, March 11, 1997 from 6:30 to 8:45 pm at the Madison Public Library, Central Branch, corner of Fairchild & Mifflin Sts. Look for MAAUG in the Madison Room on the 2nd floor. Note that the start time of the meeting is one half-hour earlier than our regular schedule. Some members feel we need more time to share our Atari enthusiasm, so we'll give it a try! We hope to be doing graphics demos on a TT030, if all goes well.

Come join members from across southern Wisconsin with diverse interests in MIDI, desktop publishing, graphics, internet applications and games who are helping keep Atari alive in the Badger state.

Doug Kendall
Madison, WI
dkendall@facstaff.wisc.edu

# 4774. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Mike Weber and Chris Tabacco <mweber@li.net>
Message-ID: <33239775.4B11@li.net>
Source record: 126195
Body handling: HTML body converted to readable text

>>Atari is dead... They got bought out by another company... Anyone have
those tos images ?? I can't find them anywhere!
>1. You're wrong. Atari bought JTS Technologies, not the toher way
'round. >
>2. JTS Technologies now owns the copyright to TOS and the Atari
version of >GEM. >
>3. Your request for pirated software in a public forum, in violation
of US Federal law, has been noted. Your postmaster has been notified,
and if he fails to terminate your account, he then becomes an accessory
after the fact to "conspiracy to defraud" which will end with JTS
Technologies owning li.net, and him in prison.
>Have a nice day. >

You must be joking???
I have done nothing wrong. I merely make a request which at that time I
did not know the images where copyrighted!
Anyway your moranic attempts to disconnect me from my service provider
have been noted!

>>Atari is dead... They got bought out by another company...
Anyone have those tos images ?? I can't find them anywhere!

>1. You're wrong. Atari bought JTS Technologies, not
the toher way 'round. >

>2. JTS Technologies now owns the copyright to TOS and the
Atari version of >GEM. >

>3. Your request for pirated software in a public forum, in
violation of US Federal law, has been noted. Your postmaster has
been notified, and if he fails to terminate your account, he then becomes
an accessory after the fact to "conspiracy to defraud"
which will end with JTS Technologies owning li.net, and him in prison.

>Have a nice day. >

You must be joking???

I have done nothing wrong. I merely make a request which at that time
I did not know the images where copyrighted!

Anyway your moranic attempts to disconnect me from my service provider
have been noted!

# 4775. Re: Increase Falcon SCSI Speed?

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_b9bd59fd_Claes.Holmerup@p5.dada.ct.se>
Source record: 126196

John Perez wrote this to All about Increase Falcon SCSI Speed?:
JP> I have heard that there may be a way to increase the speed of
JP> the Falcon SCSI port by replacing an IC. Does anyone know
JP> anything about this? I believe it is the same SCSI controller
JP> that is in the TT, and the speed patch originated for the that
JP> system.

I have no idea of an existing speed patch, but since the bus in the Falcon is asynchronous, I believe it should be possible to put a SCSI-chip with a higher clock rating and simply supply a faster clock to the clock input pin on the chip.
I've seen the same SCSI-chip with twice the clock rating of the Falcon's original on an accellerator board for Amiga 1200, so it should be possible to get one. If I stumble on a distributer that can supply me with the chip, I'll try making such a modification myself - just to see what happens...

Best regards,

Claes

********** New Equipment: Philips CDD2000 CD-writer **********
e-mail claes@dada.ct.se * Atari Falcon 030/36MHz+16MB+5.5GB+Zip
fidonet 2:200/136.5 * 6.7*CD+UPS+OL400+Samsung17GLsi+USR33600
fujinet 7:102/105.5 * Cubase Audio+FDI+JAM8+MO4+various synths
nest 90:1102/116.5 * These are essential working tools in my
saknet 79:121/103.5 * recording studio-with many other uses also
**********

# 4776. Re: Q:Atari Mega ST, how to skip programs at the start??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E6tDC8.Gtn@iglou.com>
Source record: 126197

Guentcho Skordev (ut13@ab293.rz.uni-karlsruhe.de) wrote:

: I have installed an accessory program in my auto folder. It didn't work ant
: the computer rebooted again and again :-(. I didn't know how to stop it.
:
: At the end I did it after a lot of tries to turn off the power of the HD at
: the right moment. I guess this wasn't a good idea, but only this helped.

This happened to me a few times. The first time, I attempted to take the connector out of the hard drive. That took awhile, and nearly crashed the drive. Bad idea. Drove me nuts.

Next time, I turned off the hard drive and computer, turned on the computer, turned on the hard drives, and ran the program that allows me to get back into the drives. All this with the ICD Utilities. Finally, delete the offending file, or move it, and reboot normally.

: Can somebody tell me how to avoid such situations and how to overcome them,
: when they are already reallity? I have TOS 1.02 and a MEGAFILE 20, the
: floppy works OK.

There's not much of a way to really avoid it, but there's a keypress, I believe, that allows you to bypass the loading of the AUTO folder, I believe. I've never used it, so I forget what it was.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 4777. Re: -Re: Gemulator faq etc... plus Pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E6tCz2.G2A@iglou.com>
Source record: 126198

Damien Burke (damien@jetman.demon.co.uk) wrote:

: Yes, but it's not worth the bother. Try PacifiST instead, it's *much* bette

Are you running on a SCSI system? I am, and have heard from Frederic that others with SCSI systems have problems running it. When I run it, anytime the mouse is moved, it crashes out to DOS. When a key is pressed, it does a hard lockup.

My system setup is a 486DX4-100 on a VLB motherboard, 12 megs, a Reveal 400 meg tape backup, Soundblaster, and two hard drives (a gig and a 400 meg) controlled by an Adaptec 1542C.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 4778. Re: -Re: Gemulator faq etc...

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E6tDn5.HK2@iglou.com>
Source record: 126199

SNAPPER (snapper@dial.pipex.com) wrote:

: Anyone know what this VBE2.0 (or whatever) is?
:
: i.e where to get it etc.
:
: Apparently needed for the HBL's (raster) interrupts to work?

Looks like it, though I just got it, in hope that it will help me run Pacifist. Read my previous message to see what sort of problems I'm having. Now, where to find it...

I went out to http://www.filez.com, and did a keyword search on vbe2. It will get you a number of hits, on something like cvbe20, and that sort of thing. All you need, or so it seems, is vbe20.zip.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 4779. Re: STReport #13.10 (and MSIE woes...)

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: posthamster@atarinet.portland.or.NO.SPAM.us
Message-ID: <5g0c15$38o_020@news.vr-net.com>
Source record: 126200
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,alt.atari-jaguar.discussion

In article <5fqq5a$in5$1@mhadf.production.compuserve.com>, Dana Jacobson
<71051.3327@CompuServe.COM> wrote:
>
> 03/07/97 STR 1310 Celebrating Our Tenth Anniversary 1987-97!
>
<SNIP>
>
> Microsoft Fixes IE Bug

Yes, but only the first one. <G>

Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
atari@teleport.com | my personal position
GRUNT Computing - Support for | only and probably
Atari users worldwide | horrify my employers.

# 4780. Re: TOS Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: posthamster@atarinet.portland.or.NO.SPAM.us
Message-ID: <5g0dsh$ic_004@news.vr-net.com>
Source record: 126201

In article <3320E199.501E@li.net>, Mike Weber and Chris Tabacco <mweber@li.net> wrote:
> I own an Atari
>ST. The hard drive is bad so I need to get the images.

If you have an ST, and you have a working floppy drive, you have the hardware necessary for making your own images.

> Second of all we
>are talking about the "ST" platform! Which doesn't exist anymore. No
>support, barely any new software etc.

You're dead wrong on that score - failure to find new software or support can be caused by failing to look. I have a small list of resources at my Web page.

> I can't even find a dealer near me that will fix my drive!

Email info@compdirect.com if you want repairs. Actually, if it's the usual 30 megs or smaller drive, it's probably cheaper to get a Mac-compatible drive and the ICD Link II or Norbert's Link96 - in a nice 500+ megs size.

>I think getting the permission to
>post all those great old ST games is a great idea!!

So do I - but the key word there is "permission." Which you haven't even mentioned until this post, if memory serves.

Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
atari@teleport.com | my personal position
GRUNT Computing - Support for | only and probably
Atari users worldwide | horrify my employers.

# 4781. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: posthamster@atarinet.portland.or.NO.SPAM.us
Message-ID: <5g0ddh$ic_002@news.vr-net.com>
Source record: 126202

In article <857757350_OASIS_@ping.be>, Martin.Byttebier@ping.be wrote:
>
> In article <94281434_000003_OASIS_NEWS@the-gap.demon.co.uk>
> gary@the-gap.demon.co.uk (Gary Priest) said:-
>
>>Having now bought myself a Zip drive to go with my trusty Falcon, and having
>>plugged it in, formatted a disk, and partioned it (probably wrongly).
>
>Make sure you've set the "compatibility option" of the partion menu of
>HDdriver to "TOS Standard"

That's a good tip - but I had a similar problem at first using my NEC CD-ROM o
nthe SCSI port. Borrowed a different cable from Max Denebian, and the problem
disappeared - and the same cable works fine for him. Wierd.

Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
atari@teleport.com | my personal position
GRUNT Computing - Support for | only and probably
Atari users worldwide | horrify my employers.

# 4782. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970310031508.21257B-100000@usr10.primenet.com>
Source record: 126203

On Sun, 9 Mar 1997, Tom Wilkinson wrote:

>This morning I got Gemulator Classic working with Tos 1.62 and it does
>work!
>
>Try running Calamus SL on less than four megs. You're highly restricted
>in modules and fonts. Calamus SL runs much better on Gemulator Classic
>with eight megs of memory than it ever did on my Falcon. It flies along,
>and I haven't been getting so many system crashes.
>
>
Bahhh BS.
I saw Gemulator classic with Tos 2.06 , calamus on a pece (486/66mhz)
well It just stinks. I would say about the speed of a 5 mhz stf.
So unless you have a p200, that might be ok. But hey running calamus
on TOS 1.6 (in your case) without color support. Kinda sad, ain't it?

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 4783. Live midi performance s/w needed for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <5g0h88$j14@preeda.internex.net.au>
Source record: 126204
Cross-posted to: alt.binaries.sounds.midi,comp.sys.atari.st

Is there any midifile player that will allow loading up about 10 midis
to be used as backing tracks for an Atari ST for live performance work?

There needs to be very little time inbetween songs in order to keep the
people on the floor.

Any info appreciated,

Thanks,

Julian

--

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| | | | |/ | / | /|/| ( _ | |/ |/ / _|/�/�|
\|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
(| julian@connexus.apana.org.au |) |)

# 4784. Re: Still got a DIM file laying around eating disk space

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3323C908.56A0@ooc.de>
Source record: 126205

Callum Baird Lerwick wrote:

> > p> Yep, it's an E-Copy file. Is it just me, or are the menus on E-Copy
> > p> *remarkably* similar to the Magic Shadow Archiver ? :)
>
> It is? Wha? Where do I get E-Copy? (not that I've looked...)

E-Copy is a commercial product distributed by mw electronic in Germany.
I don't know if it is also available abroad. I suggest you ask the
author about it, Robert_Weiss@r.maus.de.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 4785. FS/T: Atari ST software [03/10/97]

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <5g0hgf$4lo@dfw-ixnews5.ix.netcom.com>
Source record: 126206

If you are looking for something that isn't listed, please don't
ask (because if I had it, I'd list it). Also, please be sure to
read the entire message carefully before you ask me any questions.
This will save us both some time. Thanks! -- MJN

*****

All VGA FS/T lists are updated weekly and are available on the WWW at
http://www.io.com/~vga2000/

This list was last updated on 03/10/97
---
I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3 for the first game
and $1.25 for each additional game, unless otherwise listed. If
you order enough items I can weigh the order as a package, which
might reduce the shipping costs.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. Please include your full
postal mailing address in your reply, along with a list of the
item(s) that you are interested in. This information is for
internal VGA use ONLY, and will NOT be sold! Also, you will
only be added to the VGA mailing list at your request!

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I
collect for over 50 different systems, so please feel free
to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

SOFTWARE:

ATARI ST COMPUTER:
---
New diskette(s) [still shrinkwrapped!]:
$ 7.00 Arkanoid (Taito)
$ 7.00 Art & Film Director (Epyx) -- $4 shipping, due to weight, counts as 1st item
$ 6.00 Battleship (Epyx)
$ 4.00 Bobo (Infogrames / Terrific Software)
$ 6.00 California Games (Epyx)
$ 6.00 Championship Wrestling (Epyx)
$ 4.00 Crash Garrett (Metal Hurlant)
$ 6.00 Death Sword (Epyx)
$ 5.00 Devon Aire (Epyx)
$ 5.00 Dive Bomber (U.S. Gold / Epyx)
$ 4.00 Dragon Scape (Free Spirit)
$ 5.00 Final Assault (Epyx)
$ 6.00 GFL Football (Gamestar)
$ 5.00 Golden Path (Firebird)
$ 5.00 Goldrunner II (MicroDeal)
$ 6.00 Impossible Mission 2 (Epyx)
$ 6.00 Karateka (Br0derbund)
$ 5.00 Knight Orc (Rainbird)
$ 6.00 L.E.D. Storm (Capcom)
$ 5.00 Lands of Havoc (Antic Software)
$ 6.00 Last Duel (Capcom)
$ 6.00 Man Hunter: New York (Sierra)
$ 4.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 6.00 Metro Cross (U.S. Gold / Epyx)
$ 6.00 Paint Pro (Abacus Software)
$ 5.00 Prime TIme (First Row)
$ 6.00 Quadralien (Spinnaker)
$ 6.00 Renegade (Taito)
$ 6.00 Space Quest: Chapter I (Sierra)
$ 5.00 Star Quake (Terrific Software)

$ 5.00 Star Ray (Logotron)
$ 7.00 Star Wars (Br0derbund)
$ 5.00 Stunt Track Racer (Microplay)
$ 5.00 SwiftaR (Accustar)
$ 6.00 Techno Cop (U.S. Gold / Epyx)
$ 6.00 The Advanced OCP Art Studio (Rainbird)
$ 6.00 The Games (Epyx)
$ 5.00 The Pawn (Rainbird)
$ 5.00 The Sentry (Firebird)
$ 7.00 Tower Toppler (U.S. Gold / Epyx)
$ 7.00 Warship (Strategic Simulations, Inc.)
$ 6.00 Winter Games (Epyx)
$ 6.00 World Games (Epyx)
$ 6.00 World Karate Championship (Epyx)
$ 5.00 Zero Gravity (MicroDeal)
$ 5.00 Zynaps (Hewson)

*****

To reserve any item(s) listed here, please contact me (please read the SALES CONDITIONS section first). Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

# 4786. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3323CB81.336B@ooc.de>
Source record: 126207

Gary Priest wrote:

> If I partition the zip disk under TOS4.04 to 100meg, standard TOS format,
> TOS4.04 recognises the disk and allows me access to it. Ok.
>
> If I partition the zip disk under MagiC5/MagxDesk3.20 to 100meg, standard
> TOS format, I can no longer access it. MagiC reports 'invalid drive -46'

This is strange because the result of partitioning a drive is
independant of the operating system you run when partitioning.

> BTW, when I boot my Falcon says SCSI ID 0.0 is ZIP drive and 5.0 is
> Falcon030. Is this correct?

I would expect it the other way, i.e. the ZIP having ID 5.
Usually if initiator identification/bus arbitration is active (on your
system it is, otherwise the Falcon had no SCSI ID of its own) the
computer gets the highest ID, i.e. 7.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 4787. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3323CC51.314C@ooc.de>
Source record: 126208

Christopher Good wrote:

> I think you'll find it's the formatting that does it. I just partition
> them. DB3 used to freeze up all the time when I formatted them.

You can't do anything wrong when formatting a drive. The result is
always the same, regardless of the computer platform you're running or
the software you use for formatting. SCSI drives do formatting totally
on their own if they get the appropriate SCSI command. Formatting itself
cannot be influenced by software.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 4788. Re: -Re: Gemulator faq etc...

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <3323c9ab.1748331@news.demon.co.uk>
Source record: 126209

On 9 Mar 1997 23:50:09 GMT, "SNAPPER" <snapper@dial.pipex.com> wrote:

>Anyone know what this VBE2.0 (or whatever) is?
>
>i.e where to get it etc.
>
>Apparently needed for the HBL's (raster) interrupts to work?

It is. Some graphics cards come with a proggy to support VBE 2, otherwise you need something like UNIVBE (now known as Display Doctor), which comes free with some commercial games or is available as shareware. Do a search for SciTech Display Doctor and you'll find it, or search for sdd53.exe.

--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

## 4789. Re: -Re: Gemulator faq etc...

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <3323ca3a.1891534@news.demon.co.uk>
Source record: 126210

On 10 Mar 1997 00:40:27 GMT, "SNAPPER" <snapper@dial.pipex.com> wrote:

>I think I remember now....
>
>You wrote the Budgie UK Jetpac didn't you Damien?

:)
No. I did write *something* but I totally forget what it was now.
Strange how your memory goes...

>Well, the main menu (& a couple of interia demos) would
>-NEVER- work, -unless cheating...
>
>The same goes for my ST OVERSCAN INVADERS & SIDELONG.
>
>Not a hope mate, these all relied on 'bugs' in the hardware.

Bugs can be emulated too :)
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4790. Re: -Re: Gemulator faq etc... plus Pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <3323cb49.2163017@news.demon.co.uk>
Source record: 126211

On Mon, 10 Mar 1997 06:06:38 GMT, rsg0910@iglou.com (Robert Goodwin) wrote:

>Are you running on a SCSI system? I am, and have heard from Frederic that
>others with SCSI systems have problems running it. When I run it, anytime
>the mouse is moved, it crashes out to DOS. When a key is pressed, it does
>a hard lockup.

No, I'm not, but I have one here at work so I'll try it today and see what
happens.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4791. STuff for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Reg Loeppky <a50146w8@awnet.com>
Message-ID: <3323C2DD.28F8@awnet.com>
Source record: 126212

Below is a listing of computer stuff I have for sale. All prices are negotiable.
The prices shown are in Canadian dollars which are worth less than the U.S. dollar by
about 25%. This means that the prices shown would be about 25% less for someone
paying in U.S. dollars. I am in Canada (surprise, surprise) and I can ship COD in Canada.
All Shipping is extra. For foreign buyers I can take Mastercard and again, the shipping
is extra unless your order is over $250.00 Cdn, then I will pay the shipping for a
ground parcel. Money Orders are also acceptable.

You may email your order or questions to reg@awnet.com

or you may call me at 204-488-7183

Atari Books

Papa's Grafik Guide to Atari Works Word
Processor $5.00
Turner Intermediate & Advanced Atari ST
Subjects $5.00
Turner Third Book of Atari ST
Topics $5.00

Atari Hardware
720 K
Disks
$0.10
720K Bare Atari Disk Drive
(Working) $10.00
720K Disk Drive & Case (working parts-needs
cable) $15.00
Atari BMD Mouse Replacement
Cable $0.50
Atari Falcon Colour Monitor
Adapter $25.00
Atari Mouse/Joystick 6 ft Extension
Cord $2.00
Atari SM124 Mono
Monitor $55.00
Clarity 16 Sound & Midi Sampler for
Falcon $75.00
Deluxe True Mouse (the smoothest

ever) $45.00
Epyx Hand Held
Joystick $25.00
Falcon Internal IDE Mounting
Bracket $10.00
Falcon Speed 286 Dos/Windows Card for Falcon
$200.00
Golden Image Cordless
Trackball $50.00
Golden Image Pen Mouse
(2) $35.00
Screenblaster 1 & 2 for
Falcon $75.00
Video Image Digital Interface for ST and
STe $35.00
VideoMaster Falcon
$100.00
VideoMaster ST &
Ste $65.00

Atari Jaguar
Alien V Predator
Game $45.00
Atari Jaguar 64 Bit Game
System $89.00
Cybermorph
Game $5.00
Jaguar 64 Bit Multimedia Game System w Jag Banner
$100.00
Jaguar Attack of Mutant Penguins
Game $90.00
Jaguar Braindead 13 CD
Game $90.00
Jaguar
Controller
$25.00
Jaguar Defender 2000
Game $90.00
Jaguar Fight For Life
Game $90.00
Jaguar Myst CD
Game $90.00
Jaguar SVHS
Cable $30.00

Atari Magazines
Atari World Jan 96 (Collectors
Edition) $5.00
Current Notes Vol 15 Iss 2 Nov/Dec
95 $0.50
Current Notes Vol 16 Iss 2 Mar/Apr

96 $0.75
Current Notes Vol 16 Iss 3 May/Jun
96 $1.00
Nearly Complete ST Informer Collection with
Disks $15.00
ST Format Apr 96 Hitchhiker
Cover $5.00
Over 300 720K Magazine
Disks $20.00 for all

Atari Portfolio
Pocket Mac Portfolio Connection
Kit $35.00
Portfolio 64K Memory Card
(New) $35.00
Portfolio 64K Memory Card
(Used) $15.00
Portfolio AC
Adapter $5.00
Portfolio Hyperlist Data
Program $15.00
Portfolio Leather
Case $10.00
Portfolio Parallel
Interface $40.00
Portfolio Pocket
Modem $25.00
Portfolio Pocket PC 540K 5 Built In Apps including Lotus Spreadsheet
$300.00
Portfolio Serial
Interface $40.00
Tandy Portable Drive (works with
Portfolio) $25.00

Atari Software - Applications
Atari CD
Master $45.00
AtariWorks
$20.00
BitMaker Font Editor (Create PostScript fonts for
Pagestream) $15.00
Calamus SL & over 50 fonts (the top DTP program)
$100.00
CardFile
4.07 $30.00
CD Font Manager & 2000
Fonts $35.00
Crawly Crypt 1 CD (PD
Software) $25.00
Crawly Crypt 2 CD (PD
Software) $25.00

Cubase Lite
$135.00
EdHak 3.0 Edit any file - program or
text $10.00
FontVerter (Convert between Calamus & Pagestream
Fonts) $40.00
Geneva (Very Good
Multitasking) $60.00
Gram Slam Grammar Checker
3.22 $10.00
Grammar Expert
1.10 $10.00
GramSlam Grammar
Checker $10.00
Groliers Version 6 & Sara
Driver $70.00
Infopedia 1.05 CD &
Driver $90.00
Invision Elite (Bitmap Graphic
Editor) $35.00
LDW Power 2 (Lotus-like
spreadsheet) $60.00
Magic Mac (Run Atari Programs on a Mac)
$345.00
Mugshot (draw your
friends) $20.00
Neodesk 4.05 (The Ultimate
Desktop) $50.00
PageStream 2.1 with over 100 fonts (Postscript
DTP) $40.00
Papyrus Gold BEST Atari Word Processor
$150.00
Phasar 4.09 Intuitive Home
Accounting $30.00
PhotoShow Pro (Photo CD for
Falcon) $45.00
Spelling
Sentry $0.50
ST Accounts - Best Home Accounting
Program $20.00
STalker 3.05 - Best Communications
Program $45.00
Steno 2 (The Best Text
Editor) $25.00
Superbase Professional - A Great Atari Database
Program $50.00
Timeworks Publisher 2.04 (Falcon & Speedo Compatible
Version) $65.00
Wintertree
Thesaurus $25.00

Atari Software - Games
Bloodwych
$5.00
Centrefold
Squares $5.00
King of
Chicago $5.00
Llammazap
(Falcon) $45.00
Ping 2000
(Falcon) $35.00
Rock N Roll Clams (Falcon &
STE) $35.00
Substation
$50.00
S.D.I.
$5.00
Tetris
$20.00
Total
Eclipse
$10.00
Transartica
(Falcon) $45.00
Zero-5 (Falcon &
STE) $50.00

Atari Software - Programming
GFA Basic 3.0 - Easy Programming
Language $50.00
GFA Basic
Book $15.00
GFA Training Boot Camp
Book $10.00
Programming with GFA Basic
Book $15.00

Atari Software - Utilities
Datalite 2 (Double your hard drive
space) $25.00
Diamond Back 2.42 Back Up your Hard
Drive! $25.00
Diamond Back
III $45.00
Diamond Edge
1.10 $30.00
Disk Doctor 1.2 - Repair Bad
Disks $1.00
HD Driver 4.5 Hard Drive
Utility $65.00
ICD Pro Utilities 6.5.5 - Format and Maintain Your Hard
Drive $30.00

Knife ST (Disk Repair
Program) $10.00
Newdesk Desk Icon CPX Editor for TOS
2.06 $10.00
SpeedoGDOS
5 $75.00
Toad Speedo Font Pack (50
fonts) $35.00
UIS III 3.32 (a great file
selector) $15.00
Ultimate Virus Killer
6.0 $25.00
Warp 9 3.81 for Falcon - Screen
Accelerator $25.00

Generic Hardware (Can be used by any computer)
15 inch Anti-Radiation/Anti-Glare
Screen $20.00
Floptical Disks (3.5 inch 21 megs
each) $12.00
Hand Held Cassette
Microphone $2.00
Midi Thru
Cable $5.00
Parallel 2 Printer
Switch $10.00
Parallel Printer
Cable $5.00
Scanpad for
Handscanner $2.00
SCSI Daisy Chain
Cable $18.00
SCSI Hard Drive Single Bay Case
$100.00
Serial DB9-DB25
Cable $2.00
Serial DB9-DB9 6 foot Extension
Cable $4.00
Serial Switch box for Null Modem & Regular
Modem $15.00
Tandy Portable Drive (works with
Portfolio) $25.00
Telex Stereo Wand Microphone With Stand for
Computers $15.00

Mac
Earthlink ExpressNet Internet for Mac & PC (includes Netscape 2 and
plug $40.00
Mac to SCSI
Cable $20.00
MacComCenter (Communications &

Faxing) $10.00
Working with Dbase Mac
Book $1.00

Miscellaneous
27 1 HR Video Tapes-great for your favorite shows! $1.00 each

PC
300 DPI Hand Scanner & DOS
Software $5.00
Earthlink ExpressNet Internet for Mac & PC (includes Netscape 2 and
plug $40.00
Fastpak Mail Mailing List & Mailing Label
Software $2.00
Key Grammar Checker
(DOS) $2.00
Lotus Freelance 2.01 for
Windows $50.00
MTEZ Data & Fax DOS
Software $1.00
PFS Prospect Contact Management Software
(DOS) $2.00
Point & Click Internet Kit for
Windows $2.00
Procomm Communications for
DOS $5.00
Software Toolworks Travel Companion Guide to 25 U.S.
Cities $2.00
Swift Forms Maker & Filler
(DOS) $1.00

## 4792. Yet another ST emulator page...

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <3323d4f4.4637658@news.demon.co.uk>
Source record: 126213
Cross-posted to: comp.sys.atari.st,comp.emulators.misc

http://www.jetman.demon.co.uk/st/index.html

Basically a UK mirror for the PacifiST files plus a basic guide to get PacifiST
running and some utils, including my MSA to .ST disk image converter.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4793. Re: Q:Atari Mega ST, how to skip programs at the start??

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: bales@garonne.stortek.com
Message-ID: <E6tL0M.A14@gazette.stortek.com>
Source record: 126214

In article <5fu404$fcv$4@nz12.rz.uni-karlsruhe.de>, ut13@ab293.rz.uni-karlsruhe.de (Guentcho Skordev) wrote:
>Hello,
>
>I have installed an accessory program in my auto folder. It didn't work ant
>the computer rebooted again and again :-(. I didn't know how to stop it.
>
>At the end I did it after a lot of tries to turn off the power of the HD at
>the right moment. I guess this wasn't a good idea, but only this helped.
>
>Can somebody tell me how to avoid such situations and how to overcome them,
>when they are already reallity? I have TOS 1.02 and a MEGAFILE 20, the
>floppy works OK.
>
>Regards
>
>Guentcho
>

Why not boot on a floppy ?

# 4794. Re: Steffen Scharfe

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvohcsw2po.fsf@emw.ericsson.se>
Source record: 126215

dhedberg@aristotle.algonet.se (Daniel Hedberg) writes:

> If it's our game Willie's Adventures, than I've got some good news...
> A new version of it will be out this week or at least in the beginning of
> next week. It has been _greatly_ improved since the version from February
> 1996, and it's still running at full speed (50 frames per second) on a
> standard Falcon030. Look out for it, and if you're not on the mailing
> list, it's definitely time to join it now! 8-)

Has it been tested on the Afterburner040?

Will that be a demo version which will be available?
So how do we join the mailinlist?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4795. Re: -Re: Gemulator faq etc... plus Pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <3323e7bf.9450315@news.demon.co.uk>
Source record: 126216

On Mon, 10 Mar 1997 06:06:38 GMT, rsg0910@iglou.com (Robert Goodwin) wrote:

>Are you running on a SCSI system? I am, and have heard from Frederic that
>others with SCSI systems have problems running it.

Right, just tried v0.35 on a machine with an Adaptec AH-1540CP/1542CP SCSI
adapter, and it worked fine, no problems at all.

What DOS mouse driver are you using? The one here is MS version 10.00; at home I
forget, but I think it's either MS version 8 or a no-name one that came with the
mouse.

One thing I did notice was that Win 3.1 wouldn't load after PacifiST had been
run... no bad thing :)
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4796. Re: -Re: Gemulator faq etc...

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5g0uup$gc2@lyra.csx.cam.ac.uk>
Source record: 126217

SNAPPER <snapper@dial.pipex.com> wrote:

> Damien Burke <damien@jetman.demon.co.uk> wrote in article
> <3323ed38.3388892@news.demon.co.uk>...
> Anyone know what this VBE2.0 (or whatever) is?

> i.e where to get it etc.

VBE2.0 is a standard way of programming video cards and is much faster than the standard VBE1.1. My videocard is fairly typical in that it has VBE1.1 onboard. However you can run a small program which emulates VBE2.0.

The most popular version is UniVBE (by scisoft or something like that). You can download a trial version from their homepage (can't look it up ATM as our network is *slow* during the day).

If you have an S3 card, you can try a freeware one at:
http://wwwmath.uni-muenster.de/math/u/mesched/s3vbe20.html

PS: Don't think that these programs slow your system down, UniVBE5.x (which actually provides VBE2.0) took up 8K of memory and tripled my Duke Nukem 3D framerate!

HTH

Adrian
--
adrian.bridgett@poboxes.com www.netforward.com/poboxes/?Adrian.Bridgett
finger apb25@apb25.emma.cam.ac.uk for PGP public key
---
Artificial Intelligence: the art of making computers that behave like the ones in movies. -- Bill Bulko

## 4797. Art for kids

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5g0urk$qm5@m1.cs.man.ac.uk>
Source record: 126218

Is there a UK distributor for this program? I was playing with a demo of it last night and I had so much fun! It's actually capable of some quite pretty results.

Now if only they'd add an option to import and export other file formats, virtual screen, graphic card support... :-)


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 4798. Re: Wanted: Atari ST memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5g0ukp$qjj@m1.cs.man.ac.uk>
Source record: 126219

In article <30918_please@no.spam.mail.here.mettav>, please@no.spam.mail.here.mettav (please@no.spam.mail.here.mettav) writes:
>As I've told Frido already, if a memory board is available for the Mega STe I
>will certainly buy it. Any other takers? Of all Atari machines, the one
>crying out for extended memory expansion capability is the Mega STe - what
>you might call the top-of-the-range of 68000-based Ataris.

Absolutely - 4Mb is comfortable so far, but if I could take it higher I would certainly buy more. There was a guy on this group who has a 10Mb board in his Mega STE but it required a lot of soldering and track cutting :-/

Perhaps all the people who would like a Mega STE memory expansion should mail aixit and let them know. It could maybe also be beneficial to people who use ordinary STEs.


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 4799. Re: Steffen Scharfe

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5g0u5u$qbf@m1.cs.man.ac.uk>
Source record: 126220

In article <5fkah5$b0m@epimetheus.algonet.se>, dhedberg@aristotle.algonet.se (Daniel Hedberg) writes:
>If it's our game Willie's Adventures, than I've got some good news...
>A new version of it will be out this week or at least in the beginning of
>next week. It has been _greatly_ improved since the version from February
>1996, and it's still running at full speed (50 frames per second) on a
>standard Falcon030.

Ah, great to hear this is still being developed. It's even better now? Look forward to seeing it!

---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

## 4800. Yikes!!Something strange in partition 'E'!!Help!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-10 00:00:00 UTC
From: wl712@freenet.Victoria.BC.CA
Message-ID: <E6twoF.549@freenet.victoria.bc.ca>
Source record: 126221

Something strange is happening in partition E of my HD.It all
started when I decided to make some room by clearing out some
unused programs that were downloaded of the net.I was trying
them out one at a time and deleting them if I felt that I
wouldn't be using them.I was trying out a nice terminal program
called TAZ.I liked it but I'm using stalker now and it does the
job for me just fine.I deleted Taz and everything seemed to go
smoothly until I noticed that the Taz 'folder' was still there
after I had already deleted it.I picked it up with my mouse again
to delete it and after my HD buzzed around for a bit an alert
message appeared saying that it couldn't access that folder.
I tried the 'open file' and 'show info' in the pull down menu
of the desktop and that didn't work either. Will I have to reformat
the whole HD? Is there a program out there that will just reformat a
partition?Is there anything else I can do?
My HD is an older FM with 60 megs run by a 1040ste/4 megs.
Has anyone experienced this before?Any ideas or cures will be
greatly appreciated. Thank you
//// Ron Lukawitski\\\
http://islandnet.com/~luka/lessbass.htm
\\\ELECTRIC BASS LESSONS ON THE NET////

# 4801. Re: Live midi performance s/w needed for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <33249b1a89a731@sn.no>
Source record: 126023
Cross-posted to: alt.binaries.sounds.midi,comp.sys.atari.st

On Mon 10-03-97 08:37, Julian Gifford (julian@connexus.apana.org.au) wrote:

>Is there any midifile player that will allow loading up about 10 midis
>to be used as backing tracks for an Atari ST for live performance work?
>
>There needs to be very little time inbetween songs in order to keep the
>people on the floor.

If you're talking about .MID files (MIDI files) there's a player called
"smf_play" which seems to do the job.
I haven't actually tried it with my MIDI setup yet though, but it looks
fine.

Hallvard
--
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
Greetings from Norway! -Land of the fjords and midnight sun
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
URL hyperlink-launchpad: <http://home.sn.no/~hallvart/>

# 4802. Re: SF 354 Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <33249b1c89bfc2@sn.no>
Source record: 126024

On Sun 09-03-97 06:01, Jeff Thomas (Yanni@ix.netcom.com) wrote:

>Need some help... I have two SF354 floppies with no power cords. I have
>been able to power one up by using a power cord from my IBM pc. Other than
>the power cord problem, I dont have any 360k disk and I cant format a 720K
>disk down to 360k. I want to know if anyone has tried to use a 1.44floppy
>drive but use 720K disk. I do not have any disk or software for the
>computer so I am willing to try anything so that I can start downloading
>programs from the net. YES I have tried to find a 720k floppy drive but
>they are few and far between.

Yes, you can use a standard 'PC type' 1.44Mbyte disk drive with your ST!
That is, you'll only be able to use it in DD mode (720K) unless you do some
serious modifications (especially if the drive has no jumpers like most of
todays disk drives). But I guess that's not a problem for you since you
asked for 720K replacement drives...

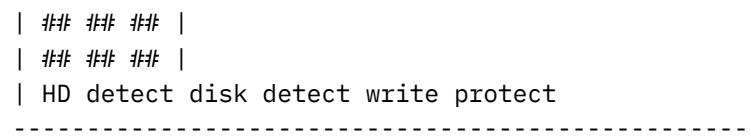
I've successfully been able to adapt 2 different disk drives with my STe-
both of them different versions of the Sony MPF-520-1. It seems to handle
the Atari styled front-panel and "eject button" with a minor modification
to the drive, in case you don't want to expand the eject button hole in
your computer's casing. I guess you can figure that part out for yourself.

Back to making the drive work...
This is what you need to do once you've gotten hold of a new drive:

-There is at least one jumper on the drive; it selects drive 0 or 1. This
is usually set for PC standards as "master" (drive A), but is opposite on
the ST, so you need to set this jumper to the other position.

-The wide 34 pin data-connector from the Atari ST circuit board to the disk
drive has to be fitted "upside-down" (i.e. you have to cut off the "lug"
which prevents this from happening). HD disk drives have their connectors
opposite of what the Atari DD drives do.

-Short the "disk detect" switch. Looking at the drive from the bottom (the
disk drive's circuit board) you'll see 3 micro-switches:




Front of disk drive

As you see it's the second switch from the right. Connect the two points of
this switch together. This is *very important*- if you don't do this you'll

risk messing up your disks!
...Because... the computer won't detect a disk change unless you do this (the PC detects a disk change differently) and will think you're using the same disk when in fact you've inserted a new disk. So when it tries to access that disk it gets all confused because there are other files there.

Well, that's all there's to it. The power connector inserts into the plug on the drive just like before. Good luck!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4803. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970311003900.TAA21925@ladder01.news.aol.com>
Source record: 126025

Hate to tell you that it was JTS Technoligies that bought stock in Atari not Atari from them. Man lighten up about all this copyright crap anyway. As I remember Rich owns a ST so he has every right to have an image copy of the tos roms. There is enought problems going on it this small Atari community without bitching and flameing each other. Try to get along, if you can't pick up all your marbles and go home!

Atari*Dave

# 4804. Re: Increase Falcon SCSI Speed?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970311004601.TAA22270@ladder01.news.aol.com>
Source record: 126026

The problem with doubling the chip clock is it could cause the system to become unstable and crash.

# 4805. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: charly@stud.uni-hannover.de
Message-ID: <5g2bmm$cc8$1@newsserver.rrzn.uni-hannover.de>
Source record: 126027

Well it is commercial now, you can buy it from application systems
heidelberg. Watch their web page at http://members.aol.com/ashinfo
and read the last ash news. It costs 30-50 DM.

So long Thorsten

# 4806. Re: Math Graphics Program where?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <5g2e8g$o1v$1@mark.ucdavis.edu>
Source record: 126028

afn14016@afn.org wrote:
: Hi, a while ago (about two weeks) someone posted the availability
: of a graphic program for Atari. I tried to download the program, but
: the nte was slow and did not get it.
: Now I can not find the posting. I am sure the programmer was from Germany.
:
: any one remembers the www address?

I think you may be referring to Eureka, a French program. Here's a URL:

http://www.ief.u-psud.fr/~lecoat/

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-------------------------------------------------------+

# 4807. FS: Spectre GCR w/ROMS $50

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1003971821100001@i500.oro.net>
Source record: 126029

$50 plus freight. Includes cartridge, 128K ROMS, User Guide, & Floppy Cable.

10 disks consisting of version 6.0.7 MAC System Software also available for $10.

Other items that are available are:

MacWorld Complete Mac Handbook $10. 3 inches thick, like a bible.
Quicken 5.0 $10.

Thomas

## 4808. Looking for "Unispec"

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: James <nuttall@spectranet.ca>
Message-ID: <01bc2dc1$dce27d20$923bbbcc@ast>
Source record: 126030

Can you help? I'm looking for an animation program that was put out by a company called "Trio Engineering"..it;s called "Unispec" . I have an Atari ST. thanks
nuttall@spectranet.ca

## 4809. David Oldcorn

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5g2l65$dm$1@kiyoko.communique.net>
Source record: 126031

Has anyone heard from David Oldcorn? I want to register his JPG220
viewer but his email address seems to be down. oldcornd@cs.man.ac.uk gets
no reply. I'm guessing his snail mail address is outdated too.
Dave

```
_____
/ /
||||||||||||||||====]: d@mail.sstar.com
\____\
```

# 4810. Re: Atari Lot's 'O Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Daniel Fangmann <dfang5@ibm.net>
Message-ID: <01bc2de2$4c190c20$42fd2581@default>
Source record: 126032

Following for sale:

MEGA STE/4MEG(removable SIMMS), TOS 2.06, 52MEG internal Quantum, Golden Image cordless trackball, Atari Mouse,
asking SOLD AlberTT VGA card, SOLD.

SLM804 Atari Laser, recently changed drum, works great with AtariWorks!, asking $150.(comes with an extra new toner cartridge-Atari LPS005)
SC1224 Atari Color Monitors, refurbished $55(original box); used $45(good condition).

PCM124 Atari PC Monitor, new, 9pin connector, original box, asking $50.

SM124 Atari Monochrome Monitor-used, works great...$50(original box incl.)

*** SCSI TOWER: 85meg Seagate HD, Sony CDU-541 CD DRIVE, ICD 155MB tape drive(5 extra tapes), 540 meg FUJITSU(new) HD, 50meg Seagate HD(new),50meg
SeagateHD, 6 SCSI devices in all, wired together in one new case with powersupply/fan with single output to LINK 2 SCSI Adapter, included with cable: recently constructed by Alex YU at ATY Computers, asking $550
Tower will boot automatically to any ST/STE without internal hard drive.
Full instructions to install to MEGA /ST/STE/TT with internal hard drive.

ICD driver software, tape backup software and ExtenDOS pro included!

1040 STF's, 1 meg, good used condition, tested, $65.

Jaguar Game System with CD Player, 2 controllers, Raiden, Highlander CD, Braindead 13 CD, Tempest 2000 Soundtrack CD, Blue Lightening CD, MYST Demo
CD, Vid Grid CD, like new, asking $150.

Aerochopper R/C Aircraft/Helicopter Flight Simulator. Includes actual Futaba 'Conquest' 4 channel controller that plugs into the cartridge slot on an Atari ST. Software, manual and original box
included. New Condition. Excellent program for a 1 meg Atari. asking $125.

Star NX1001- 9 pin dot matrix printer, like new, original box/owners manual, tractor feed or 'auto-load' single sheet. Print on both sides of paper! asking-$50.
Olivetti Ink Jet Printer-PR2300, includes 20+ new ink jet cartridges & AXIOM Printer Buffer 32K, asking $75. Like New!

Star SG-10 Printer with extra black and color ribbons, excellent condition, asking $40.

USA and Canada ONLY!! Dan F.
Shipped from New York.
***Note new e-mail address: dfang5@ibm.net

# 4811. Re: Live midi performance s/w needed for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: trond.einar.garmo@hf.ntnu.no
Message-ID: <5g2vse$8gm@due.unit.no>
Source record: 126033
Cross-posted to: alt.binaries.sounds.midi,comp.sys.atari.st

MIDI Spy from Codehead Software can do this and more. It even multitasks with almost any program, including other sequencers. But it is not free.

# 4812. Re: CAB with GlueSTiK/MiNTNet - doesn't

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: stephen@moroder.scotnet.co.uk
Message-ID: <5g299a$qee$2@florence.scotnet.co.uk>
Source record: 126034

In comp.sys.atari.st, michael@fastlane.net (Michael White) wrote:
>Well, there is a bug if a link uses dotted notation (e.g. 192.0.0.1
>instead of my.garbage.org). It locks up pretty nicely. Fortunately,
>since you're probably running Multitos, you just kill CAB.
>Netscape can resolve these, so not too many people will fix them if
>they work for Netscape.

That's surely because Netscape is right!

Stephen

# 4813. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: daymon@mammoth.psnw.com
Message-ID: <5g33fr$4ic@alpine.psnw.com>
Source record: 126035

```
From alpine.psnw.com!uunet!in1.uu.net!158.43.192.17!rill.news.pipex.net!pipex!cpk-news-hub
1.bbnplanet.com!news.bbnplanet.com!worldnet.att.net!news.maxwell.syr.edu!news.apfel.de!fu-
berlin.de!unihil!newsserver.rrzn.uni-hannover.de!studserv!charly Mon Mar 10
23:15:54 1997
Path: alpine.psnw.com!uunet!in1.uu.net!158.43.192.17!rill.news.pipex.net!pipex!cpk-news-hu
b1.bbnplanet.com!news.bbnplanet.com!worldnet.att.net!news.maxwell.syr.edu!news.apfel.de!fu
-berlin.de!unihil!newsserver.rrzn.uni-hannover.de!studserv!charly
From: charly@stud.uni-hannover.de (Thorsten Meier)
Newsgroups: comp.sys.atari.st
Subject: Re: STIK, Still alive??!!
Date: 11 Mar 1997 01:15:02 GMT
Organization: RRZN - Newsserver
Lines: 5
Message-ID: <5g2bmm$cc8$1@newsserver.rrzn.uni-hannover.de>
NNTP-Posting-Host: studserv.stud.uni-hannover.de
X-Newsreader: TIN [version 1.2 PL2]

>Well it is commercial now, you can buy it from application systems
>heidelberg. Watch their web page at http://members.aol.com/ashinfo
>and read the last ash news. It costs 30-50 DM.

No thanks! Not yet, anyway! I *STILL* haven't gotten STiK to work with my
ISP. We're both totally confused by this! I'm almost at the point where I
don't think it's even worth my time any more. So why would I want to pay
for something I can't use? If it worked, I would have no problem with
sending a generous amount (or as much as I could afford with my punny
college-student budget) to the authors or buying it, but if the commercial
version is as hard to get to work as the previous versions, it's not worth
my money, time, and frustration. Unless they've made some MAJOR
improvements, I really don't think it's even close to where it should be
to be deemed commercial software! It needs PPP and CSLIP, an easy to use
installation and configuration program, and a totally integrated web
browser, FTP, mail, news, and telnet to be worth paying for, IMHO. That
and the ability to be usable with my ISP!!! Ok, so maybe I'm just
frustrated and getting somewhat bitter. I really think that the software
itself looks pretty impressive, I just can't get the STiK to transfer any
data to the programs, rendering everything pretty much useless. So to me,
it's not worth paying full price for. It's kinda sad, too, because unless
they put free fully usable demos on FTP sites, I'll never get to try any
PPP or CSLIP compatible versions to see if that does anything. Oh well. I
guess I could try to plead with Netscape again to get them to make an
Atari port. Might be easier! ;)

Mike Freeman
daymon@psnw.com
```

# 4814. Re: Poll: What kind of hd backup do you use?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970311021015.20535A-100000@sparkie.gnofn.org>
Source record: 126036

On 10 Mar 1997, Mike Hopkins wrote:

->I'm don't have any way of backing up my hard drive except for floppies.

I put all my data files in one folder, and use STZip to compress the whole folder to a floppy. Thats for misc cfg, dir, num, inf, etc. files. Then I do the same for all my Pagestream docs, song files, etc. A seperate copy of STZip is configged for each archive. With the update option, STZip only compresses new or changed files in each folder.

->handler now. Would it work with these devices? For that matter, what is
->the best hard drive handler? I have heard of HDDriver. Who makes it and

I use HDDriver. Get it. Its good! Its written by Dr. Uwe Seimet, who is also reading this message :-)

Dave

```
_____
/ /
|||||||||||||||====]: dbg01@gnofn.org
\____\
```

## 4815. Re: Want to buy/sell...

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: koh@pixi.com
Message-ID: <5g3410$1cu@rigel.pixi.com>
Source record: 126037

But with Rezfool and NVDI, you can boot up in a genuine ST Medium. And with Blowup, you can get 640 x 480 TC interlaced. Its not good enough for many ST games, but is good enough for most purposes, incl. demo's.

# 4816. Re: -Re: Gemulator faq etc... plus Pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33251a5c.1036371@news.demon.co.uk>
Source record: 126038

On Mon, 10 Mar 1997 22:10:37 -0600, Mark Slagell <sluggo@ames.net> wrote:

>I'm having problems with pacifist too, starting just with 0.35. The
>previous version ran okay, but now I get 'motorboat' sounds from the
>speakers and a system crash just after the memory test.

Frederic knows about the sound problems and is looking into them, apparently you
don't get them his SB16. I get them on by SBPro clone too :(
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4817. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33251aac.1115924@news.demon.co.uk>
Source record: 126039
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Mon, 10 Mar 1997 22:24:41 +0000, Paul@pwomar.demon.co.uk (Paul Womar) wrote:

>Not 100% true, the St does indeed check for a bottsector that will
>automatically load TOS

Well, no, it checks for *any* executable bootsector so my originally answer was,
strictly speaking, correct.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4818. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Kevin Palmer <kpalmer@neosoft.com>
Message-ID: <33250DC6.4677@neosoft.com>
Source record: 126040

Charles Silver wrote:
=

> Are your really a HD expert? I respect your opinion, but not your "tast=
e".
> =

> Charles

-- I wouldn't call myself a HD expert only that I base my purchases on
research and first hand experience. Every person I know with a syquest
drive has had a failed disk and lost valuable data including myself. =

All of these cases involved disks that were very well treated. No
excess heat or dropping of these disk occured. Every Jaz and Zip owner
I know including myself has had no problem. I am not worried about the
speed difference in the Syquest and the Iomega because I use it only to
transfer files. No external disk is fast enough to worry about speed
differences anyway. The only time I worry about the speed of a disk is
when I need to ouput broadcast video. Even then you have an array of AV
disks striped to handle the bandwidth. I didn't have one isolated
problem with Syquest devices and make a blanket statement that they all
suck. I speak from my experience and the experiences shared by my
friends in the field.
Kev

=95 P I X E L =95 F L E A =95 S T U D I O S =95
Kevin Palmer
pgr 281+725+6737
net kpalmer@neosoft.com
url http://www.neosoft.com/~kpalmer

# 4819. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <33251E54.2015@ooc.de>
Source record: 126041

Robert Schaffner wrote:

> So your HD Driver can't take your ZIP as a device. Insert a ZIP Disk!
> (Before reboot)

HDDRIVER recognizes ZIP drives regardless whether there is a disk in
them or not. (I don't have such a drive but several users have told me
so. And because a ZIP is nothing else than a simple removable media
drive it works like any other drive of this kind.)

> You have activated Bus-Arbitration?

This is not necessary for the ZIP.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 4820. Re: Increase Falcon SCSI Speed?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <33251F89.2932@ooc.de>
Source record: 126042

Claes Holmerup wrote:

> asynchronous, I believe it should be possible to put a SCSI-chip with a higher clock rating and simply supply a faster clock to the clock

As far as I know this won't work. The DMA hardware sets the transfer speed limit, not the SCSI chip.

BTW, when talking about the Falcon transfer speeds differ considerably with different hard disk drivers. This especially applies for small sizes of the tranferred data block. I found HDDRIVER to be 50% faster than some other drivers in this case. The same applies for ST ACSI if the FAST ACSI option is enabled in HDDRIVER. You might want to check this.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 4821. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: dvaltd@dvaltd.demon.co.uk
Message-ID: <3325210C.22BB@dvaltd.demon.co.uk>
Source record: 126043

Goetz Hoffart wrote:

> D>it's another example of MagiC being primarily ST software that also
> D>happens to run on the Falcon.
>
> MagiC is written on a TT.

The source machine is irrellevent. I was referring to the target
machine.

Regards
Martyn

# 4822. Re: Java for Linux/68k?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <33252005.233A@ooc.de>
Source record: 126044

Annius Groenink wrote:

> Is there any way I can set up my Atari TT with a cable to
> my Linux/i86 machine so that I can play remote Java games
> with two people?

No.

> installing Linux/68k. But since there seems to be no
> Netscape for Linux/68k, is there a version of the JDK
> or similar Java development material?

No.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 4823. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3325204A.784A@ooc.de>
Source record: 126045

James Davies wrote:

> Surely JAVA is just another language?

Java and JavaScript are totally different things.

> but is there anyone out there who can tell nme why this is
> true?

You mean you want to hear another rumour?

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 4824. Missing Crystal ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E6vDxH.61E@gazette.stortek.com>
Source record: 126046

Taking a look at an old issue of ST Format that described the inside parts of the ST, I noticed a few things in comparison with my 2 actual STs:

-STFM was always supposed to stand for ST (integrated)F(loppy)M(odulator). As a matter of fact all STFMs don't have the RF Modulator. French models (like mine) don't have it because thay were sold with a SCART/Peritel cable that plugged directly into the monitor port. The modulator part of the board is completely unpopulated. The 'M' is still on the label underneath the machine though. I guess it just stand for the generation it belongs too.

-My STE doesn't have this either, but what bugs me a little bit more is a zone

to the left of the GLUE/MMU/Blitter chip (I think), which is also unpopulated.

This part was labeled on the ST Format maps as being the 'System 32Mhz Crystal

which is necessary for keeping the ST in sync with itself'. I suppose thay were wrong on this because my STE works perfectly well without the stuff. So the question is, what is this part that is missing on my STE's board ?

Nicholas Bales, Toulouse, France

# 4825. Re: Atari superjunky!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <5g399g$nsg$1@roch.zetnet.co.uk>
Source record: 126047

```
On 20 Feb 97 12:41:36 G, Maurits van de Kamp wrote:
>>Atari, for me, is the old and old Atari!!!!! I love Megamania & Pacman.
>>Seaquest is the most spetacular game of world!!!
>
>Look for an archive called VIDEO_G1.LZH. It is Pac Man, Pong and Space
>invaders in 1 game! Eat your heart out! :-)
>
>__
>
>Change is inevitable, except from a vending machine.
>
> =-------------------------------------------------------------------------=
> = B A S S M E N T S T U D I O - DDD power to the people! =
> = http://www.bassment.demon.nl/ =
> =-------------------------------------------------------------------------=
>
>
>.
```

# 4826. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E6vGqA.7AE@gazette.stortek.com>
Source record: 126048
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <19970310222441231581@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) wrote:
>Damien Burke <damien@jetman.nojunkmail.demon.co.uk> wrote:
>
[snip]
>> > Does the
>> >ST check on the boot disk in search of a TOS file ?
>>
>> No.
>
>Not 100% true, the St does indeed check for a bottsector that will
>automatically load TOS as used with TOS 1.0 thus the very long wait when
>you boot up without a floppy.
>
>

I suppose this is like the 'Format as system disk' on PCs... Are there any ST formatters that allow to format a disk with such a bootsector program ?

Nicholas Bales, Toulouse, France

# 4827. Re: Live midi performance s/w needed for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-1103970852500001@47.85.0.99>
Source record: 126049
Cross-posted to: alt.binaries.sounds.midi,comp.sys.atari.st

In article <5g0h88$j14@preeda.internex.net.au>,
julian@connexus.apana.org.au (Julian Gifford) wrote:

> Is there any midifile player that will allow loading up about 10 midis
> to be used as backing tracks for an Atari ST for live performance work?
>
> There needs to be very little time inbetween songs in order to keep the
> people on the floor.
>
> Any info appreciated,
>
> Thanks,
>
> Julian
>

There was such a product, a complete Midi player for live work, using just
an ST (no screen needed).You could load up as much midi files as memory
would allow, & selection was via the numeric keypad.

I forget the company's full name, I think it was "Hands on <something>"

They were in the UK.

They used to advertise in the UK music magazines.

--
Gerry O'Rourke
Materials Engineering
Nortel (Ireland) Ltd
E-mail gigxr01@nt.com

# 4828. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: "Thomas A. Lamparty" <lamparty@concentric.net>
Message-ID: <332535E4.1A57@concentric.net>
Source record: 126050

please@no.spam.mail.here.mettav wrote:
>
> This message from lamparty@concentric.net to All came in on a wing and a
> prayer...
>
> Hi Thomas!
>
> l> Back to his original question! There was a European program along the
> l> lines of Ultrascript, but it used real Postscript fonts, instead of
> l> the clumsy solution that you had to use to get a decent output from
> l> Ultrascript. Thing is I can for the life of me remember the name of
> l> that program!!
>
> CompoScript. It was very expensive too, probably because of the cost of the
> license to use the PS fonts.
>
> Since I can't follow threads in this area, I'm guessing that this isn't the
> answer to the question in the header, since CompoScript can only print PS
> files, not generate them.
>
> Regards, Derryck

Definite OOPS on my part! Forgot to mention again that Pagestream 2.2b
or latest version would use postscript type 1 fonts and output a
postscript file! One thing to remember is do all your setup in draft
mode (located in the same dialog box as set greeking) and only check the
final layout just before printing either to paper or disk with draft
mode turned off! Otherwise screen redraws were deadly slow even on my
16Mhz STe with anything other than the Pagestream fonts or default
Compugraphic fonts! In draft mode the PS font look like crap, but the
spacing is right, so setup isn't affected and a final check for
appearance, with draft off, is only necessary for your peace of mind! In
draft mode it's fast enough, even with PS fonts, that I didn't bother
with a text editor or word processor to enter the text, just typed it
straight in by hand! Heck of a program,especially at the price it's
going for now.
>
> --
>
> Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)
>
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> | The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (330)792-2580
TT 4+4 Meg 32 Mhz 280 M HD 14.4k bps | 24hrs 14.4k bps v32 SupraFax
Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 4829. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: "Thomas A. Lamparty" <lamparty@concentric.net>
Message-ID: <332538CD.4654@concentric.net>
Source record: 126051
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Robert Goodwin wrote:
>
> : >The STFM has a 6 chip version of the TOS 1.2. Can I put the 2 chip 1.62
> : >version in two of the sockets and have the STFM recognize them by setting
> : >jumper on the board?
> :
> : Dunno, I suspect not.
>
> Toad and some other companies have a 6-chip version of 1.62, so you can
> most easily use that. I've seen no jumpers to set on an STf, though I
> have two of them, using two different boards, though there are on an STE.

If you are extremely lucky, you will have the same revision mother board
as my first STf! It didn't have jumper as such, but did have solder pads
that could be changed enabling the rear most 2 sockets to be used for
the 2 chip version!

--
Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (330)792-2580
TT 4+4 Meg 32 Mhz 280 M HD 14.4k bps | 24hrs 14.4k bps v32 SupraFax
Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 4830. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: miitervo@jypoly.fi
Message-ID: <5g3d23$li1@mordred.cc.jyu.fi>
Source record: 126052
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <E6u04w.D3L@gazette.stortek.com>, bales@garonne.stortek.NOSPAM.com says...
>The STFM has a 6 chip version of the TOS 1.2. Can I put the 2 chip 1.62
>version in two of the sockets and have the STFM recognize them by setting a
>jumper on the board? Or will I have to write the two chip 1.62 onto 6 EPROM
>chips ? How would I do that?

Tos 1.62 is for STe, try 1.4 instead. You can install either 2 or 6-chip TOS into your ST, you'll just have to solder a thing or two to do (I suppose there are 3 (?) solder points marked 256 and 1mb, which you will have to chance).

Regards, Miika

# 4831. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvviv2yofc9.fsf@emw.ericsson.se>
Source record: 126053

Goetz_Hoffart@ka2.maus.de (Goetz Hoffart) writes:

> JES>But what has this got to do with the NVDI-problem?
>
> I thought it is a MagiC problem?! MagiC is faster than TOS and MiNT. Compare to
> the PC: the best way to find out hardware problems is to install Linux. You'll
> never find minor bugs with DOS. (eeh, I don't want to say that MiNT is
> comparable to DOS, but I think you know what I mean).

In which area is MagiC faster? If I use GEM-Bench wich isn't the best
program to judge this, MagiC is actually slower than both TOS and
MiNT+AES 4.1 or N.AES on my Afterburner040. Diskaccess for floppy is
realy slooooww under MagiC. On a regular Falcon the difference between
MagiC and TOS is so small that you doesn't realy notice it.

MagiC is nice, but it's not such a speed freak that some people claim
it is.

BTW. Linux works more stable than MagiC on the Falcon, so?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4832. Re: Willie's Adventures (was Steffen Scharfe)

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvhgiioea2.fsf@emw.ericsson.se>
Source record: 126054

dhedberg@aristotle.algonet.se (Daniel Hedberg) writes:

> 
> : Has it been tested on the Afterburner040?
> 
> No, not this new version. Not yet anyway.

About time that someone test it then. :-)

> : Will that be a demo version which will be available?
> : So how do we join the mailinlist?
> 
> Yes, this new version will be available for the public. To join the

Nice.

> mailing list write an email with your real name and email address to:
> 
> dhedberg@algonet.se
> 
> The default encoding type of files is mime-encoding. Although uuencoding
> is available too.

Got it.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4833. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5g2f0o$lpl@ash.ridgecrest.ca.us>
Source record: 126055

>Hate to tell you that it was JTS Technoligies that bought stock in Atari
>not Atari from them. Man lighten up about all this copyright crap anyway.
>As I remember Rich owns a ST so he has every right to have an image copy
>of the tos roms. There is enought problems going on it this small Atari
>community without bitching and flameing each other. Try to get along, if
>you can't pick up all your marbles and go home!
>
>Atari*Dave
>.

I thought Atari had made a "bridge" load to JTS until the merger
was approved and finalized, then at that time the investment would
be turned into shares. Thats what I got out of the deal. Anyway you
look at it, it was money from the Atari Corp going into JTS.

Mike

# 4834. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33255861.16914989@news.demon.co.uk>
Source record: 126056
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Tue, 11 Mar 1997 09:23:16 GMT, bales@garonne.stortek.NOSPAM.com (Nicholas Bales, Toulouse, France) wrote:

>I suppose this is like the 'Format as system disk' on PCs... Are there any ST
>formatters that allow to format a disk with such a bootsector program ?

Not that I'm aware of, you have to put the executable bootsector on yourself.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4835. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5g3lb3$r74@m1.cs.man.ac.uk>
Source record: 126057

In article <5fe5je$ej4@due.unit.no>, josk@ifi.unit.no (Jo Even Skarstein) writes:
>I just had a look at ASH's homepage, and found their answer to Draca's
>"MagiC hate page". One of the first things I noticed was that ASH accused
>him of piracy, the "evidence" was that he had changed the system-font!

Yes, I've seen this. Boy, this guy must feel really bitter to make a web page
about it!


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 4836. Re: Gemul8r >>HERE is how to make it work (ATT SNAPPER and others)

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5g3lne$r9u@m1.cs.man.ac.uk>
Source record: 126058

In article <33253595.588969@news.supernews.com>, BIGRIG@highway.com(BIGRIG) writes:
>It's hard to believe that the makers of this thing actually think
>people will buy it after trying the demo. Most people will have no
>clue on how to make it work due to the fact that they don't get a
>decent readme file with the package.
> Anyway here's how to make it work.........

<snip>

I really dont know what you are talking about.

To get gemulator-96-demo working on my machine, all I did was:

copy gem96dem.exe to c:\atari\gem96dem.exe
copy TOS 2.06 image to c:\magic_pc.os
run c:\atari\gem96dem

Thats it!

On startup a config dialogue comes up and asks you a few questions (like
which screen-mode you want as default) - when it asks about where your
TOS image is say 'auto detect' and it will find the magic_pc.os file.

At any time when you have the Win95 mouse cursor with Gemulator topped
if you press the mouse button you get the about box which has a menu
letting you access all of the config options.

Simple, eh? and it can access all my drives without me having to set up
any virtual drives (this includes my 8x CD).

I have to say that Pacifist seems more compatible for games than Gemulator,
but isn't (yet) as user-friendly. (personally I think the mon stuff will
be useful for me as a programmer)

Anthony

--
------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+------------------------------
Arse. KP Sack is complete, but we cannot distribute it yet...
-------------------------------------------------------------------

# 4837. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5g3m81$rip@m1.cs.man.ac.uk>
Source record: 126059

In article <5g3lb3$r74@m1.cs.man.ac.uk>, lais@cs.man.ac.uk (S94) writes:
>In article <5fe5je$ej4@due.unit.no>, josk@ifi.unit.no (Jo Even Skarstein) writes:
>>I just had a look at ASH's homepage, and found their answer to Draca's
>>"MagiC hate page". One of the first things I noticed was that ASH accused
>>him of piracy, the "evidence" was that he had changed the system-font!
>
>Yes, I've seen this. Boy, this guy must feel really bitter to make a web page
>about it!

I dont agree - Draco made a lot of valid points about Magic, which when
brought up here tend to be ignored, or are often off-loaded onto others
(eg. the 'blame the app' responses).

Magic has the potential to be good (and is in some peoples opinions), but
if ASH/2B/whoever are not prepared to listen to their (potential?) customers
then it is bound to cause them to become annoyed at being ignored.

My opinions of Magic are biased - I was even tempted to put up my own
list of pet hates about Magic for a while...

Anthony

--
------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+------------------------------
Arse. KP Sack is complete, but we cannot distribute it yet...
---

# 4838. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <5g3ot1$gs8@lira.i-way.co.uk>
Source record: 126060

rojewski@primenet.com (John M Rojewski) mumbled indistinctly:

>On 10 Mar 1997 18:49:08, James Davies wrote:
>>
>>Hi folks!!
>>
>>
>> Just a short question this!
>>
>> I've heard that CAB will never support JAVAscript at all..why???
>> Surely JAVA is just another language? I'm not a programmer,
>> but is there anyone out there who can tell nme why this is
>> true?
>>
>Never is a long time, but...

>Java is a big language. The source and related stuff to port onto
>the Atari (or any other) platform is around 10Meg. It would take a

True, but you don't actually have to do a version of the compiler,
all you need is an implementation of the Java virtual machine, which
is pretty much like implementing any other emulator (and there are
loads of them around already). I've looked at it and although it's not
a quick task, it's also not a really difficult one either (and no, I'm
not going to do it, I've got my hands full already).

Craig.

# 4839. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5g3rsd$ke9@due.unit.no>
Source record: 126061

Goetz Hoffart (Goetz_Hoffart@ka2.maus.de) wrote:

: JES>But what has this got to do with the NVDI-problem?
:
: I thought it is a MagiC problem?! MagiC is faster than TOS and MiNT. Compare to

Yes, it is a MagiC-problem, but ASH said it was NVDI-related. (Something
about mod-players changing interrupt-priority which NVDI didn't like.)

: JES>But Andreas Kromke has previously stated that there's no way to fix
: JES>this,
:
: How can software fix hardware problems? *If* the problem is the falcon
: hardware, then the only way to prevent is to slow down MagiC.

Then it should be done. MagiC is quite useless on my Falcon, even when I
run it at 16MHz (Which I have to do now...). And I'm not the only
Falcon-owner with these problem.

: JES>If I use MiNT+N.AES my Falcon runs without a crash for hours
:
: So do I when programming with MagiC (Mac).

And MagiC 4 on my cousin's STE is also dead stable. But not on my Falcon.

: BTW: TOS 4.04 waits three seconds for drive B: :-))

Hehe... Where did they connect drive B when they tested it? ;-)

Jo Even Skarstein

# 4840. Help with Oasis...

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858074278_OASIS_@pcc-uky.campus.mci.net>
Source record: 126062

Just a question here... There is a line under the newsgroups section (the 1st one) that says:

nntp groups (fill in a group here)

My question is how do you fit more than a couple of newsgroups onto this line? I tried just going to the next line with more groups and it gave me an error. I tired just putting nntp groups by itself and it told me that all groups were enabled? I also tried putting multiple lines like:

nntp groups (various groups and then-
nntp groups and so on until I had all
nntp groups my newsgroups listed....)

Set like the above it only reads the last line's groups... Any help would be appreciated! :)

--

```
_/_/_/
```

# 4841. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5g3tk5$482@nnrp1.news.primenet.com>
Source record: 126063

On 11 Mar 1997 08:00:59, Mike Freeman wrote:
>>Well it is commercial now, you can buy it from application systems
>>heidelberg. Watch their web page at http://members.aol.com/ashinfo
>>and read the last ash news. It costs 30-50 DM.
>
>No thanks! Not yet, anyway! I *STILL* haven't gotten STiK to work with my
>ISP. We're both totally confused by this! I'm almost at the point where I
>don't think it's even worth my time any more. So why would I want to pay
>for something I can't use? If it worked, I would have no problem with
>sending a generous amount (or as much as I could afford with my punny
>college-student budget) to the authors or buying it, but if the commercial
>version is as hard to get to work as the previous versions, it's not worth
>my money, time, and frustration. Unless they've made some MAJOR
>improvements, I really don't think it's even close to where it should be
>to be deemed commercial software! It needs PPP and CSLIP, an easy to use
>installation and configuration program, and a totally integrated web
>browser, FTP, mail, news, and telnet to be worth paying for, IMHO. That
>and the ability to be usable with my ISP!!! Ok, so maybe I'm just
>frustrated and getting somewhat bitter. I really think that the software
>itself looks pretty impressive, I just can't get the STiK to transfer any
>data to the programs, rendering everything pretty much useless. So to me,
>it's not worth paying full price for. It's kinda sad, too, because unless
>they put free fully usable demos on FTP sites, I'll never get to try any
>PPP or CSLIP compatible versions to see if that does anything. Oh well. I
>guess I could try to plead with Netscape again to get them to make an
>Atari port. Might be easier! ;)
>
I think there has been a mis-statement here. STik is not going
commercial, CAB is. CAB is a Browser. STik is the TCP stack
interface that provide connectivity to the ISP (or not in Mike's
case).

But there are various STiK clients that provide the services Mike is
asking for. Although they are separate clients, so that you (the
user) can select which of the mail, FTP, news, or telenet clients that
you like the best.

I happen to like NEWSie!
John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

# 4842. Re: -Re: Gemulator faq etc...

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5g3uvo$37l@m1.cs.man.ac.uk>
Source record: 126064

In article <E6tDn5.HK2@iglou.com>, rsg0910@iglou.com (Robert Goodwin) writes:
>SNAPPER (snapper@dial.pipex.com) wrote:
>
>: Anyone know what this VBE2.0 (or whatever) is?

VBE is a standard which was introduced with some graphics cards which
allow programming them all in the same way, and access to the more
sophisticated features of gfx card. VBE 2.0 is just a later revision
of this standard.

Most graphics cards nowadays implement vbe 1.x, but you will probably
need a software vbe2 driver to use this feature.

>: i.e where to get it etc.
>:
>: Apparently needed for the HBL's (raster) interrupts to work?
>
>Looks like it, though I just got it, in hope that it will help me run
>Pacifist. Read my previous message to see what sort of problems I'm
>having. Now, where to find it...
>
>I went out to http://www.filez.com, and did a keyword search on vbe2. It
>will get you a number of hits, on something like cvbe20, and that sort of
>thing. All you need, or so it seems, is vbe20.zip.

Yea, my favourite is univbe from SciTech (http://www.scitechsoft.com/)
although the docs to Pacifist mention there being a problem with this at
the moment...

(note that a lot of things get better if you have a good VBE driver installed
- eg Quake lets you access more resolutions)

Anthony
--
-------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+-----------------------------
Arse. KP Sack is complete, but we cannot distribute it yet...
-------------------------------------+-----------------------------

# 4843. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvg1y2o29h.fsf@emw.ericsson.se>
Source record: 126065

c_graham@patrol.i-way.co.uk (Craig Graham) writes:

> >Java is a big language. The source and related stuff to port onto
> >the Atari (or any other) platform is around 10Meg. It would take a
>
> True, but you don't actually have to do a version of the compiler,
> all you need is an implementation of the Java virtual machine, which
> is pretty much like implementing any other emulator (and there are
> loads of them around already). I've looked at it and although it's not
> a quick task, it's also not a really difficult one either (and no, I'm
> not going to do it, I've got my hands full already).

What about using one of the ports to the Amiga? There are one or two
different ports currently. One is the GNU version I think and there is
also another one as well.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4844. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HCLPDJAWUP@data.rhein-main.de>
Source record: 126066

In <33251E54.2015@ooc.de> Uwe Seimet wrote:

>Robert Schaffner wrote:
>
>> So your HD Driver can't take your ZIP as a device. Insert a ZIP Disk!
>> (Before reboot)

HD Driver, not HDDriver.
Das alte AHDI hat so seine Macken.

Regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 4845. Re: CEBIT

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HCLPDJAZUP@data.rhein-main.de>
Source record: 126067

In <199703102220.a54687@ka2.maus.de> Goetz Hoffart wrote:

Hallo Goetz,

Gib' mir doch mal Deine Postadresse komplett.
Ich m�chte Dir das Kabel senden.
Die @OF2 ist offensichtlich abgebrannt oder sonst was..

Gru�, Robert

Sende die Antwort hier hin:

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____________________________________________________
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 4846. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33258D90.6C88@cfcsc.dnd.ca>
Source record: 126068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Damien Burke wrote:
> On Tue, 11 Mar 1997 09:23:16 GMT, bales@garonne.stortek.NOSPAM.com (Nicholas
> Bales, Toulouse, France) wrote:
> >I suppose this is like the 'Format as system disk' on PCs... Are there any ST
> >formatters that allow to format a disk with such a bootsector program ?
> Not that I'm aware of, you have to put the executable bootsector on yourself.

>I'm not so sure.I wrote a four part article for the TAF Phoenix, all on
formatters(comparing speed,
reliability, features, etc) and a few of them hard the ability to write bootsectors.
The only one I can remember right now is DCFormat, though I can't remember testing it.
DCFormat is available at your friendly neighbourhood ftp site, Some even have a
seperate directory for DC Utilities.

# 4847. Re: Papyrus 5 demo

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Maciek Rozmus <wizard@student.uci.agh.edu.pl>
Message-ID: <332621C6.395B@student.uci.agh.edu.pl>
Source record: 126069

parksj wrote:
>
> Does anyone know of an FTP site with a correct archive for the Papyrus 5
> demo?
>
> The copy at ftp.uni-kl.de is corrupt.

No, it isn't. I downloaded it about a week ago and everything was ok.

Maciek

# 4848. Re: Opus 2.2 can I still register

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Maciek Rozmus <wizard@student.uci.agh.edu.pl>
Message-ID: <33262277.4E6C@student.uci.agh.edu.pl>
Source record: 126070

L.L.Robinson wrote:
>
> I have found Opus indispensable on my ST (I did an entire Quattro Pro
> assignment on it for University and got _Very_ respectable marks)and
> now I want to register it. Does anyone know if this is still possible
> as I see that the program is now 8 years old.
> If it isn't could anyone
> point me to another spread sheet that is GEM but not LDW Power or
> Texel. It must be able to produce graphs as good as Opus in GEM
> Metafile format. And have statistical test's such as K Spread 2.(Lotus
> and/or Excel compatiblity would be nice but it's not essential)
> There is an announcement of a new spreadsheet called XXL on OXO www pages.
Have no idea though if it can do what you want.

Maciek

# 4849. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: szhays@chip.ucdavis.edu
Message-ID: <5g44ko$scj$1@mark.ucdavis.edu>
Source record: 126071

Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
:
: What about using one of the ports to the Amiga? There are one or two
: different ports currently. One is the GNU version I think and there is
: also another one as well.

Why do the Amigoids get two and we have none? I hate that.

If there is GNU code out there, it seems like it should be possible to compile a MiNT version of the console, at least -- with some fiddling, of course. But then, I am ignorant about such things, so assumptions come easily.

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-----------------------------------------------------+

# 4850. Re: Poll: What kind of hd backup do you use?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: tparrett@parrett.fast.co.za
Message-ID: <858101346_OASIS_@parrett.fast.co.za>
Source record: 126072

In article <01bc2d6b$f5a7d9a0$LocalHost@computer-name>
"Mike Hopkins" <mhop@snip.net> said:-

>I'm don't have any way of backing up my hard drive except for floppies.
>I've heard good things about Diamond Back 3. I have heard of Turtle.

I use Kobold in 'execute job' mode and back up to a Zip drive. My hard drive is partioned to 5 partions and I have set up Kobold such that I can execute a complete back up of all partitions or each/any individual partion separately.

Ted

==================================================
|tparrett@fast.co.za | Ted Parrett |
|City: Johannesburg | Tel No.++27 11 476 5242 |
|Country: South Africa | Fax No.++27 11 474 2985 |
==================================================

# 4851. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: szhays@chip.ucdavis.edu
Message-ID: <5g464a$scj$2@mark.ucdavis.edu>
Source record: 126073

John M Rojewski (rojewski@primenet.com) wrote:
:
: I think there has been a mis-statement here. STik is not going
: commercial, CAB is. CAB is a Browser. STik is the TCP stack
: interface that provide connectivity to the ISP (or not in Mike's
: case).

The interesting thing in this case though is that CAB, the commerical program, while a terrific program and worth good money, is basically worthless without STiK. Yes, you can browse files off-line, including CD-Roms and such, but that isn't what people want it for. They want it to browse the web. So in a very real sense, CAB is only worth as much as STiK is.

So as I said, this is very interesting. How do you market a piece of commercial software that is dependent on a piece of Freeware software to function, especially when many people are have very real problems with the Freeware.

Oregon Research Associates have promised to release Termite TCP by the end of this month. This will be a commercial TCP stack that will support PPP and should be easier tos et up. They have also promised to make sure it will interface with CAB. So Termite TCP would replace STiK in this case. Of course, these promises were made before CAB went commercial, so I don't know what is going on in the minds of these software distributors now.

And then there is always WebSpace, which comes with its own TCP stack. It is promised to support PPP and the screenshots from it make it look like it is well though out and easy to set up. But then again, I haven't heard anything in the two weeks since it was supposed to be released. Where is it?

This is the real problem with Termite TCP and the WebSite TCP stack. They don't exist yet, and we can't test CAB with them to be sure it will work with them, and work easily. So how can ASH market CAB? It would be nice if they worked on the STiK code as part of their marketing of CAB. But then, I am obviously a dreamer.

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-----------------------------------------------------+

# 4852. Re: Atari Lot's 'O Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Daniel Fangmann <dfang5@ibm.net>
Message-ID: <01bc2e44$98a168a0$7cfd2581@default>
Source record: 126074

Following for sale:

MEGA STE/4MEG(removable SIMMS), TOS 2.06, 52MEG internal Quantum, Golden Image cordless trackball, Atari Mouse,
asking SOLD AlberTT VGA card, SOLD.

SLM804 Atari Laser, recently changed drum, works great with Atari Works!, asking $150.(comes with an extra new toner cartridge-Atari LPS005)
SC1224 Atari Color Monitors, refurbished $55(original box); used $45(good condition).

PCM124 Atari PC Monitor, new, 9pin connector, original box, asking $50.

SM124 Atari Monochrome Monitor-used, works great...$50(original box incl.)

SCSI TOWER: 85meg Seagate HD, Sony CDU-541 CD DRIVE, ICD 155MB tape drive(5 extra tapes), 540 meg FUJITSU(new) HD, 50meg Seagate HD(new),50meg
SeagateHD, 6 SCSI devices in all, wired together in one new case with powersupply/fan with single output to LINK 2 SCSI Adapter, included with cable: recently constructed asking $550

Tower will boot automatically to any ST/STE without internal hard drive.

Full instructions to install to MEGA /ST/STE/TT with internal hard drive.
ICD driver software, tape backup software and ExtenDOS pro included!

1040 STF's, 1 meg, good used condition, tested, $65.(mouse not included)

Jaguar Game System with CD Player, 2 controllers, Raiden, Highlander CD, Braindead 13 CD, Tempest 2000 Soundtrack CD, Blue Lightening CD, MYST Demo CD, Vid Grid CD, like new, asking $150.

Aerochopper R/C Aircraft/Helicopter Flight Simulator.
Includes actual Futaba 'Conquest' 4 channel controller that plugs into the cartridge slot on an Atari ST. Software, manual and original box included.
Excellent program for a 1 meg Atari. asking $125.

Star NX1001- 9 pin dot matrix printer, like new, original box/owners manual, tractor feed or 'auto-load' single sheet. Print on both sides of paper! asking-$50.
Olivetti Ink Jet Printer-PR2300, includes 20+ new ink jet cartridges & AXIOM Printer Buffer 32K, asking $75

Star SG-10 Printer with extra black and color ribbons, excellent condition,

asking $40.

USA & Canada ONLY!! Dan F.
> Shipped from New York.
> NOTE: New E-Mail Address: dfang5@ibm.net

# 4853. WAG Links update help

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5g46s3$6ks@irk.zetnet.co.uk>
Source record: 126075

Hi All,

I intend to completely re-write the WAG web site 'Links' page :-)

I am after all types of Atari links :-)

If you want a link in there, please send me a logo and the address :-)

How about some links to some of the non English Atari pages?

Yours Roy

```
************************************************************************
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
************************************************************************
Falcon 14Mb - 4.04 - Geneva/Neodesk - STiK - Newsie - CAB - AtariIRC Roy_
************************************************************************
```

# 4854. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Richard Krejstrup <di94rkr@student.hk-r.se>
Message-ID: <3325A389.6D0D@student.hk-r.se>
Source record: 126076

OK I sent the original question... and I don't really think
that I got an answer here... :( It doesn't seem to be a -
"Yes you can make a postscript output from papyrus using GDOS (NVDI)"
from what I have read here... =( (Or did I miss something out?! :)

Do you have any other suggestions on having the 60+ pages document
(still papyrus) output, in any way, in postscript format (rather
a file actually)? Lots of text, a few line and box graphic and
several biiig tables. The output size isn't a problem...

Have a nice day!
--
/Richard Krejstrup
di94rkr@student.hk-r.se
http://www.student.hk-r.se/~di94rkr

# 4855. Croft Soft Internet Publications

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Colin Polonowski <polonowski@zetnet.co.uk>
Message-ID: <01bc2e4a$0fb4dc60$9d28f7c2@zetnet.co.uk>
Source record: 126077

Hi everyone :)

I've just uploaded the NEW version of the Croft Soft pages....

Point your browsers at:

http://www.users.zetnet.co.uk/polonowski/

Remember to tell me what you think!

## 4856. PPP?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: smooth1@panix.com
Message-ID: <5g48va$lc2@panix2.panix.com>
Source record: 126078

I use Sitk and Cab at the moment but i'd like to try the PPP connection...
so could someone point me to a great PPP program, that's not hard to set
up, I can surf the Net with. Particully web pages. Thanx!!
--
Drop in some time. (http://www.panix.com/~smooth1) I'll be glad to see ya.
Being all that he can be... Without joining the army! The Smooth One.:>

## 4857. Re: -Re: Gemulator faq etc...

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: damien@jetman.demon.co.uk
Message-ID: <3325a8b8.1624911@news.demon.co.uk>
Source record: 126079

On 11 Mar 1997 15:50:16 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:

>Yea, my favourite is univbe from SciTech (http://www.scitechsoft.com/)
>although the docs to Pacifist mention there being a problem with this at
>the moment...

V5.2 only I think, 5.3 is fine.

--
Damien Burke

# 4858. TEST TEST

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Daniel Fangmann <dfang5@ibm.net>
Message-ID: <01bc2e50$14103880$5ffd2581@default>
Source record: 126080

```
TEST Message/ pleae disreguard.-DF
```

# 4859. Re: Atari Lot's 'O Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Daniel Fangmann <dfang5@ibm.net>
Message-ID: <01bc2e51$30c0c660$5ffd2581@default>
Source record: 126081

Following for sale:

MEGA STE/4MEG(removable SIMMS), TOS 2.06, 52MEG internal Quantum, Golden Image cordless trackball, Atari Mouse,
asking SOLD AlberTT VGA card, SOLD.

SLM804 Atari Laser, recently changed drum, works great with Atari Works!,
asking $150.(comes with an extra new toner cartridge-Atari LPS005)
SC1224 Atari Color Monitors, refurbished $55(original box); used $45(good
condition).

PCM124 Atari PC Monitor, new, 9pin connector, original box, asking $50.

SM124 Atari Monochrome Monitor-used, works great...$50(original box incl.)

SCSI TOWER: 85meg Seagate HD, Sony CDU-541 CD DRIVE, ICD 155MB tape drive(5 extra tapes), 540 meg FUJITSU(new) HD, 50meg Seagate HD(new),50meg
SeagateHD, 6 SCSI devices in all, wired together in one new case with powersupply/fan with single output to LINK 2 SCSI Adapter, included with cable: recently constructed asking $550

Tower will boot automatically to any ST/STE without internal hard drive.

Full instructions to install to MEGA /ST/STE/TT with internal hard drive. ICD driver software, tape backup software and ExtenDOS pro included!

1040 STF's, 1 meg, good used condition, tested, $65.(

Jaguar Game System with CD Player, 2 controllers, Raiden, Highlander CD, Braindead 13 CD, Tempest 2000 Soundtrack CD, Blue Lightening CD, MYST Demo CD, Vid Grid CD, like new, asking $150.

Aerochopper R/C Aircraft/Helicopter Flight Simulator.
Includes actual Futaba 'Conquest' 4 channel controller that plugs into the cartridge slot on an Atari ST. Software, manual and original box included.
Excellent program for a 1 meg Atari. asking $125.

Star NX1001- 9 pin dot matrix printer, like new, original box/owners manual, tractor feed or 'auto-load' single sheet. Print on both sides of paper! asking-$50.
Olivetti Ink Jet Printer-PR2300, includes 20+ new ink jet cartridges & AXIOM Printer Buffer 32K, asking $75

Star SG-10 Printer with extra black and color ribbons, excellent condition, asking $40.

USA & Canada ONLY!! Dan F.
Shipped from New York.
Note: New E-Mail Address: dfang5@ibm.net

# 4860. Re: Lot's 'O Stuff For Sale-Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Daniel Fangmann <dfang5@ibm.net>
Message-ID: <01bc2e51$f7999f00$5ffd2581@default>
Source record: 126082

For Sale:

Atari CD Master/Audio CD Master 4
includes following drivers:
INFOPEDIA v2.0 , Time Almanac 90's, Time Almanac 95, UFO I & UFO II,
Space
Missions, 1995 Auto Almanac, MPC Wizard v2.0.
includes following CD's:
Time Almanac 90's Time 95 Almanac UFO II
Space Missions MPC Wizard v2.0 INFOPEDIA v2.0
whole package costs: $125

SARA CD Driver for Grolier CD Release 6, CD included: SOLD

Suzy B's CD 1GB DATA:Sold

ST Format Magazines, August '95 thru Sept'96(final issue)
includes cover disk and 'wonder disks' for all issues complete set, 14
issues: $100 (most floppies still in shrink-wrap)

ST Informer Magazine, May '96 with Welcome Disk and PD disk # 97: $5

Productivity Software: original box/doc's included:

The Music Studio-Activision, incl. song file disks:Sold
First Word Plus v3.15/2disks & v3.200TT/1disk:Sold
Flash II v3.0-Sunsoft: Sold
Photo Show STE v2.3 w/Photokina Portfolio Player CD-It's All Relative: $5
Data Diet 1.0: $10
Regent Word II Word Processor:$5
EZ Test Writer v1.52:$5
Diamond Back 3 Backup: Sold
Pagestream 2.2 SE & Pagestream Assistant:$40
Hard Disk Sentry-Chro-Magic:$15
LottoDDS-Missionware:$10
Typing Tutor/Word Invaders-Academy Software:Sold
PrintMaster Plus v1.0 & PrintMaster Library #2,#9 plus ArtGallery
Fantasy and Gallery I & II:$15
Most Shareware Viewer:Free w/order
Atari Works v1.2:SOLD
SPEEDO GDOS 5:$40
Winning Pictures Viewer/4mg & color monitor req-it's all relative:$5
Cyrel Serial Mouse Manager:SOLD
Multi-Desk-Unlimited desk accessory power!:$5
Neo Desk 3 v3.02 & 3.01/3.02/3.03 to 3.04 upgrade patch program & Neo
Desk Accessories Vol:$20

Warp 9 software accelerator & Warp9 extend-o-pack:Sold
Mouse Boot v3.d-SRL SYS:$5

GAMES: $5ea. unless noted: all have original doc's/box(buy more, will reduce overall price)

> > MOEBIUS-Origin Systems
> > Warship-SSI
> > LED STORM-Capcom
> > Read-a-Rama-2disks
> > Eliminator-Hewson
> > Last Duel-Capcom
> > Transputor-AS
> > Phantasm-Exocet
> > Karateka-Broderbund
> > International Ice Hockey-Impulze
> > Goldrunner II-Microdeal
> > Pac-land-Grand Slam
> > Zero Gravity-Microdeal
> > Devon Aire-Epyx
> > Roadwar 2000-SSI
> > The Pawn-Rainbird
> > Championship Wrestling-EPYX
> > Planet of Lust-Free Spirit TOS 1.0 only
> > STAR QUAKE-Terrific Software
> > Prime Time-First Row
> > Dive Bomber-EPYX
> > Carrier Command-Rainbird
> > Battlezone-Atari
> > Alcon-Taito
> > Renegade-Taito
> > Arkanoid-Taito
> > Swiftar-Accustar
> > The Sentry-Firebird
> > Mercenary-DataSoft
> > Project Neptune-Epyx
> > Metro Cross-Epyx
> > Battleship-Epyx
> > Pinball Wizard-Accolade
> > Final Assault-Epyx
> > Starglider-Rainbird
> > F15 Strike Eagle-Micropose
> > Jewels of Darkness-Firebird
> > Silicon Dreams-Firebird
> > Typhoon Thompson
> > Red Lightening-SSI
> > Hollywood Hustler-Desert Star***$20
> > Dragon Scape-Free Spirit
> > Substation-Chro-Magic***$20
> > Mixed Up Mother Goose-Sierra***$10
> > B-17 Flying Fortress-Micropose***20

> > Wishbringer-Infocom
> > Space Quest-Sierra
> > The Black Cauldron-Sierra/Disney***$10
> > Fun School 3***$15
> > Zynaps-Hewson
> > Dog Fight-Micropose***$20
> > Crash Garrett
> >
> > Buyer pays shipping. Payment Check/Money-order or COD.
> > Dan Fangmann

> > US & Canada ONLY!! Payment is US Funds!!

New e-mail address: dfang5@ibm.net

# 4861. Wanted UK: PLATON PCB CAD software for ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <5g4dco$77a@irk.zetnet.co.uk>
Source record: 126083

Hi people,
I'm looking for a piece of software called PLATON. It was a PCB CAD
package produced about 7 years ago. Legit copies only please. I need
the optional Gerber/NC ouput module too. Please reply via email, as I
rarely get a chance to read through the Newsgroups.
Many thanks in advance for all replies
chrisc
chrisc@zetnet.co.uk chrisc@metrics.co.uk

# 4862. FS: Atari 520 ST System

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Josh Kaine <joshua-kaine@uiowa.edu>
Message-ID: <3325BC23.D0F@uiowa.edu>
Source record: 126084

```
For Sale: Atari 520 ST System
1 Future GTS-100x double sided floppy drive
1 Atari SF 354 Single sided floppy drive
1 20MB Supra Hard Drive
1 Specter GCR Macintosh Emulator
1 Atari SM124 Monochrome Monitor
1 Atari SC1224 Color Monitor
1 Kraft Trackball
1 Atari Mouse
Assorted Atari and Mac Software

NOTE: Hard drive is partitioned and configured for both Atari and Mac
OS.

Price: Best Offer + C.O.D. shipping
Contact: Josh Kaine (joshua-kaine@uiowa.edu)
```

# 4863. Re: PPP?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5g4fca$qq5@lyra.csx.cam.ac.uk>
Source record: 126085

In article <5g48va$lc2@panix2.panix.com>,
smooth1@panix.com (The Smooth One) writes:
> I use Sitk and Cab at the moment but i'd like to try the PPP connection...
> so could someone point me to a great PPP program, that's not hard to set
> up, I can surf the Net with. Particully web pages. Thanx!!

PPP does not offer anything more than slip[1]; if you've got a working slip connection, don't bother with PPP, at least not until there's a PPP supporting STiK. The reason people are adding PPP support to STiK is purely so people who don't have access to slip accounts can still use it.

Mintnet supports PPP; it's not totally trivial to configure but is definitely the most flexible tcp/ip stack on the atari. It does require Mint, so is no use to MagiC users.

There's also at least one other PPP stack around.

Mark.

[1] Well, that's not quite true: it supports other protocols such as IPX, which would be useful for connecting to an office network but is of no interest whatever for an internet connection. Also it can simplify call setup---no more login scripts---which makes it easier to use, but you sound like you've got things working anyway so this won't help you much.

# 4864. Re: Opus 2.2 can I still register

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5g4fk6$qq5@lyra.csx.cam.ac.uk>
Source record: 126086

In article <5g1j5r$7ls_001@salford.ac.uk>,
ACA126@news.salford.ac.uk (L.L.Robinson) writes:

> I have found Opus indispensable on my ST (I did an entire Quattro Pro
> assignment on it for University and got _Very_ respectable marks) and
> now I want to register it. Does anyone know if this is still possible
> as I see that the program is now 8 years old.

It isn't I'm afraid. I did register it a long time ago, but when I tried to get in touch with the author a couple of years after that I didn't get any response.

The latest version is 2.3; it's more or less identical to 2.2 apart from the lotus-123 import/export, and is only for registered users.

I saw an excel-like spreadsheet for the arc which was apparently by a Doug Harrison. I don't know whether this is the same guy. That was about five years ago I guess.

> If it isn't could anyone point me to another spread sheet that is GEM but
> not LDW Power or Texel.

Well, there's sheet; not my favourite program by a long way though.

> It must be able to produce graphs as good as Opus in GEM
> Metafile format.

I have never seen another spreadsheet that gives graphs as good as Opus does, on any platform. It's way ahead of excel (or excel 5 anyway, I haven't used later versions)

# 4865. Re: Java for Linux/68k?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5g4g68$qq5@lyra.csx.cam.ac.uk>
Source record: 126087

In article <33252005.233A@ooc.de>,
Uwe Seimet <us@ooc.de> writes:

>> installing Linux/68k. But since there seems to be no
>> Netscape for Linux/68k, is there a version of the JDK
>> or similar Java development material?
>
> No.

But if you had a motif licence, I'm sure the people who did the port to
linux/i386 would be happy to send you their code so you could compile a
linux/m68k version (you would probably also require a sun source licence,
but that wouldn't be a major problem).

# 4866. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5g4g24$qq5@lyra.csx.cam.ac.uk>
Source record: 126088

In article <5g44ko$scj$1@mark.ucdavis.edu>,
szhays@chip.ucdavis.edu (Eric Hays) writes:

>: What about using one of the ports to the Amiga? There are one or two
>: different ports currently. One is the GNU version I think and there is
>: also another one as well.
>
> Why do the Amigoids get two and we have none? I hate that.
>
> If there is GNU code out there, it seems like it should be possible to
> compile a MiNT version of the console, at least -- with some fiddling, of
> course. But then, I am ignorant about such things, so assumptions come
> easily.

The official sun JVM is not freeware; although binaries are available free,
source is only available under a more restrictive licence. It's crap anyway.

There is a free compiler called guavac, and a free JVM called kaffe is
available for several platforms and could probably be ported to the atari,
or at least to mint, without that much effort.

By a long way the hardest bit is the library. The java library is huge, and
growing rapidly. And since the main reason for it's existence is to insulate
java programs from the OS differences, it obviously can't simply be ported
even were there a free implementation to port (there may soon be a free
implementation for unix, but there isn't one now).

# 4867. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <3325BD16.44AD@intuit.com>
Source record: 126089
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

James R. Lendino wrote:
>
> I am the original poster for this thread and I have an honest scenario
> to present. I tried a 7500/100 Power Mac for six months last year to
> use as my main computer and as the center of my little home studio.
(snip)
> I gave up, sold the computer, bought a couple of nice synths with the
> money and used internal sequencers ever since. After looking into the
> ST, it appears to be a very cheap way to get more power while I still
> keep my main computer separate from the studio.
>
> I wanted to throw this on the net and see what people thought of it.
> Please keep in mind that I appreciate Macs, PCs, and Ataris for what
> each model is capable of and while I have preferences, they are not
> relevant to this post.
>
> Regards,
> Jamie

Well, I use a Falcon for HD Recording/MIDI exclusively. It works great,
there are no MIDI timing errors like there are on Mac/PC. Now, the
screen isn't as pretty (you don't get color, really, if you want
performance) and I don't really do much else with the Atari, but for
Music, it's perfect for me.

-Mark

# 4868. Re: Thanks! and more NOVA card Q's?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <3325BE18.7683@intuit.com>
Source record: 126090

John Hechtman wrote:
>
> Another question, I have the FalconSpeed 286 emulator card. I use it to run
> Quicken for DOS, as I've never found any TOS program that is as good for
> money management.

OF COURSE not. Well, I work for Intuit, so I'm a little biased..
actually, if you're still using the dos version, I would just buy a 286,
you can get one unbelievably cheap now.

-Mark

# 4869. Re: Q:Atari Mega ST, how to skip programs at the start??

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: drojo@marlin.utmb.edu
Message-ID: <5g4git$976@atlantis.utmb.edu>
Source record: 126091

Guentcho Skordev (ut13@rzstud2.rz.uni-karlsruhe.de) wrote:

: > Why not boot on a floppy ?
: Because I am a newbie and I didn"t have the disk i needed to do that. I
: don"t have it yet, that's why I asked for help. Actually, starting the
: computer without a diskette and with the HD turned off brings on the screen
: only the floppy and the trshcan icons and I don't know how to make the files
: on the HD accessible.
: Bye.
: Gentcho

It is possible to bypass the auto programs holding the alt key at
booting time, but be sure of press it after the first flash of the busy
light in the HD. If do it before, you will end with a basic default
desktop.
You can boot from floppy disk if the HD drivers are on its root
directory. The particular files depends on what HD driver are you using,
but for AHDI is the ahdi.prg and for ICD is icdboot.sys IIRC.

Regards.

Daniel

---
Daniel Rojo daniel.rojo@utmb.edu
University of Texas Medical Branch, Galveston
---

# 4870. Help! MegaFile HD not saving!

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: AJ Wells <ajwells@ix.netcom.com>
Message-ID: <3325C295.2913@ix.netcom.com>
Source record: 126092

I bought a 30mb megafile for my ST and have been using it only to run Cubase... well the past few sessions I have been trying to find the tracks I recorded the previous session and they have VANISHED! I realized that the segment I was saving them to must have filled up, but why didnt I get an error message? I saved some new tracks to a different section, and it seemed to work ok... are my other tracks gone or have they been saved somewhere else?

Any help would be appreciated

Andrew

--

"Between here and there is better than here or there" S. Malkmus

## 4871. MagicMac 2?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: kkozoriz@wizard.com
Message-ID: <19970311113065428834@pm1-124.wizard.com>
Source record: 126093

Has an English release of MagicMac 2 been announced yet? Any info would be appreciated.

# 4872. Re: Math Graphics Program where?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3325d412c5a314@sn.no>
Source record: 126094

On Mon 10-03-97 15:57, afn14016@afn (afn14016@afn.org) wrote:

>Hi, a while ago (about two weeks) someone posted the availability
>of a graphic program for Atari. I tried to download the program, but
>the nte was slow and did not get it.
>Now I can not find the posting. I am sure the programmer was from Germany.
>
>any one remembers the www address?

Hmmmm.... I'm not sure, but these two ring a bell:

http://www.ief.u-psud.fr/~lecoat/ -Le Coat's software -Eureka'
http://members.aol.com/fbayle/idx_gb.htm
-Frederic Bayle's software: 'D2M', 'D-Form', 'Piccolo', 'Diapo'

Or perhaps it's something compleely different... Well, I guess it's worth a
try.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4873. Re: How much should I pay for a ZIP dri

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: csilver@kendaco.telebyte.com.Spam.Th.is
Message-ID: <5g4k5d$ak5@news.telebyte.com>
Source record: 126095

Message-ID: <33250DC6.4677@neosoft.com> And Kevin wrote:

>-- I wouldn't call myself a HD expert only that I base my purchases on
>research and first hand experience. Every person I know with a syquest
>drive has had a failed disk and lost valuable data including myself. =

>All of these cases involved disks that were very well treated. No
>excess heat or dropping of these disk occured. Every Jaz and Zip owner
>I know including myself has had no problem. I am not worried about the
>speed difference in the Syquest and the Iomega because I use it only to
>transfer files. No external disk is fast enough to worry about speed
>differences anyway. The only time I worry about the speed of a disk is
>when I need to ouput broadcast video. Even then you have an array of AV
>disks striped to handle the bandwidth. I didn't have one isolated
>problem with Syquest devices and make a blanket statement that they all
>suck. I speak from my experience and the experiences shared by my
>friends in the field.
>Kev

Hi Kev,

Well, I'm not a HD "expert" either. I do appreciate your reasoned response.
My experiences are just different than yours. I don't use my Atari's or
HD's for commercial purposes. I even have a couple of ST157N (Nancy's)
that still work fine, though they have to be reformatted periodically.

I do run a lot of programs from the EZ Drive so I do appreciate their read/
write speed. None of the people I know that use the EZ Drive with their
Atari's have had any problems and others who responded to this post did
either. This may all be moot, as Gary P. did buy a Zip drive. However, he
did have a few set up problems that would not have occured had he had an EZ.

For the hobbist I would still recommend the EZ if you can find one. For ease
of use, price, setup, and general computing. Your problems using them for file
storage do bother me. To lose all the data and be unrecoverable is NOT GOOD.
I'm not sure what type of computer you had the EZ connected to or what rate
your getting on data transfers, but I don't think(?) that should matter.
I can't believe that all the problems would be defective carts. I'm a bit
surprised SyQuest didn't offer you some help or answers on this.

One result of Syquest dropping of the EZ is that Iomega raised their price
of the Zip to $192 US from $125 US.

And so it goes,

Charles

# 4874. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: maurits@bassment.demon.nl
Message-ID: <858119604_OASIS_@bassment.demon.nl>
Source record: 126096

If it IS a reachable goal to get a JAVA virtual machine on the Atari, it should be done as quickly as possible!!!
JAVA is for the moment just a method of enlivening web pages, but it will be used for full applications more and more. There is a good chance that (platform-independant) JAVA applications will become the standard. If the Atari has a JAVA virtual machine by then, it has survived the IBM terror and is saved from extinction!!!

Maurits.

--

Change is inevitable, except from a vending machine.


```
================================================================================
= Postmaster (postmaster@bassment.demon.nl) =
=----------------------------------------------------------------------------=
= B A S S M E N T S T U D I O - DDD power to the people! =
= http://www.bassment.demon.nl/ =
=----------------------------------------------------------------------------=
= Black Currant (Live rock, soul & dance) : bc@bassment.demon.nl =
= Purple Trance (Mellow & Trance house) : pt@bassment.demon.nl =
= Bassment Studio Productions : productions@bassment.demon.nl =
================================================================================
```

# 4875. Re: ZIP Drive - parallel port on ST ?>

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: lsrbd@csv.warwick.ac.uk
Message-ID: <5g4n2a$9js@lupin.csv.warwick.ac.uk>
Source record: 126097

Can a PC based ZIP drive be used via the parallel port
on an Atari ST-E ? I've an old 40mB Power Computing Drive
which I could give away if I could copy all my files across
to a portable device, and thus use the ZIP drive with both
my PC and ST-E.

Anyone written drivers for parallel port access ?

Chris

# 4876. ZIP drive for ST-E parallel port?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: lsrbd@csv.warwick.ac.uk
Message-ID: <5g4nej$a6h@lupin.csv.warwick.ac.uk>
Source record: 126098

Can a PC zip drive be used via the ST-E parallel port ?
Is there driver software for this purpose >?

Chris

# 4877. Re: WTB: RAM upgrade for Atari STfm

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: posthamster@atarinet.portland.or.NO.SPAM.us
Message-ID: <5g2t7o$3lo_004@news.vr-net.com>
Source record: 126099

In article <332028DC.2781@jaleo.idecnet.com>, Martin Mielke <martin@jaleo.idecnet.com> wrote:

>I deseperately need to upgrade the RAM of my STfm. If you want to sell
>such an item or you know where to get them, please contact me at:
>martin@jaleo.idecnet.com

Email info@toad.net or info@compdirect.com (or both) and ask about what they have in stock. Toad has recently had SIMM upgrade boards for around US$50.

Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
atari@teleport.com | my personal position
GRUNT Computing - Support for | only and probably
Atari users worldwide | horrify my employers.

# 4878. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: posthamster@atarinet.portland.or.NO.SPAM.us
Message-ID: <5g2tog$3lo_006@news.vr-net.com>
Source record: 126100

In article <19970310222439231432@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) wrote:
>
>Mike Weber and Chris Tabacco <mweber@li.net> wrote:
>
>> I merely make a request which at that time I
>> did not know the images where copyrighted!
>
>In the UK ignorance is no excuse, it may differe wherever you are.

It's really difficult to beleive that anyone over the age of 8 would be ignorant of the copyright status of ANY operating system. After all, every school child in the USA (almost) has been exposed to the "shrink-wrap" agreements on Micro$lop products. There is NO logical reason to assume that other OSes aren't copyrighted unless they specifically say they AREN'T copyrighted, like Linux does.

And, in the US, ignorance is still no excuse (although it does seem to be a qualification to hold public office).

Try to be the best of whatever you are, even if what you are is no good.
Rich Tietjens aka Captain Blade | My opinions reflect
atari@teleport.com | my personal position
GRUNT Computing - Support for | only and probably
Atari users worldwide | horrify my employers.

# 4879. Re: Q:Atari Mega ST, how to skip programs at the start??

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: dbsmith@microserve.net
Message-ID: <dbsmith-1103971940370001@ppp1-172.wbgate1.microserve.com>
Source record: 126101

In article <5fu404$fcv$4@nz12.rz.uni-karlsruhe.de>,
ut13@ab293.rz.uni-karlsruhe.de (Guentcho Skordev) wrote:

> I have installed an accessory program in my auto folder. It didn't work ant
> the computer rebooted again and again :-(. I didn't know how to stop it.

add my 2 cents

I read many good answers to prevent your problem posted here to the news
group, I have one more. Obtain a boot manager. This will give you the
opportunity to disable the offending program or ACC upon startup.

You should be able to find a selection of boot managers on any Atari FTP site.

--
David, Williamsport, PA. US http://williamsport-pa.com/
mail, dbsmith@microserve.net http://www.microserve.net/
using; PowerComputing PowerBase 200 http://www.powercc.com/
Hewlett Packard 200LX http://www.palmtop.net/
Atari 1040STe http://www.teleport.com/~atari/

# 4880. Re: Poll: What kind of hd backup do you use?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: rcollins@freenet.columbus.oh.us
Message-ID: <5g4u5d$7hs@login.freenet.columbus.oh.us>
Source record: 126102

Dave Gostl (dbg01@gnofn.org) wrote:
: On 10 Mar 1997, Mike Hopkins wrote:

: ->I'm don't have any way of backing up my hard drive except for floppies.

: I put all my data files in one folder, and use STZip to compress the whole
: folder to a floppy. Thats for misc cfg, dir, num, inf, etc. files. Then I
: do the same for all my Pagestream docs, song files, etc. A seperate copy of
: STZip is configged for each archive. With the update option, STZip only
: compresses new or changed files in each folder.

: ->handler now. Would it work with these devices? For that matter, what is
: ->the best hard drive handler? I have heard of HDDriver. Who makes it and

: I use HDDriver. Get it. Its good! Its written by Dr. Uwe Seimet, who
: is also reading this message :-)

I use a SyQuest 135 EZ to backup my hard drive. The software I backup
with is Diamond Back, version 3.60. All hard drives are formatted and run
using ICD Pro Utilities 6.5.5. System description in signature below.

| Raymond Collins | Atari TT030 4/16 Mb ST/TT RAM 245 HD |
| a.k.a Master Z --|Z|-- |Travel via ZyXEL 28,800 (115,200)baud |
| Collins.197@osu.edu |2MB CyREL, Sunrise M16-1280 video card|
| rcollins@freenet.columbus.oh.us | Die Hard Atarian since 1983 |

--
| Raymond Collins | Ohio State University |
| Collins.197@osu.edu | Neuropathology |
| rcollins@freenet.columbus.oh.us | Research Assistant |

# 4881. Re: Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Anna Chiavetta <aechiavetta@csupomona.edu>
Message-ID: <Pine.PMDF.3.95.970311172157.564143099A-100000@clstac.is.csupomona.edu>
Source record: 126103

On Mon, 3 Mar 1997 greg_evans@delphi.com wrote:

> Cons: Magic, Geneva, Extendos don't work, so no multitasking and
> no CDs at this time.

I believe this has changed. The latest Geneva and ExtenDOS do work.

## 4882. Atari Sales in Western C

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <356_9703111952@conchbbs.com>
Source record: 126104

```
V > I am looking for a Mouse for my old trusted 1040ST and was
V > wondering if anyone out there can tell me where to go and buy
V > one.

I used to canabalize old Atari mice to keep them going, but finally
gave up and bought a couple of beetle mice from Toad. I've had no
problems with them at all so far.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

# 4883. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Steve Cohen <steve@wizztronics.com>
Message-ID: <01bc2e7f$2fb5d020$3f91ffcc@default>
Source record: 126105
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Some revisions of Atari STFM mother boards had solder pads to use a two chip version of the OS, although 1.62 was designed for the enhanced features of the STe computer. The solder pads found on the STfm were for the 2 or 6 chip versions of TOS 1.2,1.4. In this case the jumper pads were named 256/1 meg and were for addressing the larger ROMs 1 meg for the two ROM set and 256 for the 6 ROM set. If you want the enhanced features of a later TOS in an older Atari, use a product such as Compatibility Plus 2. It will allow the use of TOS 2.06 in all Atari 520 through Mega 4's. Please note some soldering is required.

--
steve@wizztronics.com

http://www.wizztronics.com

Thomas A. Lamparty <lamparty@concentric.net> wrote in article
<332538CD.4654@concentric.net>...
> Robert Goodwin wrote:
> >
> > : >The STFM has a 6 chip version of the TOS 1.2. Can I put the 2 chip
1.62
> > : >version in two of the sockets and have the STFM recognize them by
setting
> > : >jumper on the board?
> > :
> > : Dunno, I suspect not.
> >
> > Toad and some other companies have a 6-chip version of 1.62, so you can
> > most easily use that. I've seen no jumpers to set on an STf, though I
> > have two of them, using two different boards, though there are on an
STE.
>
> If you are extremely lucky, you will have the same revision mother board
> as my first STf! It didn't have jumper as such, but did have solder pads
> that could be changed enabling the rear most 2 sockets to be used for
> the 2 chip version!
>
> --
> Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (330)792-2580
> TT 4+4 Meg 32 Mhz 280 M HD 14.4k bps | 24hrs 14.4k bps v32 SupraFax
> Modem
> www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help
>

# 4884. Re: Thanks! and more NOVA card Q's?

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <xNNYqUl.johnhechtman@delphi.com>
Source record: 126106

-Booth,W.A. <trek@ihgp114r.ih.lucent.com> writes:

>You might take a look at Phasar 4.03. I've never seen Quicken (ignorance
>is bliss) so can't tell you if it has the same checkbook style front end
>but I don't think it does. Phasar has you set up accounts (income and
>expense - and if set up correctly, practically does your taxes for you.)

Wayne,

As luck would have it, I picked up a used version of Phasar (4.1) along with ST Accounts when I got Calamus. I've not had a chance to work with either of the two numbers progs, other than to install them on my hard drive and back 'em up. Neither one has the front end that Quicken does - which I find easy and enjoyable to work with. Quicken (DOS version) is a very well-done program. But it may turn out that Phasar and/or ST Accounts will do what I want.

Is Phasar 4.1 the last version - and is there any support for it? Not likely, as it's an Antic prog. :( Know anything about ST Accounts? Any tips for using these progs? Thanks for your feedback!

John

# 4885. Re: 1040st wanted

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Rich Salkin <rsalkin@worldnet.att.net>
Message-ID: <33261D3D.5D9E@worldnet.att.net>
Source record: 126107

I have a complete ST system for sale. Here is a list of the
hardware/software I have:

Hardware:
1040ST w/4 meg. memory
SC1224 color monitor
Supra 52 meg. hard drive
2400 bps fax modem
Okidata 180 plus 9 pin printer
Printer buffer
Data transfer switch
Printer/modem cables

Software:
PageStream
WordWriter ST
Data Manager
Neodesk 3
STalker 3
Flash
Diamond Back vers. 2 & 3
Diamond Edge
Ultimate Virus Killer vers. 5.7 & 5.9
MOS Disk Utilities vers. 1 & 2
ST Basic
Phasar
Chips Challenge
The Spy Who Loved Me
Bubble Ghost
E-Z Calc
Dungeon Master

All of the hardware and most of the software is in their original
boxes. All documentation is included.

Please let me know if you are interested. I would like to sell the
system as a whole. But would be willing to break it up.

# 4886. Rumor control on DirecTT!

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <5XEYCEp.johnhechtman@delphi.com>
Source record: 126108

I just got some email from Chris at Computer Direct that I felt should
be shared with those on the Usenet. This CLEARLY shows the need to get
your facts right before posting to an international newsgroup!

-John Hechtman
---
JH>I'd read on Usenet that there were software problems with the DirecTT
JH>and Geneva/Extendos and some other programs. Is this true?

CK>It is true that Current Notes published an article stating this, but
CK>this is not the case. We have always had no problems with ExtenDOS or
CK>Geneva/Neodesk or even MiNT for that matter now that an 060 aware MiNT
CK>has been released.

CK>The author of the current notes review does not have Geneva or ExtenDOS
CK>and was using early information. The problem that we had early on, was
CK>that JARXX.PRG would crash in the auto folder. In subsequent testing and
CK>trouble shooting we discovered that it needs to have the caches off
CK>during boot up since it uses self modifying code. JARXX.PRG needs to run
CK>prior to Geneva/Neodesk on any system.

CK>The author of the article sent an addendum to the editor explaining this,
CK>but the changes were never made to the original article. Perhaps they got
CK>there too late.

CK>I am running Geneva / Neodesk daily as well as ExtenDOS and as long as I
CK>run CACHEOFF.PRG before JARXX.PRG there are no problems at all, I can
CK>assure you of this. It slows down the boot process a couple of seconds
CK>and the caches are turned back on once the desktop is up, but othere than
CK>that, no big deal.

CK>Join our e-mail chat list on DirecT40/T60 if you would like to get some
CK>user feedback on how this machine performs. It is worthwhile if you are
CK>considering one, or are just interested in keeping abreast.

CK>All the best,
CK>Chris @ Computer Direct

# 4887. FS: Complete 1040 ST System

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Rich Salkin <rsalkin@worldnet.att.net>
Message-ID: <332621B3.2ED1@worldnet.att.net>
Source record: 126109

I have a complete Atari system for sale. Here is a list of the
hardware/software I have:

Hardware:
1040ST w/4 meg. memory
SC1224 color monitor
Supra 52 meg. hard drive
2400 bps fax modem
Okidata 180 plus 9 pin printer
Printer buffer
Data transfer switch
Printer/modem cables

Software:
PageStream
WordWriter ST
Data Manager
Neodesk 3
STalker 3
Flash
Diamond Back vers. 2 & 3
Diamond Edge
Ultimate Virus Killer vers. 5.7 & 5.9
MOS Disk Utilities vers. 1 & 2
ST Basic
Phasar
Chips Challenge
The Spy Who Loved Me
Bubble Ghost
E-Z Calc
Dungeon Master

All of the hardware and most of the software is in their original
boxes. All documentation is included.

I would like to sell the system as a whole but would consider
splitting the system up. If interested, please e-mail me at
rsalkin@worldnet.att.net. Thanks

# 4888. Help! transforing web downloads files from pc to an Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: MCA168@news.salford.ac.uk
Message-ID: <5g4dm4$7vo_001@newton.salford.ac.uk>
Source record: 126110

I have just been given an Atari ST 1040.
I was wondering if I could download files of the web on my PC then transfor
them to my atari by disk, like you can with the Amiga.

Also can anyone tell me the location of an Atari ST FAQ.

Any help will be most usefull,

Beckly,
M.G.Beckly@cms.salford.ac.uk

# 4889. HD Driver Update

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: boeer@cvtv.net
Message-ID: <858113444_OASIS_@cvtv.net>
Source record: 126111

Hello everyone,

I have version 5.12 of HD Driver. Is there a version update of this driver program? I have sent in my registration card, but haven't seen any response to it.

Any help would be greatly appreciated.

Gary

---
boeer@cvtv.net
---

# 4890. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: Shepton Mallet <Jonathan.Anderson@durham.ac.uk>
Message-ID: <5g4h2s$e59@mercury.dur.ac.uk>
Source record: 126112
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

What has John S. Gray (ag352@chebucto.ns.ca) been taking? I mean, look:
: Somewhere in thisthread some posting implies that Notator SL will run on
: a Falcon. As far as I know it only runs on stock 68000's with TOS 2.06 or
: under. Even has problems (not insurmountable) with 16 mHz and certain
: cache utilities.

: Anybody know anything different?

I ran Notator SL 3.15 on a 1040STe. Worked fine. Never crashed, as far as
I can remember, and worked fine. I am not quite sure what your problem
is, to be honest. I never had any!
Do you have version 3.2?

Jon

** Jonathan Anderson **
jonathan.anderson@dur.ac.uk
==========

# 4891. misc for sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-11 00:00:00 UTC
From: David Berry <dberry@spork.callamer.com>
Message-ID: <Pine.GSO.3.95.970311153210.25441B-100000@spork.callamer.com>
Source record: 126113

COMPUTERS FOR SALE

BUYER PAYS SHIPPING COSTS

Atari 400 $5.00 each
Atari 400XL $15.00
Atari 600 $10.00
Atari 600XL $20
Atari 800 $10
Atari 800XL $20

Atari 5.25 FD's $20 each

Amiga 1000 keyboard/mouse $200/0ffers

Atari 800 Computer, RGB monitor, floppy drives,
printer and sofware $275/offers

Atari 3" dual floppy drive (amdek)
old style atari,15, and 25 pin connectors
and 12 disks $75/ offers

Apple //c CPU $100

Apple //c monitors, all sizes email for info

Apple ][e 80 col.card 10 meg Apple Profile extHD
5.25 floppies monitor /// and printer $400/offer

][e, 2 disk// 5.25 FD's, green mono Monitor /// $150

][+, 2 disk //'s, monitor /// $100

/// system, 2 disk //'s, $150

//GS 512K, Apple RGB Color Monitor, 3 FD 3.5, 5.25
keyboard/mouse as new $350

Apple Monitor /// green mono $35 each

Disk // ext 5.25 drive $25 each

Corvus 10 meg (?) external hard drive for ][ family
computers $100 obo

Mac Plus w/ keyboard and mouse $195

Mac 512K w/ skyboard and mouse $100

Mac SE 4 meg key/mouse/ $395 offers

Mac Plus 4 meg ext 30 meg HD $295/offers

Apple SC CD external scsi sc drive $255 / offers

Mac Charlie external dual 5.25 FD for Mac Plus $75/offers

Apple Imagewriter l's $100, Imagewriter ll's $150

H.P. Touch Screen 150's complete systems;
monitor/printer, keyboard, software HD 3.5/5.25 FD's
manuals $250 to $350 offers email for details
extensive 100 series software available email for list

HP Portable Plus $250
external 3.5 FD's $100
HP ink jet printers $100

HP Vectra ES12 286
VGA monitor, keyboard, mouse $250

TECHTRONICS 21" Color Monitor
2 meg video card 16 million colors
$1296/offers

Hyuandai 286 color VGA, keyboard $200

Commodore C64 CPU's @ $25 each

Commodore 64 software
75 titles for $50
175 titles for $100

Smith Corona PWP 5000 word processor $150

Anderson Model A 242 acoustic modem
complete with doc and cables $50 obo

MARSTEK Model 105 B&W 400 DPI Hand Scanner
w/ PC bus port card and docs
for IBM PC,XT,AT,PS/2 Mod 25 or 30
or compatables
$65

NEC Model N 9630 network Modem 3 line inputs/outputs
circa '90 $50 obo

NEC PC/820JA portable computer
$100/offers

Misc XT's and AT, 286, 386 systems
numerous monitors mono's RGB's, VGA's etc obscure system keyboards, FD's,
HD's
email for needs and interests

Packard Bell Legend 2052 486
VGA monitor, keyboard, mouse $400

Emerson XT mono monitor, keyboard, mouse $100

Casio FA10 portable computer
printer, cassette storage recorder,power supply
$100/offers

CompuStar XT mono monitor, keyboard, HD, printer $125

NCR 286 color monitor, keybaord, mouse $199

Tandy 600 portable computer
soft case, power supply, cables
$125/offers

Tandy TRS80 8" internal FD's, monitor, keyboard, software
printer $100

Tandy TRS 80 CPU's make offer

Tandy 1000 SX color monitor, keyboard $75

Tandy Deluxe 2 button color mouse for
computer 2.3. 1000 family
new in boxes $25

Tandy 4-Pen Color Graphic Printer NIB $165/offers
IBM PS/2 286 VGA monitor, keyboard, mouse $295

INEX (IBM) notebook computer
factory refurbished, new battery, 200 meg HD, 3.5 FD,
parallel printer port, 9 pin serial port, VGA port,keyboard (PS/2) port, 2
mini
DIN connectors for serial mouse or phone carrying case,power supply,
$600/offers

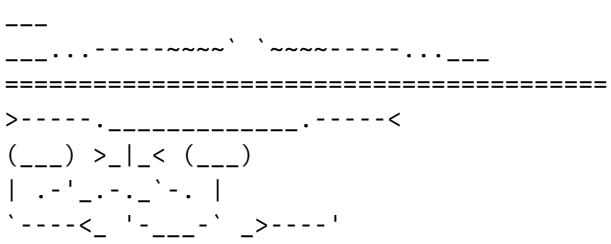
Back Issues MacWorld, Mac User, InCider, A+,
Atari Antic, Amiga World, Timex User,
Commodore, Foghorn, Portable Companion, Profiles,
kugram (Kaypro users group)
email for info

Vic Halling (805) 528-1117 534-1117 (FAX)
Associated Enterprises
Computer Sales and Service
2781 Houston Drive
Los Osos, CA 93402

VIC'S BBS 24 HOURS (805) 534-0777

email:
Dave Berry
dberry@callamer.com
dberry@job.punk.net
DCBBERRY@aol.com

Matt Jurisich
JurassicA1@aol.com



David Berry
dberry@callamer.com
dberry@job.punk.net
dberry@babbs.org
DCBBERRY@aol.com

# 4892. Re: Help with Oasis...

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970312191834135 21@pwomar.demon.co.uk>
Source record: 125922

Ronald J. Hall <thechyld@pcc-uky.campus.mci.net> wrote:

> Just a question here... There is a line under the newsgroups section
> (the 1st one) that says:
>
> nntp groups (fill in a group here)
>
> My question is how do you fit more than a couple of newsgroups onto this
> line? I tried just going to the next line with more groups and it gave
> me an error. I tired just putting nntp groups by itself and it told me
> that all groups were enabled? I also tried putting multiple lines like:
>
> nntp groups (various groups and then- and so on until I had all my
> nntp groups newsgroups listed....)
>
> Set like the above it only reads the last line's groups... Any help
> would be appreciated! :)

It's actually NOS that you are playing with the 2 programs are different
and by different people. Just put any group in this line, it's not used
unless nntp.dat does not exist and Oasis will make one for you.

-- To reply to this message there is no need to remove anything from my
email address, clever that!

# 4893. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970312191833134447@pwomar.demon.co.uk>
Source record: 125923

Robert Schaffner <robscha@data.rhein-main.de> wrote:

> In <33251E54.2015@ooc.de> Uwe Seimet wrote:
>
> >Robert Schaffner wrote:
> >
> >> So your HD Driver can't take your ZIP as a device. Insert a ZIP Disk!
> >> (Before reboot)
>
> HD Driver, not HDDriver.
> Das alte AHDI hat so seine Macken.

The original post mentioned that he used HDDriver.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

## 4894. Help! I deleted my /etc/rc ...

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: josk@ifi.unit.no
Message-ID: <5g6vj1$qkn@due.unit.no>
Source record: 125924

Subject says it all, I was stupid enough to delete my /etc/rc. Don't know how I managed that... Are there any kind souls out there who can mail me their rc-file, preferable the one from the KGMD-setup. My SCSI-cable is broken so I can't access my tape :-(

Jo Even Skarstein

# 4895. Re: Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3326b2e4.0@lagoon.idirect.com>
Source record: 125925

>My problem is:
>I go to connect to host when I first run in Newsie
>I then go to read off line and it starts downloading c.s.a.s
>Sadly it then changes its name to "up" and then I have to
>resubscribe to c.s.a.s and then all my news files is in
>"up".. Why does it change name??
>Can anyone help??
>REMEMBER please reply by Email!
>Thanks in advance :)
>Stuart Shaw
>IRC = Stu ( you know him and love him :)
>
which version of NEWsie are you using? I was having a similar
problem with version 0.66 - John Rojewski told me to try the latest
version, and the problem disappeared!

Try getting the new version - it's at
http://www.primenet.com/~rojewski/newsie72.zip - and see what happens.

I certainly wouldn't know what I'd do without NEWsie! :)

# 4896. Re: Problems with "Oasis" files

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3326b49e.0@lagoon.idirect.com>
Source record: 125926

On 12 Mar 1997 01:56:16, Hallvard Tangeraas wrote:
>I downloaded "Oasis" a few days ago to see if it was something I could use
>for Internet email etc. but I've had several problems with it.
> Mainly that several programs in the package don't work!
>The following gives me error messages ('-33' which according to my TOS
>error message list means that a file isn't found), or the program just
>bombs when trying to run it;
>
>ice.prg, icenet2.prg, oasised2.prg, low_mem.prg
>
>I seem to have done what the docs tell me, putting the various files where
>they belong... has anyone else had these problems?
>Oasis.prg works fine- the only problem is when I enter the configuration
>part for "font", where the programs bombs. Strange.
>
>I downloaded the latest version of Oasis, which is version 2- from the
>Oasis web page:
>
> http://www.yeadontt.demon.co.uk/
>
>Anyone have any solutions?

I've had much similar problems trying to get Oasis 2 to work on my machine, with the same bombing problem. I found too much trouble to set up for me. I've heard the earlier version that used NOS was much more stable (1.35) but also found problems configuring it.

My solution was to use NEWsie with the STiK TCP/IP layer. Works great.

# 4897. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5g7138$d75@lyra.csx.cam.ac.uk>
Source record: 125927

SNAPPER <snapper@dial.pipex.com> wrote:

> A few thoughts on copyright paradox...
What paradox? All of this can be applied to anything. Copyrights are to protect peoples intellectual property.

> Is it possible for me to copyright the number 5 ?

> 100 ?

> 1000000000102030405494 82 ?

> I think not, but any computer file is really just a
> large number, each consecutive byte of a program
> for instance will form a big number.

FYI someone has copyrighted (or was it patented) loads of numbers - something to do with factorizing large primes IIRC!

Stop trying to come up with this garbage to "protect" your morals. Personally I just find it highly amusing to see the lengths people will go to try and defend it. Personally I prefer the idea of free software (who doesn't) and would prefer to support free software rather than rip off another company (Linux vs Windoze for instance).

I don't like seeing MS stuff pirated, but I do wish MS would die a miserable death by everyone switch over to Linux. NB: I don't want to start a Linux thread here BTW :-)

Adrian
--
adrian.bridgett@poboxes.com www.netforward.com/poboxes/?Adrian.Bridgett
finger apb25@apb25.emma.cam.ac.uk for PGP public key
---
Artificial Intelligence: the art of making computers that behave like the ones in movies. -- Bill Bulko

# 4898. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: telmnstr@infi.net
Message-ID: <5g5858$21f$1@mh002.infi.net>
Source record: 125928

In article <5g2tog$3lo_006@news.vr-net.com>, posthamster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) says:
>
>In article <19970310222439231432@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) wrote:
>>
>>Mike Weber and Chris Tabacco <mweber@li.net> wrote:
>>
>>> I merely make a request which at that time I
>>> did not know the images where copyrighted!
>>
>>In the UK ignorance is no excuse, it may differe wherever you are.
>
>It's really difficult to beleive that anyone over the age of 8 would be
>ignorant of the copyright status of ANY operating system. After all, every
>school child in the USA (almost) has been exposed to the "shrink-wrap"
>agreements on Micro$lop products. There is NO logical reason to assume that
>other OSes aren't copyrighted unless they specifically say they AREN'T
>copyrighted, like Linux does.
>
>And, in the US, ignorance is still no excuse (although it does seem to be a
>qualification to hold public office).
>
>
>
>Try to be the best of whatever you are, even if what you are is no good.
>Rich Tietjens aka Captain Blade | My opinions reflect
>atari@teleport.com | my personal position
>GRUNT Computing - Support for | only and probably
>Atari users worldwide | horrify my employers.
----

There is a big difference between a alive platform like the PC,
and a dead one like the ST. I just got an ST from the thrift store
for 15$, and its been fun, but like, man, It cant touch the support
of a PC with a 10 foot pole!

My Amiga is so-so, they have at least 4 times what atari has in
Public Domain... (more than that actually).. But the atari is
much cooler looking.

# 4899. Pacifist mouse problems under DOS

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Jonathan Tranter <jonathan@wolves4westbrom2.demon.co.uk>
Message-ID: <IkjrRHAxswJzEw+t@wolves4westbrom2.demon.co.uk>
Source record: 125929
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

Hello,

I'm having problems running Pacifist under DOS with regards to mouse support. Every time I move the mouse the emulator crashes out (in all versions up to 0.35). I've tried three different mouse drivers without any joy.

I can run Pacifist fine in a Windows 95 DOS-Box but the sound quality isn't too good!

If anybody knows anything of this problem then I'd be very pleased to hear from them.

Thanks in advance,

Jonathan

Jonathan Tranter
e-mail: jonathan@wolves4westbrom2.demon.co.uk

# 4900. Re: Papyrus 5 demo

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCMSBDUQUp@tos.ak.planet.gen.nz>
Source record: 125930

In <332447BB.52D0@aston.ac.uk> parksj wrote :

>Does anyone know of an FTP site with a correct archive for the Papyrus 5
>demo?
>
>The copy at ftp.uni-kl.de is corrupt.

Well, I've got the copy from ftp.uni-kl.de running right now, so it's not
corrupt. I guess it must have become damaged during transfer - try getting
it again.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 4901. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <858192172_OASIS_@flinny.demon.co.uk>
Source record: 125931

In article <HCMHEDVUUP@wa.caeci.ol.ni.schule.de>
gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter) said:-

>The biggest point is, that it doesn't support CSLIP or PPP. I think
>Dave Ackermann, the author of STIK, has a great responsibility.

You surely mean Dan Ackerman? :)

>If he has no time to develop STIK in future to a semi-professional
>software, he should give all informations about STIK to another guy,
>who is willing to do this job.

The problem was not really lack of time.. although that played a
part.. but Also publishing the Cab.ovl and Antmail takes time as well.

>Many user, like me, are willing to pay for a semi-professional working
>STIK again.

STiK still works.. Just not for people who cant get a normal SLIP
account. It still Dumbfounds me why ISP's dont support SLIP
connections.....

>PLEASE DAVE, GIVE ANOTHER GUY A CHANCE, GIVE STIK A CHANCE.

Whatever you may think STiK is still being worked on.. More by a group
of people and not one person anymore.

>PUBLISH AN UPGRADE OF STIK OR LET THIS JOB DO ANOTHER GUY, WHO HAS
>TIME TO DO IT.

Hopefully a new upgrade will be released soon.

Nick.

--

----------------------------Nicholas Flintham----------------------------
--------Nick@Flinny.demon.co.uk --- nflintham@cix.compulink.co.uk--------
----------------------Http://www.flinny.demon.co.uk----------------------

# 4902. Re: Java for Linux/68k?

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Nick@flinny.demon.co.uk
Message-ID: <858192586_OASIS_@flinny.demon.co.uk>
Source record: 125932

In article <5g4g68$qq5@lyra.csx.cam.ac.uk>
mnb20@cam.ac.uk (Mark Baker) said:-

>In article <33252005.233A@ooc.de>,
> Uwe Seimet <us@ooc.de> writes:
>
>>> installing Linux/68k. But since there seems to be no
>>> Netscape for Linux/68k, is there a version of the JDK
>>> or similar Java development material?
>>
>> No.
>
>But if you had a motif licence, I'm sure the people who did the port to
>linux/i386 would be happy to send you their code so you could compile a
>linux/m68k version (you would probably also require a sun source licence,
>but that wouldn't be a major problem).

Maybe even easier than that :)
Dont remember how old this info is..

Nick.

KAFFE v0.8.1 - A JIT and interpreting virtual machine to run Java(tm)* code
==========================================================================

*** NEWS !!! ***

*** "Just-in-time" support for the *M68K* architecture ***

Kaffe is a virtual machine design to execute Java bytecode.
This machine can be configured in two modes. In one mode it operates as
a pure bytecode interpreter (not unlike Javasoft's machine); in the second
mode if performs "just-in-time" code conversion from the abstract code to
the host machine's native code. This will ultimately allow execution of
Java code at the same speed as standard compiled code but while maintaining
the advantages and flexibility of code independence.

New Features
------------

This version of Kaffe has the following new features:

* "Just-in-time" support for M68K on U/AX.

* New code analyser - will form the basis of code verifier.

* Various bug fixes related to better graphics support.

* Lots of bug fixes (see Changelog)

Platforms
---------

Kaffe will run on the following platforms ('J' indicates 'just-in-time'
support, 'I' indicates 'interpreter' support):

| uProc | Mode | Systems |
|---|---|---|
| i386 | J+I | FreeBSD 2.x Unixware NetBSD 1.x<br>Solaris 2.x BSDI 2.x Linux 1.2.13 & 2.x<br>SCO 3.2v5 NeXTStep 3.x Windows '95<br>DG/UX OpenBSD 2.x OpenStep 4.x |
| Sparc | J+I | SunOS 4.x Solaris 2.x NetBSD 1.x<br>NeXTStep 3.x Linux Fujitsu UXP/DS |
| Alpha | J+I | Linux OSF/1 |
| M68K | J+I | AmigaOS NeXTStep 3.x NetBSD 1.x<br>SunOS 4.x |
| PowerPC | I | MkLinux MachTen 4.0.3 AIX |
| MIPS | I | IRIX 5 & 6 NetBSD 1.x |

I encourage people to make ports to other platforms and to feed them back
to me. I would recommend that initial ports concentrate on the interpreter.
These can then be used as the basis for developing JIT versions for these
systems.

The source for Kaffe can be found at the following location:

Europe:
ftp://ftp.sarc.city.ac.uk/pub/kaffe/kaffe-0.8.1.tgz
ftp://ftp.doc.ic.ac.uk/packages/kaffe/kaffe-0.8.1.tgz
ftp://ftp.lysator.liu.se/pub/languages/java/kaffe/kaffe-0.8.1.tgz
ftp://sunsite.mff.cuni.cz/Languages/Java/kaffe/kaffe-0.8.1.tgz
ftp://sunsite.auc.dk/pub/languages/java/kaffe/kaffe-0.8.1.tgz
ftp://alterego.stack.urc.tue.nl/pub/kaffe/kaffe-0.8.1.tgz
USA:
ftp://ftp.cs.columbia.edu/pub/kaffe/kaffe-0.8.1.tgz
ftp://sunsite.unc.edu/pub/languages/java/kaffe/kaffe-0.8.1.tgz
ftp://ftp.redhat.com/pub/mirrors/kaffe/kaffe-0.8.1.tgz
Japan:
ftp://ftp.webcity.co.jp/pub/andoh/java/kaffe/kaffe-0.8.1.tgz
Others:
ftp://ftp.unicamp.br/pub/languages/java/kaffe/kaffe-0.8.1.tgz

What you need
-------------

For a Kaffe system you need the following parts:

kaffe-0.8.1.tgz Virtual machine and all bits
provided by tjwassoc.demon.co.uk
kaffe-0.8.1-package-javasoft.com.tgz Sun's class libraries.

These two are are the minimum to get something useful working (you might
already have the classes libraries from JDK 1.0.2; if so don't bother to
get them again).

If you want to use graphics you'll need one of the following:

kaffe-0.8.1-package-biss-net.com.tgz AWT graphics support.
kaffe-0.8.1-package-epfl.ch.tgz Alternative graphics support.

Uncompress and untar these archives into the same directory, configure,
make and install.

Enjoy.

Tim Wilkinson
<tim@tjwassoc.demon.co.uk>
----
* Java is a registered trademark of Sun Microsystems, Inc.

--

----------------------------Nicholas Flintham----------------------------
--------Nick@Flinny.demon.co.uk --- nflintham@cix.compulink.co.uk--------
----------------------Http://www.flinny.demon.co.uk----------------------

# 4903. Re: MagicMac 2?

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970312213434204649@pwomar.demon.co.uk>
Source record: 125933

Kevin <kkozoriz@wizard.com> wrote:

> Has an English release of MagicMac 2 been announced yet? Any info would
> be appreciated.

almost, System solutions have finally admitted that MM2 existas and I
was told a UK version is expected in a couple of months, possibly a free
upgrade too!

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4904. Re: Yikes!!Something strange in partition 'E'!!Help!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970312213447205466@pwomar.demon.co.uk>
Source record: 125934

Rich Tietjens <Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us>
wrote:

> If you need Diamond Edge, I think you can order direct from Oregon Research,
> or you can contact Computer Direct or Toad and see if they have it in stock.
> Edge will "rebuild" a single partition if necessary - that avoids formatting
> the entire drive.

...but you are VERY unlikely to need to do this though, it will almost
certainly just fix it, the corrupted files may be lost but the rest of
your data sshouldn't be affected.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4905. Re: Problems with "Oasis" files

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970312213437204830@pwomar.demon.co.uk>
Source record: 125935

Hallvard Tangeraas <hallvart@sn.no> wrote:

> I seem to have done what the docs tell me, putting the various files where
> they belong... has anyone else had these problems?
> Oasis.prg works fine- the only problem is when I enter the configuration
> part for "font", where the programs bombs. Strange.
>
> I downloaded the latest version of Oasis, which is version 2- from the
> Oasis web page:
>
> http://www.yeadontt.demon.co.uk/
>
> Anyone have any solutions?

Personally I say bin it and use the old Oasis, v1.35. It uses the trusy
but DOS like NOS for the online stuff and it works very well IMHO. Try
your trusty ftp sites or if you can't find it then it should be at my
site http://www.pwomar.demon.co.uk/oasis135.tos

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4906. Re: Q:Atari Mega ST, how to skip programs at the start??

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970312213442205161@pwomar.demon.co.uk>
Source record: 125936

Daniel Rojo <drojo@marlin.utmb.edu> wrote:

> Guentcho Skordev (ut13@rzstud2.rz.uni-karlsruhe.de) wrote:
>
> : > Why not boot on a floppy ?
> : Because I am a newbie and I didn"t have the disk i needed to do that. I
> : don"t have it yet, that's why I asked for help. Actually, starting the
> : computer without a diskette and with the HD turned off brings on the screen
> : only the floppy and the trshcan icons and I don't know how to make the files
> : on the HD accessible.
> : Bye.
> : Gentcho
>
> It is possible to bypass the auto programs holding the alt key at
> booting time, but be sure of press it after the first flash of the busy
> light in the HD. If do it before, you will end with a basic default
> desktop.

On my UK machine you need to hold the Control key instead of Alt, I
believe that this may only work on machines with TOS 2.06 or higher too.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 4907. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: gerdw@wa.caeci.ol.ni.schule.de
Message-ID: <HCMQFEVEUP@wa.caeci.ol.ni.schule.de>
Source record: 125937

In <5g464a$scj$2@mark.ucdavis.edu> Eric Hays wrote:

>This is the real problem with Termite TCP and the WebSite TCP stack. They
>don't exist yet, and we can't test CAB with them to be sure it will work
>with them, and work easily. So how can ASH market CAB? It would be nice
>if they worked on the STiK code as part of their marketing of CAB. But
>then, I am obviously a dreamer.
>

No, you're not. I read the latest newsletter from ASH. You can also
read it on the Web-pages of ASH.

They are writing there that they are working on a software that will
substitute STIK and will support CAB. But they gave this information
very carefully, because they have just begun the work.
They also wrote, that this programm will only work together with
MagiC.
ASH has for sale also an HTML-Editor software, that works together
with CAB. This software is already available and called Texel 1.6. It
can be started from CAB and you can directly see the result of your
new HTML-Page created in Texel with CAB.

ASH is a very serious software house. You will see, I'm sure they will
have in a few weeks:

? = The Internet Connect Software
CAB = The Browser (already available)
Texel= The HTML-Editor (already available)

Have a look at: http://members.aol.com/ashinfo

Greetings

Gerd
--
Gerd Walter, Stubbenweg 23, 27753 Delmenhorst, Germany
E-mail: gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter)
Tel/Fax +49/4221/83544. Please Phone Before Fax.
http://www-pluto.informatik.uni-oldenburg.de/~caeci/home-d.htm

# 4908. FS: 720k External Floppy Drive for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1203971535450001@i460.oro.net>
Source record: 125938

This is the nice low profile Master drive and works with all Ataris. 100% compatible. $20 plus freight. Original box, cable, etc...

Tom

# 4909. FS: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1203971538360001@i460.oro.net>
Source record: 125939

qty (104) various issues including ST Informer, STart, ST Log, Atari Explorer, etc... All 104 issues for $25 plus freight.

Tom

**Also have 1 full set STart Magazines Disks and other various ST Magazine disks. Disks are .25 each.

# 4910. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: jmirando@streport.com
Message-ID: <5g7dkn$g8t@news2.delphi.com>
Source record: 125940

Mike,

I'm looking to do just that (make TOS images for my own use). I have machines with versions 1.04, 1.06, and 2.06 and would like to be able to use them on different machines (all STs... Stacy, 1040 STE, and MegaSTE).

I assume that the procedure is well defined for using an image to run an emulator, but I've seen nothing about running a TOS image on _an_ST_. I've made a dump of each version and tried to load each into a different machine using QuickTOS, but each one bombs (even when trying to load into it's 'native' machine). Is there a program like QuickTOS that will allow loading of a TOS image into an ST??

I've been told about an older program that will load TOS images, but I haven't been able to find it (I was told that it was on the older ICD utils disks).

Any good news for me??

Joe Mirando @ STReport

Joe Mirando @ STReport International Online Magazine

jmirando@streport.com porthos@delphi.com
73637.2262@compuserve.com j.mirando1@genie.com

```
_____________________________________________
| |
| Outside of a dog, a book is man's best friend... |
| Inside of a dog, it's too dark to read. |
| Groucho Marx |
|_____________________________________________|
```

# 4911. Re: Poll: What kind of hd backup do you use?

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_b9b3e23c_Claes.Holmerup@p5.dada.ct.se>
Source record: 125941

Mike Hopkins wrote this to All about Poll: What kind of hd backup do you use?:

MH> I'm don't have any way of backing up my hard drive except for
MH> floppies.

Backup?!?
*TOUGH GUYS DON'T MAKE BACKUPS - THEY REDO THE JOB INSTEAD...* ;)

Backup to floppy is slow and eats up LOTS of disks :(

MH> I've heard good things about Diamond Back 3.

I regularly use Diamond Back and it works very fine.
MH> What kind of hardware? Tape backup?

Diamond Back is said to be able to work with most SCSI tapestreamers, but I've only tested a few - which really HAVE worked fine. The best ones are, of course, DAT streamers. They're very fast compaired to other streamers, like QIC-80 and others.
I don't have a streamer myself, so I've only made rather limited testing.

MH> Zip?

I use it all the time. It's really great. When using a Zip for backup (and if you choose not to split files), you can use all files directly from the Zip disks (which is impossible with a tape) and copy them without having to run the backup program. Naturally, you can also make backups without a backup program if you copy files in some sort of an intelligent way...

MH> Sequest removable?

Haven't tried, but Syquest have always made good things.

Other options for backing up:
Another HD of the same size. That's actually an alternative, since the price of HD's is going down all the time.
CD-writer. Since CD-writers and CDR's are becoming cheaper, it's a realistic option to use CDR as backup media too (need SoundPool's CDRecorder software).
If you have a Falcon with an S/Pdif interface and a regular DAT-recorder with digital in/out, you can also use the DAT as backup streamer if you use DataDat from SoundPool or another program from BlowUp (can't remember the name now).

MH> For that matter, what is the best hard drive handler? I have
MH> heard of HDDriver. Who makes it and how new is it?

I use HDDriver 6.0, which has been written by Uwe Seimet (it's possible he'll answer you question as well). HDDriver is being updated continuosly and that's why it's the best driver around. When a problem is discovered, or Uwe finds a

way to make things better, he just fixes it...

Best regards,

Claes

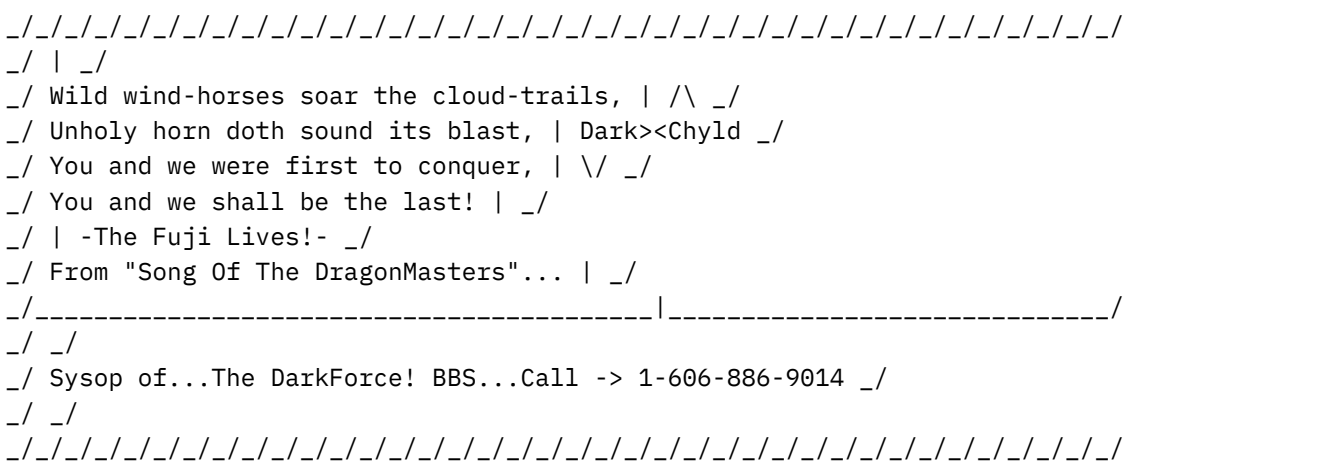
********** New Equipment: Philips CDD2000 CD-writer **********
e-mail claes@dada.ct.se * Atari Falcon 030/36MHz+16MB+5.5GB+Zip
fidonet 2:200/136.5 * 6.7*CD+UPS+OL400+Samsung17GLsi+USR33600
fujinet 7:102/105.5 * Cubase Audio+FDI+JAM8+MO4+various synths
nest 90:1102/116.5 * These are essential working tools in my
saknet 79:121/103.5 * recording studio-with many other uses also
**********

## 4912. A few E-Mail addresses...

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858195070_OASIS_@pcc-uky.campus.mci.net>
Source record: 125942

Just wondering if anybody has Oregon Research's E-mail address as well as Roger Burrows-creator of the wonderful ExtenDos Pro...? While we are at it, does anyone know of a FAQ or HYP file that covers Atari dealers/vendors with their addresses, E-mail addresses, phone/fax numbers, etc,...? Thanks in advance for any help! :)

--



# 4913. Re: TOS Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: jmirando@streport.com
Message-ID: <5g7f1m$g8t@news2.delphi.com>
Source record: 125943

On 7 Mar 1997 22:48:41 , Mike Weber and Chris Tabacco wrote:
>
>You guys are getting a little out of hand... First of all I own an Atari
>ST. The hard drive is bad so I need to get the images.

I may be missing something, but what does a bad hard drive have to do
with TOS images? Your current TOS _should_ be in ROM format.

>Second of all we are talking about the "ST" platform! Which doesn't
>exist anymore. No support, barely any new software etc. I can't even
>find a dealer near me that will fix my drive!

Which platform we are talking about is irrelevant. The fact is that
TOS is a protected product. Lack of support and software are not
reasons to condone or participate in piracy.

>Thirdly, do you really think JTS cares anymore? They have 1000's of
>unsold Jagars stuffed in a warehouse which they can't get rid of!!

Whether or not JTS _cares_ is also irrelevant. The fact is that they
own TOS and may do with it as they please (even if it pleases them to
do nothing with it... sad but true). They may have thousands of Jags
sitting in warehouses, but you can bet that if you broke in and took
one (just to play the two or three games you own, mind you), they'd
prosecute.

>And trying to get people kicked off internet access providers is
>ridiculas! Enough of these stupid accusations.

There is no accusation involved. Solicitation of software in this
manner is illegal. As such, it could be grounds for negating a
contractual agreement between an ISP and a customer.

>JTS has better things to do with their time going after pirates of
>an absolute ST platform. Take a good look at the 8bit platform!
>There is all kinds of software out there on the net and no one gives
>a s*it. And it's keeping the platform alive. If you want to keep
>interest in the ST platform I suggest you do the same. I think
>getting the permission to post all those great old ST games is a
>great idea!! I miss or have forgotten all those great games I played
>countless hours playing on the ST! Make them public or at least make
>an ST action /adventure pack for the IBM and sell it to the public! I
>myself was a true hardcore Atari ST fan but times change. Then again
>that is my opinion! So stop flaming me! BTW thanks for all the
>replies from all you generous people out there...

The release of those games would be a GREAT idea. As long as it is understood that the option to do so remains squarely in the hands of the owners of the copyrights, not someone who figures that no one will care and that since there's so little available for the ST that we are "entitled" to it. To put it in perspective, running a red light is illegal... even if there's no cop around and there's no other traffic. This is not a flame, simply an opinion different from yours.

See ya,

Joe Mirando

Joe Mirando @ STReport International Online Magazine

jmirando@streport.com porthos@delphi.com
73637.2262@compuserve.com j.mirando1@genie.com

```
_____________________________________________
| |
| Outside of a dog, a book is man's best friend... |
| Inside of a dog, it's too dark to read. |
| Groucho Marx |
|_____________________________________________|
```

# 4914. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970312194023.25858A-100000@freenet>
Source record: 125944

> >> I merely make a request which at that time I
> >> did not know the images where copyrighted!
> >
> >In the UK ignorance is no excuse, it may differe wherever you are.
>
> It's really difficult to beleive that anyone over the age of 8 would be

Not really...

> ignorant of the copyright status of ANY operating system. After all, every
> school child in the USA (almost) has been exposed to the "shrink-wrap"
> agreements on Micro$lop products. There is NO logical reason to assume that
> other OSes aren't copyrighted unless they specifically say they AREN'T
> copyrighted, like Linux does.

I think most people get DOS and Windoze pre-installed, and don't ever see
the 'fine print'...

```
- -------------_------------------------------------------------- -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ------------------------------------------------------------------ -
```

# 4915. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970312201242.197A-100000@freenet>
Source record: 125945

```
> And if I had 1000 monkeys with 1000 typewriters and waited
> 1000 years....
>
> I'd find them all dead, having written a load of gibberish!

I think you need to keep the monkeys away from the computer... ;)

- -------------_------------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------- -
```

# 4916. Re: Help with Oasis...

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <858198638_OASIS_@nordnet.fr>
Source record: 125946

In article <858074278_OASIS_@pcc-uky.campus.mci.net>
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) said:-

> My question is how do you fit more than a couple of newsgroups onto this
> line? I tried just going to the next line with more groups and it gave me
> an error. I tired just putting nntp groups by itself and it told me that
> all groups were enabled? I also tried putting multiple lines like:
>
> nntp groups (various groups and then-
> nntp groups and so on until I had all
> nntp groups my newsgroups listed....)
>
> Set like the above it only reads the last line's groups... Any help would
> be appreciated! :)

It's a NOS question, not Oasis like the title said. The answer is that
you can set many groups (separated by comas) on *one* "nntp groups" line.
I think you can make this line as long as 488 characters long, but only if
you can find a text editor writing so long lines... (if you find tell me
which one!) Everest goes up to 300 characters per line, most editors stop
at 254, 255 or 256 characters. I don't know any best text editors for
this... a binary editor like GemHexEd or XXedit could be used.

So you can perhaps use jokers to shorten your newsgroups list, like
for example "nntp groups comp.sys.atari*" to have the 6 groups of the
hierarchy. If you don't want to read all the hierarchy, you can exclude
some groups prepending them with "!", like perhaps in "nntp groups
comp.sys.atari*,!comp.sys.atari.advocacy,!comp.sys.atari.8bit" or even
"nntp groups comp.sys.atari*,!*.advocacy,!*.8bit". But in this last case
be carefull, you won't receive any advocacy group, even if somewhere in
the line you include comp.sys.be.advocacy... The exclusion is active for
one whole nntp protocol NEWNEWS command.

Once that said, the "nntp groups" list is used only if your nntp.dat
file (in spool/news/) is unreadable, corrupted or deleted... It's far
better to set there your groups: no lenght limit (if more than 488 chars
NOS makes a second NEWNEWS request), jokers and excludes are also usable,
and you can even poll certain groups from one server and other groups from
another server... I use only one low traffic group in "nntp groups" for
security, so if a problem occurs with nntp.dat NOS will request only this
one group from the server, and not the default... "*" is the default...
(do you have 23 years to download *all* messages from *all* 23000
newsgroups at 28800 bps? ;-)

To be complete on the subject, I must say you have also a third way to
enter wanted groups, directly in the newsserver(s) declaration in

startup.nos, something like "nntp addserver news.provider.com 50000 comp.sys.atari.st,alt.fan.bruno-kozlowski,alt.binaries.pictures.me" and in this case, you *can* add groups to the list for the given server with a second command (same server name, same autokick delay).

If I remember correctly, when you "nntp kick news.provider.com" NOS requests groups declared in the given newsserver's section of nntp.dat file, if not present it uses "nntp addserver" group list (for the given server), if empty it uses "nntp groups" list (for any server), and if empty it uses "*" joker... In any case but the first, after the succesfull news session it will create a new nntp.dat file with the name of the newsserver used and the GMT date and time of beginning (minus 2 minutes) of the session, and will use it next time.

Bye! Bruno.

PS: Your 13 lines sig is too long, the Netiquette says 4 lines maximum.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

# 4917. WTB: Atari stuff

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@DreamSoft.com>
Message-ID: <33277D8C.788F@DreamSoft.com>
Source record: 125947

I would like to buy the following Atari ST stuff...

Atari Mega ST 4meg - Will pay $100.oo

ICD adSpeed 16mhz for a 1040stf - Will pay $35.oo
or
FasTech 16mhz for 1040stf - Will pay $35.oo

Please Email if you want to part with above.

RClaunch@DreamSoft.Com

## 4918. Q:Atari Mega ST, how to skip programs at the start??

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31208_please@no.spam.mail.here.mettav>
Source record: 125948

This message from ut13@ab293.rz.uni-karlsruhe.de to All came in on a wing and a prayer...

Hi Guentcho!

u> I have installed an accessory program in my auto folder. It didn't work
u> ant the computer rebooted again and again :-(. I didn't know how to
u> stop it.

Depending on the hard disk driver, you can often bypass the hard drive booting by pressing a key, try [Alt], [Ctrl] or perhaps a letter key to boot from that partition or drive.

Then you can install the drive icon for C so that you can disable the prog in question.

u> At the end I did it after a lot of tries to turn off the power of the
u> HD at the right moment. I guess this wasn't a good idea, but only this
u> helped.

You could have tried booting from a floppy with the HD turned off, then turn it on and then load your hard disk driver from floppy, then proceed with installing C as above.

Regards, Derryck

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4919. For Sale: Atari Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Ian Clarke <ianc@dai.ed.ac.uk>
Message-ID: <Pine.SOL.3.95.970312112628.10994D-100000@lady.dai.ed.ac.uk>
Source record: 125949

After many happy years of Atari computing I think it is time to move on. I am therefore selling my beloved Atari Falcon 030, with 4 MB ram, and a 127 MB hard drive, and LOADS of software on the hard disk (all legal I might add). I am sure the package, including the software it worth well over GBP1000 new, and I am willing to let it go for 500 pounds or the nearest offer.

I am in Edinburgh, Scotland, and do not have a car, so if you are not in the Edinburgh area we shall have to come to some secure arrangement with regard to transport.

If you are interested reply to this posting or phone me on 0131-2283706

Ian.

--------------------------------------------------------------------------
Ian Clarke "I am the thought you are thinking"
Homepage: http://www.dcs.ed.ac.uk/home/iic/index.html
Student of Computer Science and Artificial Intelligence at the University of Edinburgh, Scotland.

# 4920. Sell Atari package.

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970313003048.27863A-100000@usr05.primenet.com>
Source record: 125950

```
Be aware that it is not for me :)
I will however forward the answers to the person.

I have the following for sale:( Or trade for a Falcon)
---------------------------------------------------------------------
1040 STE with 4megs of RAM, TOS2.06
Cordless Golden Image trackball
ICD Link2
Atari SM125
Color RGB monitor
(custom monitor switch box)
Golden Image Scanner/Software
Stereo Master
Forget Me Clock2
290 meg Hard Drive
Asorted Software
---------------------------------------------------------------------
Asking price $300 US for complete package

_____________________________________________________________________________
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
_____________________________________________________________________________
```

## 4921. STE_X New generation ;) [freeware]

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970312192807.29857A-100000@usr07.primenet.com>
Source record: 125951

```
the new STE_X is out, falcon user that want to play old games might
appreciate this soft.
If you speak german/finish and think that it would be a good idea to
translate it, email me.
(FALCON_X is available on my page)

--------------------------------------------------------------------------------
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
--------------------------------------------------------------------------------
```

# 4922. Re: PPP?

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Rev.Rich@atarinet.portland.or.NO.SPAM.us
Message-ID: <5g6h06$2v0_010@news.vr-net.com>
Source record: 125952

In article <5g48va$lc2@panix2.panix.com>, smooth1@panix.com (The Smooth One) wrote:
>
>I use Sitk and Cab at the moment but i'd like to try the PPP connection...
>so could someone point me to a great PPP program, that's not hard to set
>up, I can surf the Net with. Particully web pages. Thanx!!

I just finished setting up PPPkit14 and GlueSTik - now I have CAB and Newsie working on a PPP connection. It turns out that PPPkit requires very little setup - unzip it on your D: drive to make it as easy as possible. Then you have to edit 3 or 4 text files and create a suitable desktop (best with Newdesk or Thing BTW). GlueSTik is almost ludicrously easy - I can't believe I lived with SLIP all this time...

Both should be available at my ftp site - see below for the URL.

Oh, and definitely go for Newsie 0.70 from John Rojewski - it now includes ftp!

The Reverend Rich Tietjens aka Captain Blade
atari@teleport.com
Spam is sinful - shoot spam on sight!

# 4923. Re: PPP?

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Rev.Rich@atarinet.portland.or.NO.SPAM.us
Message-ID: <5g6h6t$2v0_012@news.vr-net.com>
Source record: 125953

In article <5g4fca$qq5@lyra.csx.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) wrote:
>
>PPP does not offer anything more than slip[1]; if you've got a working slip
>connection, don't bother with PPP, at least not until there's a PPP
>supporting STiK. The reason people are adding PPP support to STiK is purely
>so people who don't have access to slip accounts can still use it.

Not quite correct. PPP with MiNTnet is faster than SLIP with STiK - because
STiK doesn't support VJ compression, and the PPPkit does. There's a definite
stability factor, as well, at least with my ISP - I used to get disconnected
anywhere from 6 to 30 times (no exaggeration, that's actual count) using STiK
befoer I was able to remain logged on long enough to read my mail; now
disconnections are VERY rare (I've had 1 so far).

The Reverend Rich Tietjens aka Captain Blade
atari@teleport.com
Spam is sinful - shoot spam on sight!

# 4924. Re: WTB: MegaST internal floppy drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Rev.Rich@atarinet.portland.or.NO.SPAM.us
Message-ID: <5g6hi5$2v0_014@news.vr-net.com>
Source record: 125954

In article <antarct-0803971601450001@pm3-01-dyn4-1.nash.telalink.net>,
antarct@telalink.net wrote:
>
>I need a replacement internal drive for a Mega 2.

Toddle down to your local PC store and get any 1.44mb floppy drive; you can't use the high density option, but otherwise it will be fine. Make sure you tell the guys there that you wnat it jumpered for DS0, or buy a double-male 34-pin header and a PC "twisted" floppy cable at the same time.

Then swing by the hobby store and get an Xacto razor saw so you can open up the front of the Mega's case a little bit. You also need four 1/4-inch high spacers to raise the drive up a little bit, if you want the disk slot to line up with the old one, but you can skip that if a 1/4-inch gap above the top of the drive doesn't bother you.

>Email me at: antarct@telalink.net

Done.

The Reverend Rich Tietjens aka Captain Blade
atari@teleport.com
Spam is sinful - shoot spam on sight!

# 4925. Re: SF 354 Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Rev.Rich@atarinet.portland.or.NO.SPAM.us
Message-ID: <5g6id1$2v0_016@news.vr-net.com>
Source record: 125955

In article <3325fe8e2b7631@sn.no>, hallvart@sn.no (Hallvard Tangeraas) wrote:
>
>On Mon 10-03-97 21:20, Rich Tietjens
> (Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us) wrote:
>
>>The power plug on some SF354 drives has +12v where the PC-standard 720k or
>>1.44mb drive expects to see +5v! Plugging in without absolutely verifying
>>that the voltages are correct can cause a tiny puff of very expensive smoke!
>
>Oops! Sorry about that. I didn't know that the power connector was
>different on different drives. Perhaps this goes mostly for external drives
>as my internal drive has the exact same power-pinouts as the replacement
>drives do.

That will be 50 lashes with wet lasagne for you, Hallvard! <G>

BTW, I discovered this little discrepancy the hard way about 6 or 8 years
ago... A typical Atari prank, use a plug that is physically identical but
electrically disasterous.

The Reverend Rich Tietjens aka Captain Blade
atari@teleport.com
Spam is sinful - shoot spam on sight!

# 4926. Re: CAB with GlueSTiK/MiNTNet - doesn't work right

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Rev.Rich@atarinet.portland.or.NO.SPAM.us
Message-ID: <5g6in8$2v0_020@news.vr-net.com>
Source record: 125956

In article <857808848_OASIS_@ping.be>, Martin.Byttebier@ping.be wrote:
>
>Forgive me my ignorance but what is needed for Gopher.
>One such an address is for instance:
>http://193.190.205.13/Popo/148_Pol/samyn.htm
^^^^

There's your problem. If that's a gopher address, it should NOT be preceded with an http prefix - change that to gopher and see if it works. Since my Falcon's phone line is tied up, I can't do it myself right now.

The Reverend Rich Tietjens aka Captain Blade
atari@teleport.com
Spam is sinful - shoot spam on sight!

# 4927. Re: Problems with "Oasis" files

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Rev.Rich@atarinet.portland.or.NO.SPAM.us
Message-ID: <5g6igf$2v0_018@news.vr-net.com>
Source record: 125957

In article <3325fe922baa25@sn.no>, hallvart@sn.no (Hallvard Tangeraas) wrote:

>I downloaded "Oasis" a few days ago to see if it was something I could use
>for Internet email etc. but I've had several problems with it.
>
<SNIP>
>
>I downloaded the latest version of Oasis, which is version 2- from the
>Oasis web page:
>
> http://www.yeadontt.demon.co.uk/
>
>Anyone have any solutions?

Yes, get Oasis 1.35 - it /does/ work. Oasis 2.x has never done a bloody thing
for me.

Although I'm VERY happy with MiNTnet and Newsie - definitely recommended.

The Reverend Rich Tietjens aka Captain Blade
atari@teleport.com
Spam is sinful - shoot spam on sight!

# 4928. Re: ZIP drive for ST-E parallel port?

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Rev.Rich@atarinet.portland.or.NO.SPAM.us
Message-ID: <5g6gn8$2v0_008@news.vr-net.com>
Source record: 125958

In article <5g4nej$a6h@lupin.csv.warwick.ac.uk>, lsrbd@csv.warwick.ac.uk (Mr C M Hodgson) wrote:
>
>Can a PC zip drive be used via the ST-E parallel port ?
>Is there driver software for this purpose >?

No. This question pops up about once a fortnight and the answer will likely remain "no" until Bill Gates switches to Mac System 7.

Get a SCSI port Zip drive and a suitable host adapter such as the Link96. You will probably have to add a "stolen +5v" supply to the host adapter - a flying lead from the joystick port, or a modification of the Zip's SCSI port will be in order, if you use any of the "Link" adapters.

The Reverend Rich Tietjens aka Captain Blade
atari@teleport.com
Spam is sinful - shoot spam on sight!

# 4929. Re: WTB: Mega ST4

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: sensui@gte.net
Message-ID: <sensui-1203972325450001@wphu128201.pac.gte.net>
Source record: 125959

In article <331D8517.2A76@DreamSoft.com>, RCLAUNCH@DreamSoft.com wrote:

> I want to buy the following..
>
> Atari Mega ST4 - will pay $100.oo plus shipping
>
> Please Email if you WTS
>
> RClaunch@DreamSoft.Com

Hi Richard...

I think I might have emailed you before, but if you're interested in my Atari Mega 4, it's still available.

It also has something called ADAP Soundrack, if you're interested in that.

Would you need a monitor, or just the CPU and keyboard?

Dean.

PS: I'm in Hawaii. Shipping is probably a bit higher than in the Mainland, but not much more if done by Priority USPS (pretty fast, I just sent something to someone in Florida and it got there in a few days).

# 4930. Re: Problems with "Oasis" files

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: stanley@stanley.wintermute.co.uk
Message-ID: <42797272_000014_OASIS_NEWS@stanley.wintermute.co.uk>
Source record: 125960

In article <858188928_OASIS_@ping.be>
Martin.Byttebier@ping.be (Martin Byttebier) wrote:-

> In article <3325fe922baa25@sn.no>
> hallvart@sn.no (Hallvard Tangeraas) said:-
>
>>I downloaded "Oasis" a few days ago to see if it was something I could use
>>for Internet email etc. but I've had several problems with it.

<snip, snip>

Oh dear! I have my own problems, but you'll see that I have Oasis2
working properly, if you look at the highly-tech lines of this msg.

Please do try installing it again: it is well worth it!

Do remember to to install it in a completely new directory from the one
where you first unzipped it. And don't delete the original zip file
until you are well satisfied.

Now then, I have a problem too: just where the whatsit are the emails
received via POP3? They seem to have been automatically deleted before
I got the chance the read them!

Regards,
charles.

--

chas@stanley.wintermute.co.uk ** GM1MCN@GB7ABN ** Aberdeen, Scotland
{Atari 2000-date-compatible TT User}{My other computer's a Model 100}

# 4931. Re: Atari TT030 (no HD), ST RAM, Syquest, Software

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Joe Bresler <joe@rockridge.com>
Message-ID: <01bc2e92$f84e1160$309b9ccc@joe.poppe.com>
Source record: 125972

This equipment is sold. Thanks for the interest.

Joe Bresler

Joe Bresler <joe@rockridge.com> wrote in article
<01bc27b4$26886200$309b9ccc@joe.poppe.com>...
> Make me an offer:
>
> The TT030 doesn't have a hd, but otherwise, is just the way it came from
> the factory. I've also got some RAM upgrade boards, SIMMs, and some
> software. No monitor.
>
> via email:
> jbresler@best.com
>

# 4932. Tell me about ASH's Phoenix

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: szhays@bullwinkle.ucdavis.edu
Message-ID: <5g57pc$osc$2@mark.ucdavis.edu>
Source record: 125973

While banging around the ASH pages looking for information about CAB, I stumbled across a bunch of stuff about a product they have called Phoenix.

No, not the 3-D rendering program.

My German isn't very good, but it certainly looked like a powerful relational database with a very slick graphical front end. In fact, it looked a heck of a lot like Microsoft's Access. And it clearly said the program would run under both plain TOS and Magic.

For the last three years, I have honestly believed that the three most glaring holes in the Atari software library were a good Web browser (a hole neatly filled by CAB almost two years ago now), a very simple yet powerful home accountancy program like Quicken (has anyone taken a good look at PHEM, it is at least ahlfway there, I think), and a really powerful database program. Something in an entirely different league than Twist.

Has Phoenix finally filled this third hole?

What other wonderful TOS compatable programs are hidden beneath the inscrutable German on the ASH page? Magic, Kobold, Signum, NVDI, Texel and Artworx I had at least heard of, although there seems to be a lot of useful information on the ASH page if I could read it. Papillon, I'd never heard of... and Phoenix?

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-----------------------------------------------------+

## 4933. Anyone got WebSpace yet?

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: szhays@bullwinkle.ucdavis.edu
Message-ID: <5g56rg$osc$1@mark.ucdavis.edu>
Source record: 125974

Seems to me WebSpace should be in commercial release now. Anyone seen it?
Has it been delayed? If it has been delayed, has anyone got any idea for
how long and for what reason?

The offline demo worked quite nicely, and I have a few friends that have
been unable to set-up CAB and would leap at any product to supported PPP
or promised to be easier to set up than STiK/CAB.

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-----------------------------------------------------+

# 4934. Auto Folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31207_please@no.spam.mail.here.mettav>
Source record: 125975

Hi chrisTiaN,

g> luckily, the current arrangement of the files in my auto folder
g> doesn't cause any problems when autobooting. however, i will, and do
g> eventually want to rearrange them. i've tried the move all the files
g> to an empty folder and place them back in the auto folder (in desired
g> order) method, but this doesn't work. (it goes back to my default,

The simple answer to your question is that the directory is displayed in name order, which is to say that the list of progs is shown sorted by name rather than by running order. To see the actual running order you need to be able to display the directory unsorted, see if that is an option for your desktop.

One way to reorder progs in your auto folder is to use Autosort, you just click and drag files around until they are in the order you want.

HTH.

Regards, Derryck

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4935. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31212_please@no.spam.mail.here.mettav>
Source record: 125976

Yo! Harry Dude!

Whilst under caution Harry said to Officer Steve :~)

t>>> As far as I know, the PostScript module for NVDI only allows the use
t>>> of PostScript fonts. I'd love to be corrected, but I'm pretty sure it
t>>> doesn't allow actual PostScript output.

SS>> I just checked the instruction book for my NVDI, and it states...
SS>>
SS>> "In this version NVDI incorporates Speedo and Truetype vector font
SS>> scalers. An optional postscript type 1 module is also available.
SS>> together with the new printer and image drivers.

HS> That's correct, but using and printing with Postscript type 1 fonts is
HS> not the same as postscript output.

I realise that, i wasnt distinguishing between the two, just quoting the
bible if it helped.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I am Kelly of Borg. Can I (What's that word Daddy?).
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 4936. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31209_please@no.spam.mail.here.mettav>
Source record: 125977

This message from Harry to Steve came in on a wing and a prayer...

Hi Harry!

HS> Software RIPing is possible through Ultrascript on the ST, which uses
HS> clones of the standard 35 fonts, or more recently using Ghostscript
HS> from Compo (a snip at 200+ukp!). A printer that contained a
Oops! (g)

You meant to type "...Composcript from Compo". Ghostscript is the GNU
freeware version found on various ftp sites.

I bought a shrink-wrapped copy from one of the Atari shows last year for
5UKP...

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 4937. Re: Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5g5dak$ngo@flood.xnet.com>
Source record: 125978

Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:
: Not in emulation mode, which the PPC's run MagiC Mac
: with. They are about equal to a 50MHz 040. Which is very
: slow by todays standards. For a TOS based machine I don't
: think you will find an equal to the Hades or T060 (depending
: on where your standing:)

However, it would be interesting to clock it against MagiC Mac running on an 060 Mac (through emulation on an Amiga.)

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
The sands of time were eroded by... the river of constant change.

# 4938. Re: AMIGA 1200, ST EMU PROJECT.

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5g5dl7$ngo@flood.xnet.com>
Source record: 125979

SNAPPER (snapper@dial.pipex.com) wrote:
: If anyone is interested in it, and if anyone has ideas as to how to post it
: etc
: then drop me a line, don't all speak at once...

I'd be interested. I've yet to see anything Atari decently emulated on an
Amiga.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
The sands of time were eroded by... the river of constant change.

# 4939. Re: NVDI driver for Panasonic KXP1081 D.M. printer?

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858143030_OASIS_@swampdog.demon.co.uk>
Source record: 125980

In article <HCHVCGUQUp@tos.ak.planet.gen.nz>
mbecroft@tos.ak.planet.gen.nz (Mario Becroft) said:-

>I am looking for a driver suitable for use under NVDI 4.11 that will work
>with a Panasonic KXP1081 impact dot-matrix printer.
>
>I tried the standard Epson FX-80 driver, but the page printed as a series
>of horizontal bands. Each band contaned a small band of the page,
>compressed vertically. The Epson LQ driver just printed garbage.
>
>Any help in finding such a driver would be much appreciated.

Hmm, this sounds somewhat similar to a problem I had getting Cab to
print to my Citizen 120D using the FX-80 driver (nvdi 3). After much messing
around with output that overlapped and output which had gaps I did
eventually get it working. This was accomplished by editing the FX
driver.

You'll be distressed to hear I can't remember what I messed with - it
just started working.

I played with a draft driver first to speed the testing up a bit -
though the same settings applied to quality output failed to work and
had to be tweeked again (I had a vague idea of the problem by then
though). iirc, only the "3 pass" mode could be made to work.

[ great help Guy! ... ] ;-(

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 4940. Re: Help with Oasis...

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858144454_OASIS_@swampdog.demon.co.uk>
Source record: 125981

In article <858074278_OASIS_@pcc-uky.campus.mci.net>
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) said:-

>
>
> Just a question here... There is a line under the newsgroups section (the 1st
> one) that says:
>
> nntp groups (fill in a group here)
>
> My question is how do you fit more than a couple of newsgroups onto
> this line? I tried just going to the next line with more groups and
> it gave me an error. I tired just putting nntp groups by itself and
> it told me that all groups were enabled? I also tried putting
> multiple lines like:

Answer: don't mess with it!

Leave it untouched and use the Oasis "Add New Group" option. This
writes into two seperate files down in the SPOOL\NEWS folder, called
NNTP.DAT and ACTIVE.DAT - never edit these by hand btw, the format
(including whitespace) is critical and can lead to some freaky
(unwanted) results!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 4941. Inferno SuperOS 1.0 -- realtime networking OS with only 1MB memory requirement

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: zmail@usa.net
Message-ID: <33265b45.50057879@netnews2.worldnet.att.net>
Source record: 125982
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Lucent Technologies introduces Inferno SuperOS 1.0; real-time network operating system provides powerful platform for multi-purpose multi-system applications development

FOR RELEASE: MONDAY, MARCH 10, 1997

Murray Hill, N.J. -- Lucent Technologies' Inferno Network Software business today announced Inferno SuperOS 1.0 -- a real-time network operating system (OS) that provides a software infrastructure for developers to create distributed network applications.

Inferno 1.0 provides end-to-end connectivity over the public telephone network, the Internet, corporate networks, cable television and satellite broadcast. With Inferno, networking and security protocols are built in the OS, and applications run unchanged across any communications network or device.

The product has a very small memory footprint, allowing it to act as a stand-alone OS on information appliances and run as an application on network elements -- such as servers, routers and switches -- using UNIX or Microsoft NT platforms.

"Inferno is a full-featured operating system for customers developing heavy-weight network applications for all types of information and communication devices," said Mike Skarzynski, vice president and general manager for Inferno Network Software Solutions. "In today's complex mix of networks, customers can use Inferno to capitalize on new business opportunities while leveraging existing hardware and software investments."

OmniBox, a provider and developer of interactive services and programming for the home electronic commerce market, is an Inferno 1.0 customer. Thomas A. Bush, president of OmniBox, said, "Our goal with the OmniBox Network is to help communications distributors in all channels reach many businesses, households, universities and hospitals. We chose to build our services architecture on Inferno because it provides the flexibility, openness and robustness that such a sophisticated electronic commerce system requires."

The Inferno 1.0 operating system includes the Styx communications protocols, the Limbo programming language and the Dis virtual machine." Applications and services developed from other programming languages, such as Java, C and C++, are supported by Inferno 1.0.

The new release of Inferno also includes drivers for speech and audio applications, and open database connectivity (ODBC) for Informix,

Microsoft, Sybase and Oracle databases. Enhanced documentation, training and support include programmer's and user's guides, a Limbo programming course and a support hotline for developers.

Inferno 1.0 runs as a stand-alone operating system on small devices which use Hitachi SH3, DEC StrongArm, Intel Architecture, MIPS, Motorola 68030, Power PC, SPARC and ARM processors. The product also can be hosted as a virtual system on Sun Solaris, Silicon Graphics IRIX, DEC Alpha, HP-UX, and Microsoft NT and Win95.

"There is great synergy between Inferno and other products and services offered through Lucent Technologies," said Gerry Butters, president, North America Region for Lucent Technologies' Network Systems business. "We are committed to using 'Inferno Inside' all the network elements and software solutions we provide."

More than 10,000 developers are currently working with the Inferno network operating system. Customers interested in obtaining an Inferno 1.0 Development Kit (which includes the entire system, sample applications, developer toolkit and documentation) should call 1-888-LUCENT8. Evaluation copies of the product and application demonstrations are available on the World Wide Web at http://www.lucent.com/inferno/.

Lucent Technologies designs, builds and delivers a wide range of public and private networks, communications systems and software, consumer and business telephone systems and microelectronics components. Bell Labs is the research and development arm for the company. Lucent Technologies was formed as a result of AT&T's restructuring and became a fully independent company -- separate from AT&T -- on September 30, 1996.

---
For more information, reporters may contact:

Glynnis Woolridge
Lucent Technologies - Bell Labs
Work 908.582.4120
Email:glynnis@lucent.com

Dick Muldoon
Lucent Technologies - Bell Labs
Work 908.582.5330
Email:rpmuldoon@lucent.com

# 4942. Re: Q:Atari Mega ST, how to skip programs at the start??

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858143598_OASIS_@swampdog.demon.co.uk>
Source record: 125983

In article <5fu404$fcv$4@nz12.rz.uni-karlsruhe.de>
ut13@ab293.rz.uni-karlsruhe.de (Guentcho Skordev) said:-

>Hello,
>
>I have installed an accessory program in my auto folder. It didn't work ant
>the computer rebooted again and again :-(. I didn't know how to stop it.
>
>At the end I did it after a lot of tries to turn off the power of the HD at
>the right moment. I guess this wasn't a good idea, but only this helped.
>
>Can somebody tell me how to avoid such situations and how to overcome them,
>when they are already reallity? I have TOS 1.02 and a MEGAFILE 20, the
>floppy works OK.

Different systems may have (different) keypresses which bypass the
boot programs. Failing that there are boot managers which can do the
same thing. There is also a small utility on my web page (see sig)
which also does a similar job, called WATCH iirc. Place it first in
your autofolder (use AUTOSORT or similar for this). If any programs
after it crash and the system reboots then hold down your chosen key.
It then prompts for all the auto folder programs and accessories which
it will rename or leave if you choose. It does nothing else, it being
a cheap 'n' cheerful programming tool I knocked together when writing
those pesky boot programs.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 4943. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvendlo81h.fsf@emw.ericsson.se>
Source record: 125984

rojewski@primenet.com (John M Rojewski) writes:

> 
> Java is a big language. The source and related stuff to port onto
> the Atari (or any other) platform is around 10Meg. It would take a
> single person years to get a sucessful port, and the language is not
> standing still. If you worked for a year to provide last year's model,
> the nay-sayers would have a field day.

That can't be true, can it? If you have to rewrite every line maybe,
but hopefully will tht not be needed as there is an Amiga port of the
GNU version on its way. I don't know enough about all this, but it
sounds like you should be able to use big portions of the Amiga version.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4944. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvd8t5o7yz.fsf@emw.ericsson.se>
Source record: 125985

szhays@chip.ucdavis.edu (Eric Hays) writes:

> 
> Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
> :
> : What about using one of the ports to the Amiga? There are one or two
> : different ports currently. One is the GNU version I think and there is
> : also another one as well.
> 
> Why do the Amigoids get two and we have none? I hate that.

:-)

I might be wrong on this one, but I think they talked about two or
maybe even more! :-)

> If there is GNU code out there, it seems like it should be possible to
> compile a MiNT version of the console, at least -- with some fiddling, of
> course. But then, I am ignorant about such things, so assumptions come
> easily.

I do hope so too. :-)

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 4945. Re: Inferno SuperOS 1.0 -- realtime networking OS with only 1MB memory requirem

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Zane@sanity.com
Message-ID: <1164.7010T159T648@sanity.com>
Source record: 125986
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

While all this sounds swell and fantastic...why are you posting it on the Amiga news groups??? If it don't run on an Amiga???

>Lucent Technologies introduces Inferno SuperOS 1.0; real-time network
>operating system provides powerful platform for multi-purpose multi-system
>applications development

>FOR RELEASE: MONDAY, MARCH 10, 1997

>Murray Hill, N.J. -- Lucent Technologies' Inferno Network Software business
>today announced Inferno SuperOS 1.0 -- a real-time network operating system
>(OS) that provides a software infrastructure for developers to create
>distributed network applications.

>Inferno 1.0 provides end-to-end connectivity over the public telephone
>network, the Internet, corporate networks, cable television and satellite
>broadcast. With Inferno, networking and security protocols are built in the
>OS, and applications run unchanged across any communications network or
>device.

>The product has a very small memory footprint, allowing it to act as a
>stand-alone OS on information appliances and run as an application on
>network elements -- such as servers, routers and switches -- using UNIX or
>Microsoft NT platforms.

<smipped>

# 4946. Re: Math Graphics Program where?

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvbu8po7jx.fsf@emw.ericsson.se>
Source record: 125987

szhays@dale.ucdavis.edu (Eric Hays) writes:

> 
> afn14016@afn.org wrote:
> : Hi, a while ago (about two weeks) someone posted the availability
> : of a graphic program for Atari. I tried to download the program, but
> : the nte was slow and did not get it.
> : Now I can not find the posting. I am sure the programmer was from Germany.
> :
> : any one remembers the www address?
> 
> I think you may be referring to Eureka, a French program. Here's a URL:
> 
> http://www.ief.u-psud.fr/~lecoat/

There is also a cool program called Euler. It's beginning to ge a bit
old now but its like Math Lab on the PC/MAC/Unix. It's supposed to be
_realy_ good. It can also plot 3D pictures which look very nice. I
think the Atari development has been canceled but it's still being
developed for Unix and OS2. Try to find it if you can.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4947. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5g5oua$8hd@ash.ridgecrest.ca.us>
Source record: 125988

>Goetz_Hoffart@ka2.maus.de (Goetz Hoffart) writes:
>
>
>> JES>But what has this got to do with the NVDI-problem?
>>
>> I thought it is a MagiC problem?! MagiC is faster than TOS and MiNT. Compare to
>> the PC: the best way to find out hardware problems is to install Linux. You'll
>> never find minor bugs with DOS. (eeh, I don't want to say that MiNT is
>> comparable to DOS, but I think you know what I mean).
>
>In which area is MagiC faster? If I use GEM-Bench wich isn't the best
>program to judge this, MagiC is actually slower than both TOS and
>MiNT+AES 4.1 or N.AES on my Afterburner040. Diskaccess for floppy is
>realy slooooww under MagiC. On a regular Falcon the difference between
>MagiC and TOS is so small that you doesn't realy notice it.
>
>MagiC is nice, but it's not such a speed freak that some people claim
>it is.
>
>BTW. Linux works more stable than MagiC on the Falcon, so?
>
>//Magnus Kollberg
>--
> +---------------------------------------+
> | Falcon040, Bad Mood support team |
> | email: Magnus.Kollberg@emw.ericsson.se |
> +---------------------------------------+
>.

Hi Magnus,

I had MagiC running in fast ram for a while:) Long enough to do a
bencnmark compairson. MagiC was <slighly> faster than TOS in fast
ram (according to Gembench) in some areas. I posted these results
a while ago and started a fued over which was faster. As MagiC is
not stable at all from fast ram, and TOS runs fine there, I didn't
do any real world measurements. It just crashed to many times.
With TOS loaded in fast ram and MagiC in ST Ram, TOS is much faster.

My Falcon Diagnostic Cart arrived today. It is about 1" longer than
a Cubase dongle. It works really slick on my stock Falcon, but wouldn't
come up on my Mighty Sonic Falcon. Probably won't do much good on
the A/B either. In a few minutes you can perform a test on most all
of the system. It is an EPROM cart, not something you can make up
yourself without a lot of work. I tried it on my dead Falcon using

another bird as the terminal, but never could get a response. From the manual, it looks like it's time to get an o'scope:).

Mike

# 4948. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33266b4f.1026121@news.demon.co.uk>
Source record: 125989
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Tue, 11 Mar 1997 11:51:28 -0500, Ken Macdonald <macdonald@cfcsc.dnd.ca>
wrote:

>I'm not so sure.I wrote a four part article for the TAF Phoenix, all on
formatters(comparing speed,
>reliability, features, etc) and a few of them hard the ability to write bootsectors.
>The only one I can remember right now is DCFormat, though I can't remember testing it.
>DCFormat is available at your friendly neighbourhood ftp site, Some even have a
>seperate directory for DC Utilities.

From memory all they do is make an existing bootsector executable (i.e. you have
to put the code on yourself) or they put on some sort of standard bootsector
(e.g. a virus protector).
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 4949. Re: Q: Pro and cons of Hades 060

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5g5p7i$8hd@ash.ridgecrest.ca.us>
Source record: 125990

>Michael Grove (mgrove@owens.ridgecrest.ca.us) wrote:
>: Not in emulation mode, which the PPC's run MagiC Mac
>: with. They are about equal to a 50MHz 040. Which is very
>: slow by todays standards. For a TOS based machine I don't
>: think you will find an equal to the Hades or T060 (depending
>: on where your standing:)
>
>However, it would be interesting to clock it against MagiC Mac running on
>an 060 Mac (through emulation on an Amiga.)
>
>--
>Jason Compton jcompton@xnet.com
>Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
>AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
>The sands of time were eroded by... the river of constant change.
>.

Have you been into my Bacardi?:))))

MIke

# 4950. Re: WAG Links update help

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3325fe8e2b8002@sn.no>
Source record: 125991

On Tue 11-03-97 18:04, Roy Goring (rgoring@zetnet.co.uk) wrote:

>
>Hi All,
>I intend to completely re-write the WAG web site 'Links' page :-)
>I am after all types of Atari links :-)
>If you want a link in there, please send me a logo and the address :-)
>How about some links to some of the non English Atari pages?

You can have a look at my Atari ST related pages where you'll find quite a
number of links which are categorized. URL in signature below.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4951. Re: SF 354 Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3325fe8e2b7631@sn.no>
Source record: 125992

On Mon 10-03-97 21:20, Rich Tietjens
(Rich.Tietjens@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us) wrote:

>In article <33249b1c89bfc2@sn.no>,
> hallvart@sn.no (Hallvard Tangeraas) wrote:
>>
>>Well, that's all there's to it. The power connector inserts into the plug
>>on the drive just like before. Good luck!
>
>Danger, Will Robinson! Danger! Danger!
>
>The power plug on some SF354 drives has +12v where the PC-standard 720k or
>1.44mb drive expects to see +5v! Plugging in without absolutely verifying
>that the voltages are correct can cause a tiny puff of very expensive smoke!

Oops! Sorry about that. I didn't know that the power connector was
different on different drives. Perhaps this goes mostly for external drives
as my internal drive has the exact same power-pinouts as the replacement
drives do.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4952. Re: Gemul8r > (GeeWiz Anthony Jacques)

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5g616q$jce@m1.cs.man.ac.uk>
Source record: 125993

In article <332fbfcd.35978261@news.supernews.com>, BIGRIG@highway.com(BIGRIG) writes:
>jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:
>
>
>>I really dont know what you are talking about.
>Don't know what I'm talking abut eh?
>I'm talking about the fact that there are 2 different packages of
>gem96dem and GEMUL8R (for dos).

The filename is not necessarily the name of the program...

> If you got the version that works that fine for you but Im trying to
>help those that cant make it work. Your method works fine IF you have
>the right package, however it will not give you any hard drives if you
>have the other package and doesn't apply at all to gemul8r for dos.

Ah, so you dont mean Gemulator! You mean Gemulator *Classic*.

Anthony

--
------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+------------------------------
Arse. KP Sack is complete, but we cannot distribute it yet...
---

# 4953. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: gerdw@wa.caeci.ol.ni.schule.de
Message-ID: <HCMHEDVUUP@wa.caeci.ol.ni.schule.de>
Source record: 125994

In <5g3tk5$482@nnrp1.news.primenet.com> wrote:

>>
>I think there has been a mis-statement here. STik is not going
>commercial, CAB is. CAB is a Browser. STik is the TCP stack
>interface that provide connectivity to the ISP (or not in Mike's
>case).

Yes, that's right!

But CAB never was a problem. The big problem was and is all the time
STIK.

The biggest point is, that it doesn't support CSLIP or PPP. I think
Dave Ackermann, the author of STIK, has a great responsibility.
If he has no time to develop STIK in future to a semi-professional
software, he should give all informations about STIK to another guy,
who is willing to do this job.

Many user, like me, are willing to pay for a semi-professional working
STIK again.

PLEASE DAVE, GIVE ANOTHER GUY A CHANCE, GIVE STIK A CHANCE.

PUBLISH AN UPGRADE OF STIK OR LET THIS JOB DO ANOTHER GUY, WHO HAS
TIME TO DO IT.

So far

Gerd
--
Gerd Walter, Stubbenweg 23, 27753 Delmenhorst, Germany
E-mail: gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter)
Tel/Fax +49/4221/83544. Please Phone Before Fax.
http://www-pluto.informatik.uni-oldenburg.de/~caeci/home-d.htm

# 4954. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E6xFsE.6Ey@gazette.stortek.com>
Source record: 125995

In article <5g2tog$3lo_006@news.vr-net.com>, posthamster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) wrote:
>In article <19970310222439231432@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk
> (Paul Womar) wrote:
>>
>>Mike Weber and Chris Tabacco <mweber@li.net> wrote:
>>
>>> I merely make a request which at that time I
>>> did not know the images where copyrighted!
>>
>>In the UK ignorance is no excuse, it may differe wherever you are.
>
>It's really difficult to beleive that anyone over the age of 8 would be
>ignorant of the copyright status of ANY operating system. After all, every
>school child in the USA (almost) has been exposed to the "shrink-wrap"
>agreements on Micro$lop products. There is NO logical reason to assume that
>other OSes aren't copyrighted unless they specifically say they AREN'T
>copyrighted, like Linux does.
>
>And, in the US, ignorance is still no excuse (although it does seem to be a
>qualification to hold public office).
>
>

Before I start, a little disclaimer (You're never too prudent these days regarding this subject): I am not promoting software piracy. Just discussing the issues subjectively (objectivity is an illusion) but logically. No need to complain to my postmaster.

I always beleived that copyright is one thing, free distribution is another. It might not be the case in other countries, but where I live (in France) there is a distinction between the author's rights, and the mode of distribution of the author's work. This means that I can very well copyright a program and have it distributed as freeware. I still have rights on the software (I can state that it must carry my name or a text file, that it cannot be modified, conditions of use or distribution, etc...).

I'm not sure this distinction exists also in anglo-saxon law, but I have seen programs that carry a copyright line, and are freely distributed. Xcontrol.acc from Atari Corp. is an example that comes to mind. MS Internet Explorer and lots of other free software on the PC is also like that.

So, just because a program has a copyright notice doesn't mean that it isn't freely distributable. It just tells you who owns the rights. You are talking about two different things. Only the owner of the rights can tell how he/she

wishes the program to be distributed.

In the light of this, piracy is to distribute software in a way that opposes the author's wish. Whether you are making profit on a program that the author wished to be freeware, or you are giving away for free a commercial program, both are piracy.

The problem here is that the owner of the rights, JTS, has not specified clearly how they want TOS to be distributed, and they are not distributing it themselves. In this case we have to suspect that they don't want it distributed at all. Which means they specifically want TOS to die.

Now the question is, how are Atari users supposed to react ?

Nicholas Bales, Toulouse, France

# 4955. Re: Help! transforing web downloads files from pc to an Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Message-ID: <Pine.LNX.3.91.970312115441.10670A-100000@servalan>
Source record: 125996

On Tue, 11 Mar 1997, Beckly wrote:

> I have just been given an Atari ST 1040.
> I was wondering if I could download files of the web on my PC then transfor
> them to my atari by disk, like you can with the Amiga.
You sure can. Just use any DOS formatted disk, and make sure it is double
density (unless your ST has a high density drive).
Avoid using Windows 95 to store files on the disk, as it messes up the
filenames when they are read on the ST.

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

# 4956. Re: Tell me about ASH's Phoenix

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5g65on$m30@m1.cs.man.ac.uk>
Source record: 125997

In article <5g57pc$osc$2@mark.ucdavis.edu>, szhays@bullwinkle.ucdavis.edu (Eric Hays) writes:
>What other wonderful TOS compatable programs are hidden beneath the
>inscrutable German on the ASH page? Magic, Kobold, Signum, NVDI, Texel
>and Artworx I had at least heard of, although there seems to be a lot of
>useful information on the ASH page if I could read it. Papillon, I'd
>never heard of... and Phoenix?

I think Phoenix has been around for a while now, but you're right, all the useful information on their pages is in German! The English bit is just a few links to distributors :-(

------------------------------
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
------------------------------
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
------------------------------

# 4957. TT modem 2 bugs

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <5g5lfm$9nu$1@cti01.citenet.net>
Source record: 125998

having just bought myself a TT, i wanted to use Modem 2 with STiK. It seems that clicking on "save" in modem.cpx does not store the baud rate as expected and that i cannot access the 38.400, 76.800, 153.600 rates modem 2 offers from its CPX so this doesn't help much. was there ever a newer version of the cpx or a bug fix for this, so the settings are remembered and so I may finally access the higher baudrates in a positive way?

# 4958. ATARI SM125 Monitor For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: expedite.it@dial.pipex.com
Message-ID: <5g68io$brp@join.news.pipex.net>
Source record: 125999

Hello!

I have an SM125 for sale......any offers, please mail me!

Cheers
Dan, Bristol UK.

# 4959. Re: ZIP Drive - parallel port on ST ?>

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3326AFA6.26B8@cfcsc.dnd.ca>
Source record: 126000

Mr C M Hodgson wrote:
> Can a PC based ZIP drive be used via the parallel port
> on an Atari ST-E ? I've an old 40mB Power Computing Drive
> which I could give away if I could copy all my files across
> to a portable device, and thus use the ZIP drive with both
> my PC and ST-E.
> Anyone written drivers for parallel port access ?
> Chris

Not possible I am afraid. Apparently the parallel port on the ST is
not fully compatible(not bidirectional?)
The only option I know of is for the Syquest SyJet (and maybe the
EZ135 or EZ230?) and that is a parallel port to SCSI cable, which you
can use on the pece. You can plug the SCSI SyJet into your SCSI
chain on your Atari, or plug it into the IBM parallel port via this cable.
Workd for me :^)
about 600U$A?

# 4960. UVK delivery problems with Douglas Communications

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.031297.143506.95@wxs2-12.worldaccess.nl>
Source record: 126001

Hi...

Today I received yet another complaint from someone who has tried to purchase (or update) the Ultimate Virus Killer through UK distributor, Douglas Communications. Douglas Comms seem to cash cheques but not deliver anything, or not send all the updates ordered in a 'subscription'.
With some regret in my heart - Douglas Communications was one of the most important factors in the success of the program - I have to advise you not to get your copy straight from Douglas Communications any more.
Customers of Douglas Communications can get the current version (7.0) and the next update (7.1, to be expected at the end of the summer holidays) by sending me 10 pound sterling in cash (or via a cheque made out to J.P. Karsmakers - mind those initials!).
Further questions (and compliants)? Please contact me.
--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
Gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\------------------------------------------------------------/

# 4961. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: sig@end.article
Message-ID: <sig-1203971335290001@47.85.0.99>
Source record: 126002
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <E6wqqw.Dqn@iglou.com>, rsg0910@iglou.com wrote:

** Stuff deleted about TOS ROM jumpers.

> Those of you who want to put 1.62 or 2.06 in the STf, STm, or STfms,
> don't. TOS 1.0, 1.2, and 1.4 will comfortably go in them. The STE was made
> to take the 1.6, 1.62, and 2.06 chips.
>
> Someone correct me if I'm wrong here.

It would be more correct to say that ANY TOS in EPROM will not plug
directly into old STF/STM/STFM's. The Eproms do not have the same pinouts
as the Atari ROM's.

However, you certainly can modify STF/STM/STFM's to use TOS 2.06 (not sure
if you can use 1.62). The details are in a file (on umich certianly) & the
cost is very low.

--
Gerry O'Rourke
Materials Engineering
Nortel (Ireland) Ltd
E-mail gigxr01@nt.com

## 4962. CEBIT97

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: epkrgdh@epk.ericsson.se
Message-ID: <5g6fbv$m2k@newstoo.ericsson.se>
Source record: 126003

I wonder in which hall ASH will be?

Digital Data Deicke is located in Hannover, can anyone
describe how to find it.

best regards

Ronny

# 4963. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3326BDE0.6466@cfcsc.dnd.ca>
Source record: 126004
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Cohen wrote:
> Some revisions of ... of TOS 2.06 in all Atari 520 through Mega 4's. Please
> note some soldering is required.
> steve@wizztronics.com
> http://www.wizztronics.com

WHoaa!
will wonders never cease.
Steve Cohen has e-mail, and Wizztronics has a web page!
;^)

# 4964. Re: Live midi performance s/w needed for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_b9b3dc7c_Claes.Holmerup@p5.dada.ct.se>
Source record: 126005

Julian Gifford wrote this to All about Live midi performance s/w needed for Atari:
JG> Is there any midifile player that will allow loading up about
JG> 10 midis to be used as backing tracks for an Atari ST for live
JG> performance work?
JG> There needs to be very little time inbetween songs in order to
JG> keep the people on the floor.

I'm not sure, but I think that SoundPool's "Freestyle" may be what you're looking for. I haven't tested it myself, but from what I understand it can load standard midifiles and then switch between different songs by a Program Change midi message (from a footswitch or a synth). It's also an arrangement program -somewhat like Band-in-a-box, so I'm sure it can come in handy sometimes...
Ask SoundPool a little more about it and you'll get the info you need:
101233.3213@compuserve.com

Best regards,

Claes

********** New Equipment: Philips CDD2000 CD-writer **********
e-mail claes@dada.ct.se * Atari Falcon 030/36MHz+16MB+5.5GB+Zip
fidonet 2:200/136.5 * 6.7*CD+UPS+OL400+Samsung17GLsi+USR33600
fujinet 7:102/105.5 * Cubase Audio+FDI+JAM8+MO4+various synths
nest 90:1102/116.5 * These are essential working tools in my
saknet 79:121/103.5 * recording studio-with many other uses also
**********

# 4965. Re: MagiC and memoryprotection. There is none?

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvafo9noav.fsf@emw.ericsson.se>
Source record: 126006

Goetz_Hoffart@ka2.maus.de (Goetz Hoffart) writes:

>
> MK>MagiC hasn't got any memory protection
>
> Right. MagiC has got a detection. At the end of every allocated memory block
> there is magic key word (AFAIK "KROM" or something like that). If it is
> overwritten by software MagiC warns you. Pro: runs on every ST, no PMMU needed.
> Con: Doesn't protect your system.

Rather pointless if you ask me.

> There is MAGROM from Uwe Seimet which protects the MagiC binary code in the RAM
> if a 030 PMMU is detected.

The only problem is that it doesn't work on a 040 and that it just
protects MagiC it self.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 4966. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5g6imr$rnj@nnrp1.news.primenet.com>
Source record: 126007

On 11 Mar 1997 14:09:27, Craig Graham wrote:
>rojewski@primenet.com (John M Rojewski) eloquently stated:
>>On 10 Mar 1997 18:49:08, James Davies wrote:
>>> I've heard that CAB will never support JAVAscript at all..why???
>>> Surely JAVA is just another language? I'm not a programmer,
>>> but is there anyone out there who can tell nme why this is
>>> true?
>>Never is a long time, but...
>>Java is a big language. The source and related stuff to port onto
>>the Atari (or any other) platform is around 10Meg. It would take a
>
>True, but you don't actually have to do a version of the compiler,
>all you need is an implementation of the Java virtual machine, which
>is pretty much like implementing any other emulator (and there are
>loads of them around already). I've looked at it and although it's not
>a quick task, it's also not a really difficult one either (and no, I'm
>not going to do it, I've got my hands full already).
>
True, just the virtual machine, and the interface to the class
libraries, and, and, and. I got the source from Sun MicroSystems and
have looked at it. It is mostly standard ANSI C, but the whole GUI
interface must be written, and the hooks into the TCP stack (i.e.
STiK), and that all must be tested on a number of machine types,
(ST,STe,Mega,TT,MSTe,Falcon,etc).

So its not just a little 'knock off' task.

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

# 4967. Atari Falcon for sale (price reduced)

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Gustavo Comezana <comezana@math.psu.edu>
Message-ID: <01bc2efe$872ee6a0$6911ba92@pirulo.psu.edu>
Source record: 126008

Hi!
Falcon 030 with 14Mb of RAM for sale, detachable
keyboard,
Screenblaster (HW & SW), original internal 80 Mb IDE HD,
Practical
Solutions cordless mouse, Magic 4, NVDI 4, Cubase Audio
(including necessary hardware). Everything is in perfect
working
order. $750 + shipping.

Gustavo Comezana

# 4968. Re: Help! MegaFile HD not saving!

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858162428_OASIS_@pcc-uky.campus.mci.net>
Source record: 126009

In article <3325C295.2913@ix.netcom.com>
AJ Wells <ajwells@ix.netcom.com> said:-

>I bought a 30mb megafile for my ST and have been using it only to run
>Cubase... well the past few sessions I have been trying to find the
>tracks I recorded the previous session and they have VANISHED! I
>realized that the segment I was saving them to must have filled up, but
>why didnt I get an error message? I saved some new tracks to a
>different section, and it seemed to work ok... are my other tracks gone
>or have they been saved somewhere else?
>
>Any help would be appreciated
>
>Andrew

By "segment" do you mean partition? If so, then what HD driver software are
you using? One version of AHDI (Atari's) will overwrite the next partition
when one gets full... I'm not familiar with Cubase-maybe some of the other
Atari faithful can shed some light on the matter. Good luck! :)

--

```
_/_/_/
```

# 4969. Re: Help with Oasis...

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858162986_OASIS_@pcc-uky.campus.mci.net>
Source record: 126010

In article <858144454_OASIS_@swampdog.demon.co.uk>
guy@swampdog.demon.co.uk (Guy Harrison) said:-

>Answer: don't mess with it!
>
>Leave it untouched and use the Oasis "Add New Group" option. This
>writes into two seperate files down in the SPOOL\NEWS folder, called
>NNTP.DAT and ACTIVE.DAT - never edit these by hand btw, the format
>(including whitespace) is critical and can lead to some freaky
>(unwanted) results!
>__
>
>Guy Harrison

Thanks for the helpful info, Guy! :)

--

```
_/_/_/
```

# 4970. TESTTEST

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Steve Scott <buskers@melbourne.DIALix.oz.au>
Message-ID: <Pine.SV4.3.91.970312233248.2978E-100000@melbourne.DIALix.oz.au>
Source record: 126011

TEST
SS

# 4971. Re: Live midi performance s/w needed for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Steve Scott <buskers@melbourne.DIALix.oz.au>
Message-ID: <Pine.SV4.3.91.970312233639.2978F-100000-100000-100000-100000-100000@melbourne.DIALix.oz.au>
Source record: 126012

Can anyone tell me of experience with using midi-lighting consoles, I have an 'Axiom' 12/24 channel desk which boasts the facility of MIDIin, thur, out. Full midi control. I've heard of using programs such as CUBASE to trigger and control lighting states. Any Clues ?? Steve.

# 4972. MIDI-Sound-LIGHT S/W

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Steve Scott <buskers@melbourne.DIALix.oz.au>
Message-ID: <Pine.SV4.3.91.970312234435.2978H-100000@melbourne.DIALix.oz.au>
Source record: 126013

Can anyone tell me of experience with using midi-lighting consoles, I have an 'Axiom' 12/24 channel desk which boasts the facility of MIDIin, thur, out. Full midi control. I've heard of using programs such as CUBASE to trigger and control lighting states. Any Clues ?? Steve.

# 4973. Re: Help! transforing web downloads files from pc to an Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3326DE23.27A9@cfcsc.dnd.ca>
Source record: 126014

Beckly wrote:
>
> I have just been given an Atari ST
> I was wondering if I could download files of the web on my PC then transfor
> them to my atari by disk, like you can with the Amiga.

Yes. no problem. to be on the safe side - format your disks on the IBM first,
the Atari will read them no problem.

> Also can anyone tell me the location of an Atari ST FAQ.

I'm surprised Hallvard hasn't beaten me too it! :^D
goto
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

> Any help will be most usefull,
> Beckly,
> M.G.Beckly@cms.salford.ac.uk

good luck.bonne chance

# 4974. Re: ZIP drive for ST-E parallel port?

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HCMPEABRUP@data.rhein-main.de>
Source record: 126015

In <5g4nej$a6h@lupin.csv.warwick.ac.uk> Mr C M Hodgson wrote:

>Can a PC zip drive be used via the ST-E parallel port ?
>Is there driver software for this purpose >?

No Way. You can't get a driver.
Use the SCSI ZIP Drive..

(It's faster..) ;-)

Regards, Robert

(With your STE you need a Hostadptor like LINK96)
Watch out for some other adaptors, parity it's a must!)

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 4975. Re: Tell me about ASH's Phoenix

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <5g6r6n$1q$1@mark.ucdavis.edu>
Source record: 126016

S94 (lais@cs.man.ac.uk) wrote:
:
: I think Phoenix has been around for a while now, but you're right, all
: the useful information on their pages is in German! The English bit is
: just a few links to distributors :-(

Yes, and as there is NO English distributor of many of the above mentioned programs, there is NO information available about them in English.

I remember now hearing something about Phoenix a long time ago, but it didn't sound very impressive as it sounded like merely a multimedia database (a stack of whatever, say pictures, sounds, or text). The German page makes it clear it is a relational database (rare as hens teeth on the TOS platform), has screen shots of the user interface (very slick), and tons of information I can't understand. Does it have a scripting language? If so, how much is it capable of? Is it SQL compatable? It sounds like the version for Windows may have more features than the version for TOS, does the TOS verison NOT import DBase files? And on and on.

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-------------------------------------------------------+

# 4976. Re: Problems with "Oasis" files

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <858188928_OASIS_@ping.be>
Source record: 126017

In article <3325fe922baa25@sn.no>
hallvart@sn.no (Hallvard Tangeraas) said:-

>I downloaded "Oasis" a few days ago to see if it was something I could use
>for Internet email etc. but I've had several problems with it.
> Mainly that several programs in the package don't work!
>The following gives me error messages ('-33' which according to my TOS
>error message list means that a file isn't found), or the program just
>bombs when trying to run it;
>
>ice.prg, icenet2.prg, oasised2.prg, low_mem.prg
>
>I seem to have done what the docs tell me, putting the various files where
>they belong... has anyone else had these problems?
>Oasis.prg works fine- the only problem is when I enter the configuration
>part for "font", where the programs bombs. Strange.
>
>I downloaded the latest version of Oasis, which is version 2- from the
>Oasis web page:
>
> http://www.yeadontt.demon.co.uk/
>
>Anyone have any solutions?

If you use ppp throw away Oasis 2.10. It's of no use. I do know lots
of people (including myself) who tried to use it with ppp. It seems
there are some major problems with the ppp-protocol.

Now the error -33 message. The directory where you've put Oasis and
the rest must be called OASIS2 otherwise you'll get these error
messages.

I've tried to use Oasis 2.10 on a TT with a TTM195 screen and NVDI4.
Oh boy what a mess. The caracters seems to be displayed in 20 points
(or more) although the font is set to 12 points.
Furthermore lots of bombs.
So my advice is: Dump the rubbish called Oasis 2.1 and use Oasis
1.35e. instead. It's not bugfree but at least it works.

greetings from a very disappointed registrated Oasis 2 u?er

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 4977. FS: in belgium... SLM605: 9.000BEF

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Viale <viale@arcadis.be>
Message-ID: <01bc2f15$e6a198a0$140107c3@default>
Source record: 126018

drop me a line...

viale@arcadis.be

# 4978. Re: HD Driver Update

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3326F453.703E@cfcsc.dnd.ca>
Source record: 126019

Gary Boeer wrote:
> Hello everyone,
> I have version 5.12 of HD Driver. Is there a version update of this driver
> program? I have sent in my registration card, but haven't seen any response to
> it.
> Any help would be greatly appreciated.
> Gary

I think HD Driver is up to version 6.2
I have 5.13, and the update is coming. (I thought it was 6.0, by the time
I get it it may be 6.2!)

# 4979. TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc2eec$5d080ee0$LocalHost@snapper.dial.pipex.com>
Source record: 126020

A few thoughts on copyright paradox...

Is it possible for me to copyright the number 5 ?

100 ?

1000000000102030405494 82 ?

I think not, but any computer file is really just a
large number, each consecutive byte of a program
for instance will form a big number.

In the case of a TOS ROM this big number would
be over 190k long!

So, I can copyright big numbers but not small numbers ?

What if I made an equation, which produced the big number
for TOS 1.02 ?

I might even have a program, based upon this great equation
of mine, so if I entered a 1 at the prompt, my great equation
program would generate TOS 1.00 from it.

But, if I entered a 2100 at the prompt, the (GE) prog would
generate a copy of TOMB RAIDER for me,
2101 -TOMB RAIDER 2 --even before it's released, etc etc..

Would this great program of mine be breaking any copyright?

You'd never have to buy another piece of software again...
Also, there'd no longer be a need to write any!

And, what if I wrote a great PC game, which sold really well
then found that if I put the program file on an Atari ST, it ran
and was TOS 1.62 ?

i.e My great PC game program was accidentally the same
big number as TOS 1.62...

And if I tried it on the Amiga, it ran as something hitherto not
thought possible, e.g... A program which in itself was a sort
of entity, with it's own consciousness ?

Why, it could end up taking over the world !!!

And in so doing it might make a more sensible copyright law...

All most unlikely, I know, but all the above is all *theoretically*
possible.

And if I had 1000 monkeys with 1000 typewriters and waited
1000 years....

I'd find them all dead, having written a load of gibberish!

Gary Wheaton. 12.3.1997

# 4980. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970312191831133347@pwomar.demon.co.uk>
Source record: 126021
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Damien Burke <damien@jetman.nojunkmail.demon.co.uk> wrote:

> On Mon, 10 Mar 1997 22:24:41 +0000, Paul@pwomar.demon.co.uk (Paul Womar)
> wrote:
>
> >Not 100% true, the St does indeed check for a bottsector that will
> >automatically load TOS
>
> Well, no, it checks for *any* executable bootsector so my originally
> answer was, strictly speaking, correct.

I would however argue that one of the main reasons and the original use for actually having an executable bootsector is so that TOS could be loaded but it's all about how you look at it, let's just agree that disks can have an executable bottsector which the ST looks for and can be used to load TOS from disk and leave it at that.

-- To reply to this message there is no need to remove anything from my email address, clever that!

# 4981. AMIGA 1200, ST EMU PROJECT.

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc2e78$f1e80840$LocalHost@snapper.dial.pipex.com>
Source record: 126114

---
From: James <James@no-spam-grunt.demon.co.uk>
To: SNAPPER <snapper@dial.pipex.com>
Subject: Re: -Re: Gemulator faq etc...
Date: 11 March 1997 19:44

>>On 10 Mar 1997 00:40:27 GMT, in comp.sys.atari.st you wrote:

>Did you know I did an ST emulator for the Amiga 1200
>and included your Jetpac on that?
>
>Along with the following...
>
>Chris Skellern games: Jusse, Starburst & a pacman (type)
>Kathy Steinbach's Escapade (you should meet her one day!)
>Delta Forces MATCH_IT
>An old Galaxian type (Vellum Internecinum. Or something?)
>
>They all ran very well indeed, even though only a 14MHZ CPU!
>
>But I'd no need to do a 68000 emulator.
>
>And I ran them all with no TOS at all! I just wrote versions of
>the most common 50 or so traps used in games!
>
>So, no OS needed... the best games don't do they?
>
>Also I had a YM sounchip emulator, in which you could
>manually alter the waves, instead of always using square waves...
>
>Gary.

>>Hi.. so can we get hold of your ST emu for the Amiga...??

Well, I reckon so James, you should be able to get it from:

Pathfinder PD
41 MARION STREET,
BINGLEY,
WEST YORKS,
U.K.
BD16 4NQ.

But, this ST emulator was an experiment I was doing, to see
if anyone registered or was otherwise interested. Since I got
no replies- I quickly dropped it having released only one set

of games.

It's not the sort of emulator where you just load what you want
either... You get 7 ST games on a menu disk. That's it.

During the first stage of developing my ST emulator for Amiga
I decided to release a batch of ST games on a disk, to see if
anyone was interested, when no-one was, I dropped the idea.

Devpac sources are available from me only. And they only work
on more powerful Amigas, such as A1200.

And you'd have to be pretty good at coding to use them I think-
anyone who is this good might just write their own...

**********

*
If anyone else is interested in seeing this Amiga disk, with the seven
emulated ST games on then I may consider posting it on some site
somewhere.

The Amiga 1200 disk has seven game files, plus a menu program etc on it.

If anyone is interested in it, and if anyone has ideas as to how to post it
etc
then drop me a line, don't all speak at once...

SNAPPER aka Gary

# 4982. Re: 1040st wanted

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: ping0382@ping.be
Message-ID: <ping0382-1203970108410001@dialup05.brussels.eunet.be>
Source record: 126115

In article <331C6ADA.2CA3@bellatlantic.net>, "E. Westervelt"
<ewest@bellatlantic.net> wrote:

> If anyone out there has an atari 1040st they want to get rid of let me
> know.

I've got one right here (belgium). Is that of any help to you ?

Jo Van der Beken

jo.vanderbeken@ping.be

# 4983. FS : 1040 STf + Sm 1024 + ext. diskdrive Q-tec + soft

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: ping0382@ping.be
Message-ID: <ping0382-1203970114110001@dialup05.brussels.eunet.be>
Source record: 126116

For Sale :

1040 STf (azerty-keybord)

SM1024
ext. diskdrive Q-tec
+ soft

info at :

ping0382@ping.be

# 4984. Problems with "Oasis" files

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3325fe922baa25@sn.no>
Source record: 126117

I downloaded "Oasis" a few days ago to see if it was something I could use
for Internet email etc. but I've had several problems with it.
Mainly that several programs in the package don't work!
The following gives me error messages ('-33' which according to my TOS
error message list means that a file isn't found), or the program just
bombs when trying to run it;

ice.prg, icenet2.prg, oasised2.prg, low_mem.prg

I seem to have done what the docs tell me, putting the various files where
they belong... has anyone else had these problems?
Oasis.prg works fine- the only problem is when I enter the configuration
part for "font", where the programs bombs. Strange.

I downloaded the latest version of Oasis, which is version 2- from the
Oasis web page:

http://www.yeadontt.demon.co.uk/

Anyone have any solutions?

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4985. Re: How to get "Nodesk" going?

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3325fe902b9c34@sn.no>
Source record: 126118

On Sat 08-03-97 21:47, Keith Brooks (newhoriz@cadvision.com) wrote:

>Hallvard .....
>>
>> I downloaded the replacement desktop "Nodesk" (3.04) a few days ago- a
>> pretty big file. Around 700 Kbytes I believe, and after decompressing I was
>> surprised to see that there were no excecutable files to run.
>> ALl the package included was a bunch of configuration files, docs (German),
>> scripts and some other stuff.
>>
>> What is needed to get this thing working? Have I downloaded the wrong
>> package? Do I need some additional files from some other package?
>
>You need 2 folders out of the archive - one is NODESK and the other is
>NOSYS100 as I recall. The total archived ZIP package should be around
>900K or more - are you running MagiC? Is there a NODESK.OVL file in the
>NODESK folder? If so, you edit the MAGX.INF file to specify the SHL to
>be C:\NODESK\NODESK.OVL so that MagiC simply calls the OVL file and not
>the NODESK.PRG itself.

I guess I'll find the rest of the files in the "nosys100" package then.
I'll have a look for it.
No, I don't have MagiC- yet, but I will be getting it in a few days.

>If you need the English package, I have it - the one edited by Howard
>Carson and the TAF group in Toronto. I could u/l it to you if
>absolutely necessary but it is a little big! Nonetheless, I'm happy to
>help out!

Thanks, but that would be a lot of trouble for you (and a lot of online
time). I'll spare you the time and money and look for the "nosys100" file
myself first.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 4986. Re: Q:Atari Mega ST, how to skip programs at the start??

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: Guentcho Skordev <ut13@rz.uni-karlsruhe.de>
Message-ID: <5g509d$n9m$1@nz12.rz.uni-karlsruhe.de>
Source record: 126119

Thanks to all who sent me answers of this really important question!

Guentcho
--
Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997

# 4987. Re: Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <74980407_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 126120

In article <858027628_OASIS_@shaw1.demon.co.uk>
Stu@shaw1.demon.co.uk (Stuart A Shaw) wrote:-

>I go to connect to host when I first run in Newsie
>I then go to read off line and it starts downloading c.s.a.s
>Sadly it then changes its name to "up" and then I have to
>resubscribe to c.s.a.s and then all my news files is in
>"up".. Why does it change name??
>Can anyone help??
>REMEMBER please reply by Email!
>Thanks in advance :)

I will reply in email, but thought that everyone ought to know about this
(demon users anyway). Newsie used to have a *big* problem with messages
returned by the Demon news server. This has been fixed in later versions,
try 0.70. This is now available (supposedly, I haven't tried it) from,

http://www.primenet.com/~rojewski/

N.B. Newsie still won't work with Demon for Email!!

Regards, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 4988. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-12 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E6wqqw.Dqn@iglou.com>
Source record: 126121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thomas A. Lamparty (lamparty@concentric.net) wrote:

: If you are extremely lucky, you will have the same revision mother board
: as my first STf! It didn't have jumper as such, but did have solder pads
: that could be changed enabling the rear most 2 sockets to be used for
: the 2 chip version!

We were talking about this in email, before I realized that this was also in the newsgroup. I'll explain for everyone what we were talking about.

If you have revision B of the ST motherboard, you'll have one row of six TOS chips, in front of the power supply, and the memory is under the supply. Next to the far lower two sockets, are A16 and A17, both marked 256K and 1M, with the 256K part soldered. There's mentioned somewhere that you have to remove the solder from the 256K section, making sure it doesn't make contact at the pad (there's an empty area), and solder the 1M one, so you can use the 2-chip TOSes.

Tom, what else can you say about this?

Those of you who want to put 1.62 or 2.06 in the STf, STm, or STfms, don't. TOS 1.0, 1.2, and 1.4 will comfortably go in them. The STE was made to take the 1.6, 1.62, and 2.06 chips.

Someone correct me if I'm wrong here.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 4989. MegaSTE hard drive is going out

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <5g92li$ls9@thoth.nilenet.com>
Source record: 125773

The hard drive is starting to continually whine. It is getting pretty loud. I figure only hours or days left at the most. Help! :)

It is a Quantum LP105S partioned into four 25meg drives (C-F). It boots with AHD Driver 6.061 (July 17, 1993 version) as ACSI Device Unit 0.

I am going to back up the drive this evening (will take from 45 to 50 disks - is there was a better way to do this?).

I am a real novice with this, so ..
Is the drive easy to replace? What size drive should I get? Any Quantum 3-1/2"? Just buy something off the shelf at the mega-computer store? Can Atari read a 3.5 gig drive? Or do I need something a little smaller? Will it fit inside the Atari?

After installing the drive in the case, how do I go about formatting or will it already be formatted? How do I go about restoring the boot sector and all the files from the Diamond Back backup? Do I run Diamond Back from floppy and just have it restore everything? Will it restore the boot sector too?

Thanks,
John Norton

# 4990. Re: How can I read a Pc disk????

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33286C2C.4638@cfcsc.dnd.ca>
Source record: 125774

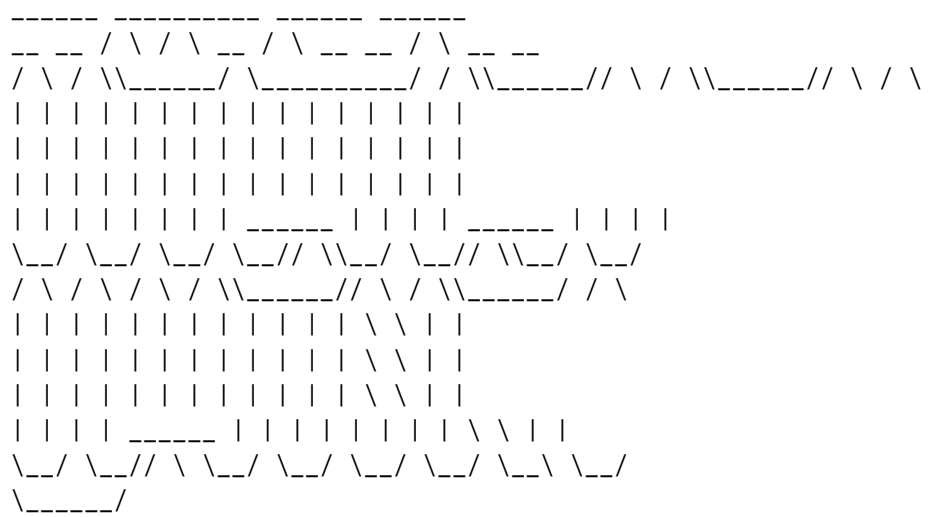
Alejandro Claveria Lopez wrote:
> Hi there!
> I've been downloading some stuff from Internet, and my problem
> it`s that I don`t know how to read this files from my atari;
> Should I format the disk to 720K or should I get a program to
> read them (if one it`s available)??
> Thanks a lot in advance.

Format the disk to 720KB
(Unles you have a TT or Falcon, in which case you don't need to)

# 4991. ICTARI 44 now available...

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: augeas@elis.demon.co.uk
Message-ID: <96505378_000034_OASIS_NEWS@elis.demon.co.uk>
Source record: 125775
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thee Augean Stables Present:



The Atari Programmer's User Group

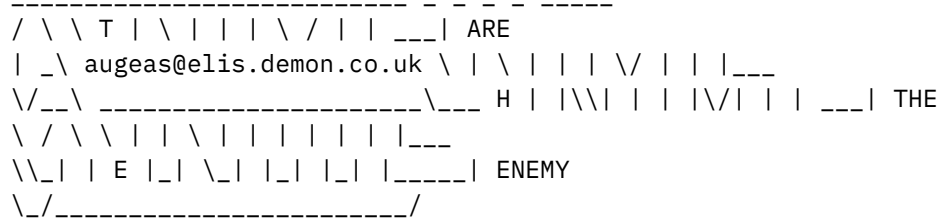
Issue 44 is now on the WEB site. Get thee to:

http://www.elis.demon.co.uk/ictari/ictari.htm

This issue issue is a good deal better than my last. (My first...)
The future for the group seems a little more secure, but 'Net users
still provide the fewest contributions. If you've stopped sending in
disks and stamps and get your copy of ICTARI from the WEB, please
fill out the form and tell me.

Enjoy Theeselves,
"Augeas"

--



# 4992. Re: ZIP drive for ST-E parallel port?

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: paa@hol.gr
Message-ID: <332878e8.5229176@news.hol.gr>
Source record: 125776

Uwe Seimet <us@ooc.de> wrote:

>Mr C M Hodgson wrote:
>
>> Can a PC zip drive be used via the ST-E parallel port ?
>
>No, the parallel port lacks several signals.
>
>> Is there driver software for this purpose >?
>
>You can't write a driver because the Atari hardware can't support
>parallel port ZIP drives.

What about Falcon?

# 4993. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc2ffe$ec0ffa40$19f582c1@snapper.dial.pipex.com>
Source record: 125777

> C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
> "ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
> Gwar FUQ II & GEMulator FAQ maintainer
> P.O. Box 67, 3500 AB, Utrecht, Netherlands

Is this a paper or magnetic magazine Richard?

I would be interested to browse it either way.

Anyhow I'm not sure if we are supporting Charles Darwin, or opposing
him?

But I've often thought of trying to write a 'random program generator'-

-programs produced from random numbers (possibly pi), but then

applying some evolutionary survival principal upon them etc.

In order to advance them etc.

The strong survive to further the next generation, while the weak are

kept in archive, in a simialar way to how tyrannosaurus's DNA is

still available today -somewhere (inside an ancient fossil or fly)

or perhaps even us humans?

It's a serious enough project and perhaps the only way toward

creating a great program (or an entity).

I of course do exceot the fact that it sounds -sLiGhTly MaD!

But Richard I certainly would love to see your article, but not

your massive list of random numbers...

Gary.

# 4994. CoSTa version 2 is now available

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <47407435_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 125778
Cross-posted to: comp.sys.atari.st,demon.ip.support.atari

CoSTa version 2 is now avaiable from my web pages (see .sig).

CoSTa keeps track of all phone calls made by NOS, ICE, STiK, CoNnect, MiNTnet, Semper and CixComm. It was reviewed in Atari Computing issue 1 and scored 87%

For further info on CoSTa (and a list of the changes in v2), visit my web pages.

Regards, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 4995. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc3001$bdad8f20$19f582c1@snapper.dial.pipex.com>
Source record: 125779

.....this resolved around the amount
of different pictures that can be displayed in monochrome mode on the Atari

ST's 640x400 screen. It would display pictures of just about anything you'd

ever see, including the formula for the cure to AIDS, the address of God
and an
ST user actually *smiling* behind a PC (or an Amiga, for that matter :-)
And this 'number' would only be 32768 bytes long. Still the amount of
different pictures possible on such an ST boggles the mind...

for our (feeble) minds certainly, but the 'mind' of a *really* advanced
computer ?

Also, if one accepts the existence of God. Then is anything impossible
for Him?

Is this *really* advanced computer some form of (or similar to) GOD ?

All these questions, & more -may be- answered next week on...

comp.sys.atari.st

stay tuned.....

stay drunk....

stay alive...

stay happy...

# 4996. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc3005$432fb120$19f582c1@snapper.dial.pipex.com>
Source record: 125780
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Why would you want to do that ?

Tos 1.2 Probabl;y load s more stuff (on an stfm)

thna would TOS 1.62.

Having 2 computers, with 2 O.S's means you can load

more stuff, don't it?

Forget your TOS image, for the time and trouble it will
take ( I assume you put a price on your time?) to get
working (being non-relocatable, plus using 256K? of
your free RAM, It's cheaper and more sensible to just
buy new TOS ROM's (or probably a new machine!)

Regards from a fellow lost causer...

# 4997. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: hoggett@airtime.co.uk
Message-ID: <3247.7011T1277T392@airtime.co.uk>
Source record: 125781

Nicholas Bales wrote

>I always beleived that copyright is one thing, free distribution is another.
>It might not be the case in other countries, but where I live (in France)
>there is a distinction between the author's rights, and the mode of
>distribution of the author's work. This means that I can very well copyright
>a program and have it distributed as freeware. I still have rights on the
>software (I can state that it must carry my name or a text file, that it
>cannot be modified, conditions of use or distribution, etc...).

>I'm not sure this distinction exists also in anglo-saxon law, but I have seen
>programs that carry a copyright line, and are freely distributed.
>Xcontrol.acc from Atari Corp. is an example that comes to mind. MS Internet
>Explorer and lots of other free software on the PC is also like that.

>So, just because a program has a copyright notice doesn't mean that it isn't
>freely distributable. It just tells you who owns the rights. You are talking
> about two different things. Only the owner of the rights can tell how he/she
> wishes the program to be distributed.

>In the light of this, piracy is to distribute software in a way that opposes
>the author's wish. Whether you are making profit on a program that the author
> wished to be freeware, or you are giving away for free a commercial program,
> both are piracy.

Sure, copyright in itself does not directly imply specific distribution
conditions. It does, however, imply a user licence agreement specified
by the copyright holder. This may be the usual stuff found on commercial
programs, a freeware licence or whatever. It is the breaking of this
agreement that constitutes piracy. You would not be infringing copyright
because you are still giving the credit where it's due - unless you hack
the code in which case you are breaking copyright law also.

>The problem here is that the owner of the rights, JTS, has not specified
>clearly how they want TOS to be distributed, and they are not distributing it
> themselves. In this case we have to suspect that they don't want it
>distributed at all. Which means they specifically want TOS to die.

The question is: what was the licence agreement when TOS was originally
distributed as part of the host computer ? The likelyhood is that the
licence is clearly spelled out somewhere in the manuals, and AFAIK it
still holds.

>Now the question is, how are Atari users supposed to react ?

Atari users would probably not be all that bothered - they already have
their machines. Atari emulator users, on the other hand, will probably

consider the rights and wrongs of the situation and make a conscious choice to break the licence agreement by using pirated TOS images. It may be argued that JTS are perpetuating this situation by no longer distributing TOS but, as the saying goes, two wrongs don't make a right. The ideal solution would be for someone to buy the TOS rights from JTS and allow distribution under a freeware licence - a consortium of all those commercial emulator distributors would probably gain the most. I somehow doubt JTS would play ball however.

---
Bill Hoggett (aka BeeJay) <hoggett@airtime.co.uk>

IF GOD IS LIFE'S SERVICE PROVIDER WHY HAVEN'T I GOT HIS I.P. NUMBER ?

## 4998. Newsie & CAB

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: geh3rd@exis.net
Message-ID: <5ga380$dee@grouper.exis.net>
Source record: 125782

Has anyone gotten CAB to pass a news url to Newsie. If so how did you set it up.

Thank.

George

## 4999. Redacteur users/utilisateurs??

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Joseph M Hogan <hoganj@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970313183341.4088G-100000@freenet>
Source record: 125783

Hey there,

I am just trying to find out if there are any people who use Le Redacteur, and wouldn't mind joining a list of people who share questions and answers. It's slowed down a lot lately, because of bounced mail, and probably busy people.

Get back to me if you aren't already on my list, and I'll add you to it.

Joseph HOgan

ps. Doug Finch, what happned to you?? Your account is no more on GEnie???

# 5000. Re: Where can I buy a NOVA board for my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <BzF5qVH.johnhechtman@delphi.com>
Source record: 125784

Frank Szymanski <Frank_Szymanski@do2.maus.ruhr.de> writes:

>The NOVA doesn't work together with more than 4 meg of ST-RAM. What kind
>of ramboard do you own? 30pin simms, PS/2 or the original ATARI ram
>extension?

Frank,

I've got the Wizztronics ram board which takes 1 16 meg 72 pin SIMM if I have the terms right. I've heard about the new Magnum ram board, do you know who makes it and if it's available in the US? BTW, the Wizztronics is a _far_ better bit of design than the 30 pin SIMM expander boards I've seen. The Wizzo board is no bigger than the 4 meg Atari board, whereas the 30 pin SIMM cards eat up all the free space in your Falcon due to sloppy design. How big is the Magnum card?

John

# 5001. Wanted: TOS 1.62/2.06 ROM image

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: ggranger@doctor.nl2k.ab.ca
Message-ID: <858304304.30643@dejanews.com>
Source record: 125785

I know that this will cause a whole stir, but I need to get an image of a
TOS 1.62/2.06 ROM. Please e-mail me if you know where I can get it.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 5002. Atari Laser Printer spares

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: peter@va.com.au
Message-ID: <858307734.32514@dejanews.com>
Source record: 125786

Hiya Atarians

I read recently that some parts for
the SLM 605 Laser printer are
made by other companies ie
Cannon.

I am looking for a new drum for my
printer and would love to know
of any alternate sources for one

Many thanks

Peter Sansom
http://sustenance.va.com.au

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 5003. Re: CEBIT97

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199703131743.a58994@ka2.maus.de>
Source record: 125787

RG>I wonder in which hall ASH will be?

12, C24 (Apple).

bye, Thomas

# 5004. ZIP drive for ST-E parallel port?

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31354_please@no.spam.mail.here.mettav>
Source record: 125788

```
FROM: SSweet@mettav.demon.co.uk
SUBJ: ZIP drive for ST-E parallel port?

l> Can a PC zip drive be used via the ST-E parallel port ?

No!.

l> Is there driver software for this purpose >?

No also, the Parralel port is uni directional.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Begging Tag Line, please give generously.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 5005. Re: A few E-Mail addresses...

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858279810_OASIS_@pcc-uky.campus.mci.net>
Source record: 125789

In article <332864961ef4bf0@sn.no>
hallvart@sn.no (Hallvard Tangeraas) said:-

>On Wed 12-03-97 19:31, Ronald J. Hall (thechyld@pcc-uky.campus.mci.net) wrote:
>
>>Just wondering if anybody has Oregon Research's E-mail address
>
>I don't have their email address, but their web page is located at:
>
> http://www.teleport.com/~orres/
>
>I guess their email address can be found there (I hope).
>
>Hallvard

Thanks Hallvard! I've gotten the following so far:

orres@teleport.com
ora@genie.geis.com

The first one gave me a "reset/refused" but the 2nd one went through. I
E-mailed them for details on the rumored I-Browse/Termite port they are
supposed to be doing! :)

I still don't have an E-Mail for Roger Burrows/ExtenDos Pro though... Are
there any FAQ/HYP files that cover -current- Atari dealers/3rd party vendors
'n such? Thanks again! :)

--
_/_/_/

# 5006. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: michael@ghf.augusta.de
Message-ID: <HCNTABAFUP@ghf.augusta.de>
Source record: 125790

In <HCMQFEVEUP@wa.caeci.ol.ni.schule.de> Gerd Walter wrote:

> Texel= The HTML-Editor (already available)
>
>Have a look at: http://members.aol.com/ashinfo

Sorry Gerd, but Texel is not a HTML-Editor. Texel is a programm like Excel
on WINDOS (i don't know the english word .. table calculation?).

It can write HTML-Files, but i don't think, that Texel could write a
complete HTML-Page...

Michael

--
==============================================================================
Michael Pieper /\ /\ privat: michael@ghf.augusta.de
<*> <*> Michael_Pieper@ll.maus.de
+49-821-2991133 -^- http://www.augusta.de/~michael/
==============================================================================

# 5007. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: patrik.estberg@p68.dada.ct.se
Message-ID: <ftn_2.200.136.68$fidonet.org_a2b62ae3_Patrik.Estberg@p68.dada.ct.se>
Source record: 125791

> No, you're not. I read the latest newsletter from ASH. You can also
> read it on the Web-pages of ASH.
>
> They are writing there that they are working on a software that will
> substitute STIK and will support CAB. But they gave this information
> very carefully, because they have just begun the work.
> They also wrote, that this programm will only work together with
> MagiC.
> ASH has for sale also an HTML-Editor software, that works together
> with CAB. This software is already available and called Texel 1.6. It
> can be started from CAB and you can directly see the result of your
> new HTML-Page created in Texel with CAB.

Texel is NOT a HTML-editor !
Texel is a spreadsheet program that can save tables in HTML-format.

atb
Patrik

# 5008. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: areeve@avana.net
Message-ID: <332764af.4563726@news.avana.net>
Source record: 125792

Yes, but as you experienced...dealing with Darek isn't worth the effort and I'd rather trust in Frederic getting PacifiST running perfectly over the next few months (heck, I have more faith in my cat writing a perfect ST emulator) than Darek. Darek's claims in the 8-bit emulator front and his lack of success speak for themselves and his attitude towards his customers is pathetic and it's obvious he doesn't really care and thinks this, writing emulators, his customers, and everything else is just a big joke.

On Sun, 09 Mar 1997 15:16:07 -0800, Tom Wilkinson <twilkins@solarwinds.com> wrote:

...lines deleted...
>
>After reading about the trade-in offer which said he would give x amount
>for a magic sac cart and x amount more for a Spectre GCR, I emailed
>Darek to ask how much trade-in value he'd give on a Spectre cart (no gcr
>- just the smaller cart without the cable). He emailed me back that it
>was very plain on his website how much trade-in value he gave.
>
>Then I emailed back to see how much it would cost to ship Gemulator to
>Canada. I see on the website that it's $69.95 U.S., but how much extra
>for shipping?
>
>I got another reply from Darek, again, the cost of shipping is on the
>website.
>
...lines deleted...

# 5009. FS: Good Atari ST Software

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: j-young@msys.net
Message-ID: <5g7no6$gb2@krypto.zippo.com>
Source record: 125872

Hello,

The following ST software is for sale. All programs include the
manual unless noted. Shipping is extra. No CODs.

$24 NVDI 4.0 Screen Accelerator and Truetype font engine
$24 Magic 4.0 Super fast multitasking OS
$24 STraight Fax 2.5 Full-featured fax program
$24 Devpac 3 Professional assembly programming environment
$19 Pagestream 2.2SE Desktop publishing with Postscript support
$19 ImageCopy 3.5CD Multi-format image capture and manipulation
$19 XBoot 3.10 *THE* boot manager for the Atari
$19 Cover Disks ST Format disks 84-48,44,36,32,30,28-26 &
Atari World #9,8,7,6,5,4,2 (66 disks)

$ 9 Chaos Engine Intense arcade action from the Bitmap Bros
$ 9 Doodlebug Colorful, fun platform game from CORE software
$ 9 Torvak the Warrior Side-scrolling action game from CORE software
$ 9 Wolfchild Action-packed platformer from CORE software

$ 7 Misc Chips YM2149 Sound Chip, WD1772-PH, 8519 (2)

Email if interested.

## 5010. Gemulator Classic

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Jon R Murphy <murphy@shore.intercom.net>
Message-ID: <3327DAD0.4800@shore.intercom.net>
Source record: 125873

Does anyone know how to run Gemulator Classic in Dos or Windows 3.1??
I dont have a Rom card but I have Tos disk images...

Thanks,

Jon Murphy
Magic Tracks MIDI Sequences
murphy@shore.intercom.net

# 5011. Spamblock Ineffective!

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: csilver@kendaco.telebyte.com.Spam.Th.is
Message-ID: <5g89em$prg@news.telebyte.com>
Source record: 125874

Hi All,

I know this isn't germane to this NG, but please hear me out. The Spam block I've been using has become ineffective. Spam.Th.is on the end of my post was working fine until recently. The spam block should send auto generated bulk mail to Israel :) But not now ;( I've been getting a load of junk every day.

If someone has a better idea please post or let me know. As I don't give my e-mail out casually nor does my server, I'm curious as to why my posts to this NG generates so much interest to bulk mailers. Atarians are not known as big spenders :)

Tracing down bulk mailers and sending them "Remove" requests does no good. It may only create more junk mail!!!

TIA,

Charles

# 5012. Re: Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <75639735_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 125875

In article <3326b2e4.0@lagoon.idirect.com>
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:-

>>I then go to read off line and it starts downloading c.s.a.s
>>Sadly it then changes its name to "up" and then I have to
>>resubscribe to c.s.a.s and then all my news files is in
>>"up".. Why does it change name??
>>Can anyone help??
>>REMEMBER please reply by Email!
>>Thanks in advance :)
>>Stuart Shaw
>>IRC = Stu ( you know him and love him :)
>>
> which version of NEWsie are you using? I was having a similar
>problem with version 0.66 - John Rojewski told me to try the latest
>version, and the problem disappeared!
>
>
> Try getting the new version - it's at
>http://www.primenet.com/~rojewski/newsie72.zip - and see what happens.

AFAIK, this information was *not* meant to be made available to people!!!
0.72 is a beta, and AFAIK, the only people that should have this URL are
beta testers!!!!! :(

0.70 is the latest publicly available version of Newsie!

Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 5013. Re: Spamblock Ineffective!

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Dennis Armstrong <Dennis.Armstrong@jet.uk>
Message-ID: <3327BD46.2781E494@jet.uk>
Source record: 125876

Charles Silver wrote:
>
> Hi All,
>
> I know this isn't germane to this NG, but please hear me out. The Spam
> block I've been using has become ineffective. Spam.Th.is on the end of
> my post was working fine until recently. The spam block should send auto
> generated bulk mail to Israel :) But not now ;( I've been getting a load
> of junk every day.
>
> If someone has a better idea please post or let me know. As I don't give
> my e-mail out casually nor does my server, I'm curious as to why my posts
> to this NG generates so much interest to bulk mailers. Atarians are not
> known as big spenders :)
>
> Tracing down bulk mailers and sending them "Remove" requests does no good.
> It may only create more junk mail!!

Yep these bulk mailers are getting more sophisticated and will now
be programed to ignore any excess characters after a .com or .co.uk or
whatever address. move your Spam.Th. before the .com in your address.

My guess is the next step will be to look for words like "spam" or
"remove" in email addresses and remove these words as well (YMMV).

regards

--
Dennis Armstrong, CODAS, JET, Abingdon, Oxfordshire, OX14 3EA,
tel +44 (0)1235 464871 mailto:Dennis.Armstrong@jet.uk
home mailto:Dennis.Armstrong@corewise.demon.co.uk
Before sending unsolicited advertising material, read
http://www.law.cornell.edu/uscode/47/227.html

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

# 5014. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv4tegnpo7.fsf@emw.ericsson.se>
Source record: 125877
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sig@end.article (Gerry O'Rourke) writes:

>
> It would be more correct to say that ANY TOS in EPROM will not plug
> directly into old STF/STM/STFM's. The Eproms do not have the same pinouts
> as the Atari ROM's.

I have a question about how to blow the TOS.IMG file into a PROM. How
do I do it? All the files I have seen which are used to make blow
proms are plain ASCII files with a hex value for each adress. The
TOS.IMG files looks to be a binary file. So how do I convert it to a
format that my blower understands and where can I get such program?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 5015. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <3327bc68.1011619@news.demon.co.uk>
Source record: 125878
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 12 Mar 1997 19:18:31 +0000, Paul@pwomar.demon.co.uk (Paul Womar) wrote:

>I would however argue that one of the main reasons and the original use
>for actually having an executable bootsector is so that TOS could be
>loaded but it's all about how you look at it, let's just agree that
>disks can have an executable bottsector which the ST looks for and can
>be used to load TOS from disk and leave it at that.

No, let's have a long and pointless argument instead :)
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 5016. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E6z4vM.1x8@gazette.stortek.com>
Source record: 125879
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <19970312191831133347@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) wrote:
>Damien Burke <damien@jetman.nojunkmail.demon.co.uk> wrote:
>
>> On Mon, 10 Mar 1997 22:24:41 +0000, Paul@pwomar.demon.co.uk (Paul Womar)
>> wrote:
>>
>> >Not 100% true, the St does indeed check for a bottsector that will
>> >automatically load TOS
>>
>> Well, no, it checks for *any* executable bootsector so my originally
>> answer was, strictly speaking, correct.
>
>I would however argue that one of the main reasons and the original use
>for actually having an executable bootsector is so that TOS could be
>loaded but it's all about how you look at it, let's just agree that
>disks can have an executable bottsector which the ST looks for and can
>be used to load TOS from disk and leave it at that.
>

Nice. Now is there any way we can set up a disk to have such a bootsector.

I have tried Quicktos and haven't got it to work.

Can Gemram be configured to load a TOS image from disk instead of from ROM ?

Nicholas Bales, Toulouse, France

# 5017. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3327C99A.166D@ooc.de>
Source record: 125880

Craig Graham wrote:

> True, but you don't actually have to do a version of the compiler,
> all you need is an implementation of the Java virtual machine, which
> is pretty much like implementing any other emulator (and there are
> loads of them around already). I've looked at it and although it's not
> a quick task, it's also not a really difficult one either (and no, I'm
> not going to do it, I've got my hands full already).

The virtual machine is not very complicated, this is true especially for
Atari machines that come with a floating point processor. But don't
forgt that you also have to implement the class loader and the native
parts of the Java runtime libraries. Without AWT Java is useless for
most users.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 5018. Re: Help! transforing web downloads files from pc to an Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: b2b3@elec.iuta.u-bordeaux.fr
Message-ID: <3327CA1A.1A0E@elec.iuta.u-bordeaux.fr>
Source record: 125881

Sam Ellis wrote:

> Just use any DOS formatted disk, and make sure it is double
> density (unless your ST has a high density drive).

I don't think STs can bear HD disks,even with a HD drive...

# 5019. Re: ZIP drive for ST-E parallel port?

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3327C886.63D1@ooc.de>
Source record: 125882

Mr C M Hodgson wrote:

> Can a PC zip drive be used via the ST-E parallel port ?

No, the parallel port lacks several signals.

> Is there driver software for this purpose >?

You can't write a driver because the Atari hardware can't support
parallel port ZIP drives.
--
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 5020. Re: Help! transforing web downloads files from pc to an Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: b2b3@elec.iuta.u-bordeaux.fr
Message-ID: <3327C9B1.4A86@elec.iuta.u-bordeaux.fr>
Source record: 125883

Beckly wrote:
>
> I have just been given an Atari ST 1040.
> I was wondering if I could download files of the web on my PC then transfor
> them to my atari by disk, like you can with the Amiga.
>
> Also can anyone tell me the location of an Atari ST FAQ.
>
> Any help will be most usefull,
>
> Beckly,
> M.G.Beckly@cms.salford.ac.uk

PC disks are compatible with ST disks (as long as you format them in
720 Ko,but older ST's disks ARE NOT compatible with PC...
it mean that ST's can access PC disks,but not the opposite

so:
- format a 720 Ko disk on your PC (hide the HD slot on the disk if
necessary)
- transfer on the disk the files
- put the disk back on your ST
- get the files
- That's all!

# 5021. Re: Poll: What kind of hd backup do you use?

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3327C7BD.6310@ooc.de>
Source record: 125884

Mike Hopkins wrote:

> the best hard drive handler? I have heard of HDDriver. Who makes it and how new is it?

The author is me and the current version is 6.2 from Februrary 1997. You
find a demo version on acp5.chemie.uni-kl.de/pub/atari (ftp) or
http://acp5.chemie.uni-kl.de/seimet/hddriver_english.html

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 5022. Anyone remember Quartet?

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: M.B.Voulon@stud.rgl.ruu.nl
Message-ID: <3327cdc5.2360783@news.cc.ruu.nl>
Source record: 125885

Hello,

I used to have an Atari 1040ST, but now i have a pc. Would anyone know whether the music programma Quartet or a look-a-like is available for the pc? Quartet is a music programme which works entirely with samples.

Marten Voulon
m.b.voulon@stud.rgl.ruu.nl
http://www.warande.ruu.nl/~mbvoulon/

# 5023. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv3eu0novp.fsf@emw.ericsson.se>
Source record: 125886

gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter) writes:

> They are writing there that they are working on a software that will
> substitute STIK and will support CAB. But they gave this information
> very carefully, because they have just begun the work.
> They also wrote, that this programm will only work together with
> MagiC.

HAhahahaaaaa... I know of someone who will LOVE to hear about this!

;-)))

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 5024. Re: Papyrus 5 demo

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvv209knofc.fsf@emw.ericsson.se>
Source record: 125887

Maciek Rozmus <wizard@student.uci.agh.edu.pl> writes:

> 
> parksj wrote:
> >
> > Does anyone know of an FTP site with a correct archive for the Papyrus 5
> > demo?
> >
> > The copy at ftp.uni-kl.de is corrupt.
> 
> No, it isn't. I downloaded it about a week ago and everything was ok.

Didn't work for me either.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 5025. Re: Q: SCSI ZIP on Mega 2 ST .. how?

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3327CB31.3FB4@ooc.de>
Source record: 125888

tidepool wrote:

> I know this has been ans a zillion times, but how, exactly, do I use
> my new SCSI ZIP on my Atari Mega2 ST. What do I need and where does
> it go?

You need a SCSI host adapter with support of parity for it. My
recommendation is the LINK96 by Norbert Wieczorek (norwiecz@aol.com)
because it's the only one that can drive any SCSI device connected to
the ST/STE.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 5026. Pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Mike Weber and Chris Tabacco <mweber@li.net>
Message-ID: <33278F4A.3F7D@li.net>
Source record: 125889
Body handling: HTML body converted to readable text

All I can say is some of you guys out there either have no life and think that they are the newsgroup police or your just an a$$hole in general who has nothing to do but try to protect an ancient operating system. I laugh at some of your comments some of you have posted. Either your just being funny or just plain stupid. Wake up and smell the coffee. Your living in the past. You don't get anywhere if you live in the past forever. Anyway this Pacifist ST emulator rules! Brings back a lot of ST memories when I was a child. Anyone have any good Pacifist disk images? I am willing to trade some if you don't have them already. All you anal people out there no need to reply... L8r...

P.S. - Are all you english (UK) people this snotty?

All I can say is some of you guys out there either have no life and think that they are the newsgroup police or your just an a$$hole in general who has nothing to do but try to protect an ancient operating system. I laugh at some of your comments some of you have posted. Either your just being funny or just plain stupid. Wake up and smell the coffee. Your living in the past. You don't get anywhere if you live in the past forever. Anyway this Pacifist ST emulator rules! Brings back a lot of ST memories when I was a child. Anyone have any good Pacifist disk images? I am willing to trade some if you don't have them already. All you anal people out there no need to reply... L8r...

P.S. - Are all you english (UK) people this snotty?

# 5027. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3327C9BE.6DD1@ooc.de>
Source record: 125890

Magnus Kollberg wrote:

> What about using one of the ports to the Amiga? There are one or two
> different ports currently. One is the GNU version I think and there is
> also another one as well.

This might be a good starting point for an Atari implementation, indeed.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 5028. Re: HD Driver Update

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3327CAA8.4F91@ooc.de>
Source record: 125891

Gary Boeer wrote:

> I have version 5.12 of HD Driver. Is there a version update of this driver program?

Updates are available and are handled by the distributor you got your
driver from. If this distributor doesn't exist anymore ask System
Solutions for an upgrade of the English version.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 5029. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: b2b3@elec.iuta.u-bordeaux.fr
Message-ID: <3327CC2F.76C7@elec.iuta.u-bordeaux.fr>
Source record: 125892

SNAPPER wrote:
>
> A huge bunch of strange writings
>

What kind of illegal product do you use? I want the same!

# 5030. Probe House Software new web page name

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5g8j92$80174_002@news.ti.com>
Source record: 125893

Hi Atarians...

Everyone can now reach PROBE HOUSE SOFTWARE web page easier by using this
short URL:

http://probehouse.home.ml.org

Do drop in!!

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://wongck.home.ml.org / | \ 486DX33/8Mb/1GB/WFW

# 5031. Probe House Software new page name ** more **

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5g8jlf$80174_004@news.ti.com>
Source record: 125894

Hi Atarians....

http://probehouse.home.ml.org

Just want to add that this is a redirect link to the real page at geocities.
If you have already bookmark the PHSW page, you don't need to change it.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://wongck.home.ml.org / | \ 486DX33/8Mb/1GB/WFW

# 5032. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: b2b3@elec.iuta.u-bordeaux.fr
Message-ID: <3327D0A4.2CCB@elec.iuta.u-bordeaux.fr>
Source record: 125895

Mike Weber and Chris Tabacco wrote:
>
> >>Atari is dead... They got bought out by another company... Anyone
> have those tos images ?? I can't find them anywhere!
> >3. Your request for pirated software in a public forum, in violation
> of US Federal law, has been noted. Your postmaster has been notified,
> and if he fails to terminate your account, he then becomes an
> accessory after the fact to "conspiracy to defraud" which will end
> with JTS Technologies owning li.net, and him in prison.
> >Have a nice day. >

Welcome...
Welcome in a world of lawyers...
Where the single restaurant ask you for a note that you won't prosecute them for a heart attack 10 years later
Where a thief prosecute his victim for having striken him as he was clearing his house
Where a old man prosecute a younger one for sitting in the bus
Welcome... in America?

Well... I've got a old TOS img,it is an ORIGINAL one and i'm ready to send it to you (don't care if it is a french version?).

MW and CT are pathetics...or they like second grade humour...

# 5033. Re: TT modem 2 bugs

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: mcooke@tyndale.apana.org.au
Message-ID: <5g8ods$341@posgate.acis.com.au>
Source record: 125896

On 12 Mar 1997 07:20:22, Martin-Eric Racine wrote:
>
>having just bought myself a TT, i wanted to use Modem 2 with
>STiK. It seems that clicking on "save" in modem.cpx does not
>store the baud rate as expected and that i cannot access the
>38.400, 76.800, 153.600 rates modem 2 offers from its CPX so
>this doesn't help much. was there ever a newer version of the
>cpx or a bug fix for this, so the settings are remembered and
>so I may finally access the higher baudrates in a positive way?
>.
Hi

I have a TT and had similar problem. Switch the serial 2 port is it is
not taken by a graphics card. This is much more reliable and faster.
Make sure you are using hsmodem 6 or 7. Set the modem CPX to *150*
Parity none bits 8, car 1 flow rts/ctr and set the cpx to mamory
resident. This will also work for the modem port 2.
Regards

___ _____ _____ _ _ ____ ____
/ __)( _ )( _ )( )/ )(_ _)( ___)
( (__ )(_)( )(_)( ) ( _)(_ )__)
___)(_____)(_____)(_)_)(____)(____)
Malcolm Cooke email: mcooke@tyndale.apana.org.au
Snail mail: 7 Naas Rd Tharwa 2620 Australia :-)
http://www.spirit.net.au/~mcooke

# 5034. Re: What is a SHTML Web Site?

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Sam Ellis <sce196@ecs.soton.ac.uk>
Message-ID: <Pine.LNX.3.91.970313120111.6282B-100000@servalan>
Source record: 125897

> Hey guys...I'm speculating here..but I belive that on linux based ISPs,
> each user can have a directory called www, and from this directory,
> you may name one file with the extension .shtml and it will become
> the default file downloaded if someone requests an url with your
> user name. I.E. http://www.ebicom.net/~bjr
On our university Linux based servers, each user has a directory called
.WWW into which they can put all their web pages. By default, if no file
is specified, the file index.html will be sent.

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

# 5035. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <5g7kkm$ohm@freenet-news.carleton.ca>
Source record: 125898

Nicholas Bales, Toulouse, France (bales@garonne.stortek.NOSPAM.com) writes:
> I have an STFM with TOS 1.2 and an STE with 1.62. I have made a TOS image of
> the 1.62 ROM. How can I make the STFM boot with the 1.62 TOS image ? Does the
> ST check on the boot disk in search of a TOS file ? How should I name the file
> so that the ST recognizes it ?

There was a program called TOSLOAD for use with the ICD host adapter. It
loaded a TOS.IMG file on bootup. I can recall using it to load TOS 1.0 on
a TOS 1.4 machine so that I could run games that would only run under
TOS 1.0. I don't know if it would load higher TOS'es (never tried it).

> Another question:
>
> The STFM has a 6 chip version of the TOS 1.2. Can I put the 2 chip 1.62
> version in two of the sockets and have the STFM recognize them by setting a
> jumper on the board? Or will I have to write the two chip 1.62 onto 6 EPROM
> chips ? How would I do that?

I think that the highest OS you can put into an ST is TOS 1.4.
TOS 1.62 and subsequent versions (2.x -> 2.6) were for STE's and MegaSTE's.
You can obtain similar results on an ST with TOS 1.4 and NeoDesk, for
example.

Randy Kwak

# 5036. Re: Pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Jon Lewis <jon@ingames.com>
Message-ID: <33280172.1CB@ingames.com>
Source record: 125899

> Anyone have any
> good Pacifist disk images? I am willing to trade some if you don't
> have them already.

whoah. blatant copyright infringement offer. I'd be careful what you
say...

> P.S. - Are all you english (UK) people this snotty?

Are all you American people this stupid?
If you want to start a flame war, you really are going about it the
right way! Lighten up! It's a newsgroup, not a bloody peace conference.

jon..
--
Jon Lewis, NetworkCodeMonkey jon@ingames.com
Ingames Interactive (UK) www.ingames.com

# 5037. Re: Inferno SuperOS 1.0 -- realtime networking OS with only 1MB memory requirem

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Johan R&#65533;nnblom <JRo0605@ba.ssdn.skellefte.se>
Message-ID: <33285F0D.25F5@ba.ssdn.skellefte.se>
Source record: 125900
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Zane@sanity.com wrote:
>
> While all this sounds swell and fantastic...why are you posting it on the Amiga
> news groups??? If it don't run on an Amiga???
>

You snipped:
'Inferno 1.0 runs as a stand-alone operating system on small devices
which
use Hitachi SH3, DEC StrongArm, Intel Architecture, MIPS, Motorola
68030,
Power PC, SPARC and ARM processors.'

Which suggests it should be possible to run on Amigas. (Unless Amigas
are too large ;)
It sounds like a very special-purpose OS though, not intended for
general use.

/Johan R&#65533;nnblom, Team Amiga

# 5038. How can I read a Pc disk????

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: i1443545@petra.euitio.uniovi.es
Message-ID: <5g8srr$pc6$1@sci.cpd.uniovi.es>
Source record: 125901

Hi there!
I've been downloading some stuff from Internet, and my problem
it`s that I don`t know how to read this files from my atari;
Should I format the disk to 720K or should I get a program to
read them (if one it`s available)??

Thanks a lot in advance.

# 5039. Re: Java for Linux/68k?

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5g90qh$f40@lyra.csx.cam.ac.uk>
Source record: 125902

In article <858192586_OASIS_@flinny.demon.co.uk>,
Nick@flinny.demon.co.uk (Nicholas Flintham) writes:

>>But if you had a motif licence, I'm sure the people who did the port to
>>linux/i386 would be happy to send you their code so you could compile a
>>linux/m68k version (you would probably also require a sun source licence,
>>but that wouldn't be a major problem).
>
> Maybe even easier than that :)

[information about kaffe snipped]

I mentioned that elsewhere.

The JVM isn't the problem anyway, it's the libraries. The port of the sun
JDK to linux/i386 would be easiest way to get them.

## 5040. K.Ellis???

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5g98ba$8c3@alexander.INS.CWRU.Edu>
Source record: 125903

Are you familiar with Gemfont 122?

the Prof.

Creator of TelVT102
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

# 5041. Re: Inferno SuperOS 1.0 -- realtime networking OS with only 1MB memory requirem

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: jamie@cdevil.unx.sas.com
Message-ID: <E6zMIn.DH2@unx.sas.com>
Source record: 125904
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

(Quoting upside down... interesting.)

Maybe the person who posted the 'SuperOS' press release was hoping someone
would PORT it to the Amiga??

After all, it runs as a 'virtual host' ON TOP OF Windoze95/NT and UNIX, why
not ON TOP OF AmigaOS?

In article <1164.7010T159T648@sanity.com>, Zane@sanity.com writes:
>While all this sounds swell and fantastic...why are you posting it on the Amiga
>news groups??? If it don't run on an Amiga???
>
>>Lucent Technologies introduces Inferno SuperOS 1.0; real-time network
>>operating system provides powerful platform for multi-purpose multi-system
>>applications development
>
>>FOR RELEASE: MONDAY, MARCH 10, 1997
>
>>Murray Hill, N.J. -- Lucent Technologies' Inferno Network Software business
>>today announced Inferno SuperOS 1.0 -- a real-time network operating system
>>(OS) that provides a software infrastructure for developers to create
>>distributed network applications.
>
>>Inferno 1.0 provides end-to-end connectivity over the public telephone
>>network, the Internet, corporate networks, cable television and satellite
>>broadcast. With Inferno, networking and security protocols are built in the
>>OS, and applications run unchanged across any communications network or
>>device.
>
>>The product has a very small memory footprint, allowing it to act as a
>>stand-alone OS on information appliances and run as an application on
>>network elements -- such as servers, routers and switches -- using UNIX or
>>Microsoft NT platforms.
>
><smipped>

--
---
Jim Cooper
(jamie@unx.sas.com) bix: jcooper

Any opinions expressed herein are mine (Mine, all mine! Ha, ha, ha!),
and not necessarily those of my employer.

Out of sorts? Heck, I'm out of *most* algorithms!

# 5042. WT: ST BOOK

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: rjb108@minster.york.ac.uk
Message-ID: <858272755.8@cs.york.ac.uk>
Source record: 125905

I am looking for a working ST BOOK (Ataris Laptop). U.K. please so that I don't have to mess about with customs getting it sent to me.

--
Robin J. Bradley (rjb108@cs.york.ac.uk)

---
If we define things by there opposits, then reality is defined by our dreams

# 5043. Advance Warning: CyberSTrider Closing

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <33283617.224B@cyberstrider.org>
Source record: 125906
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hehehehe... the Subject header made you read this mail/posting didn't
it? ;)

Not to worry though as CyberSTrider is only closing for a month and this
is
advance warning.

Denesh Bhabuta is getting married on 27 March, 1997. Additionally he is
moving
into his new house around this time. As such, CyberSTrider will be
closed
and on holiday for a month, from 20 March to 20 April this year.

Registrations received up to and including 14 March, 1997 will be tended
to
before the 20th. Any received after that date are unlikley to be tended
to
until after the holiday.

Denesh will also try paying the authors of shareware what they are due
before
the holiday.

Please note that CyberSTrider will have a new address when it returns.
Details
will be posted later.

Best Regards
Denesh Bhabuta of CyberSTrider

# 5044. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: daveh@Silvaco.COM
Message-ID: <5g9bq1$dfs@news.Silvaco.COM>
Source record: 125907

Timeworks Publisher used to have a Postscript driver for GDOS, I
havn't fired my ST up in some time but I believe it works just fine
with NVDI.

Dave Halliday.

Richard Krejstrup (di94rkr@student.hk-r.se) wrote:
: OK I sent the original question... and I don't really think
: that I got an answer here... :( It doesn't seem to be a -
: "Yes you can make a postscript output from papyrus using GDOS (NVDI)"
: from what I have read here... =( (Or did I miss something out?! :)

: Do you have any other suggestions on having the 60+ pages document
: (still papyrus) output, in any way, in postscript format (rather
: a file actually)? Lots of text, a few line and box graphic and
: several biiig tables. The output size isn't a problem...

: Have a nice day!
: --
: /Richard Krejstrup
: di94rkr@student.hk-r.se
: http://www.student.hk-r.se/~di94rkr

--
---
Dave ADDRS : Silvaco, 4701 Patrick Henry Drv, Bld 3, Santa Clara CA 94054.
Halliday PHONE : (408) 654 4324 FAX: (408) 496 6080 HOME: (408) 720 9509
EMAIL : daveh@silvaco.com
---

## 5045. TOS Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: daveh@Silvaco.COM
Message-ID: <5g9cri$dfs@news.Silvaco.COM>
Source record: 125908

Exceeding the posted speed limit is against the Law but I bet most
people have done that, and you could actually kill someone by this
action! Its all just case of extremes.

I used to agree with most of you anti piracy people but not now, not
on the ST platform.

Dave.

---
Dave ADDRS : Silvaco, 4701 Patrick Henry Drv, Bld 3, Santa Clara CA 94054.
Halliday PHONE : (408) 654 4324 FAX: (408) 496 6080 HOME: (408) 720 9509
EMAIL : daveh@silvaco.com
---

# 5046. Norge: Falcon selges

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Geir Oeyvind Vaelidalo <goev@hinux.hin.no>
Message-ID: <Pine.LNX.3.96.970313185029.9639B-100000@hinux.hin.no>
Source record: 125909

```
I'm sorry, but this advert only regards norwegians!
---------------------------------------------------

Jeg har to Falcon'er og trenger penger.
Derfor oensker jeg aa selge:

* Atari Falcon030+Speed Resolution Card
* Tos 4.04
* 4Mb Ram
* 40MHz CPU
* 20MHz BUS
* 50MHz DSP
* utvidede grafikk muligheter
* Intern 250Mb 2.5" Hard-Disk m/div software
* Atari SM146 14" Mono Skjerm
* Atari mus
* 290DPI erstatnings mus
* Brush-mouse m/Deluxe Paint ST
* Musmatte
* VGA og RGB adaptre
* Monitor Switch-Box
+ Alt av orginale boeker og tilbehoer

Samlet oensker jeg 4000kr+postens avgifter, men vaer velkommen til a gi
mindre bud uansett! Hva jeg oensker, og hva jeg faar, er to
forskjellige ting;)

Maskinen har vaert en del oppgradert, noe den baerer preg av,
men alt fungerer utmerket og den er ennaa i daglig bruk.
Kabinettet er orginalt og pent brukt.

Har hatt Afterburner040 installert pluss en 50MHz FPU
oppgradering, saa det er meget enkelt aa installere
liknende senere.

Maskinen selges slik den staar.

Hilsen
Geir...

''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''
'" Geir Oeyvind Vaelidalo "'" Data Teknikk Student ved "'
'" Alpinveien 2B-2 "'" Hoeyskolen i Narvik "'
'" N-8500 NARVIK "''''''''''''''''''''''''''''''''''''
''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''''
```

# 5047. email and news on a 1040 ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: das@algonet.se
Message-ID: <19970313185727127227@du232-25.ppp.algonet.se>
Source record: 125910

Hi
What do I need to shuffle email and news (offline) on a 1040 ST?

What do I need to surf the web on a 1040 ST?

what modems can I use/not use with the 1040 ST?

David S

# 5048. Re: ZIP drive and Diamond Back 3

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HCNQCHBUUP@data.rhein-main.de>
Source record: 125911

In <19970312191833313447@pwomar.demon.co.uk> Paul Womar wrote:

>The original post mentioned that he used HDDriver.

Ah, thank you.

Regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____________________________________________________
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 5049. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.031397.191815.35@wxs1-9.worldaccess.nl>
Source record: 125912

> A few thoughts on copyright paradox...
>
<Stuff snapped off>

Wow, Gary,

This is really, like, far out man! Really intellectual stuff and all that! I once thought of something like that, too, but this resolved around the amount of different pictures that can be displayed in monochrome mode on the Atari ST's 640x400 screen. It would display pictures of just about anything you'd ever see, including the formula for the cure to AIDS, the address of God and an ST user actually *smiling* behind a PC (or an Amiga, for that matter :-)
And this 'number' would only be 32768 bytes long. Still the amount of different pictures possible on such an ST boggles the mind...it's more than the total amount of atoms in the universe. Your TOS 'number' would be 192000 bytes long, and that is just too big to even grasp mentally. I had pretty much of a problem grasping this 32768-byte 'number'.
Just thought I'd add my few cents. I wrote a "1st Word Plus" article on this subject (called ANNIHILATISM or something like that), a "GfA Basic" source file that calculated the total amount of different pics possible on an ST monochrome screen and a file that contains the decimal number in hex bytes (so the file that contains the number is half the length it needs to be, as one hex number can contain two decimal numbers - $66 for 6 and 6, see?). If anyone's interested I can email this in a small ZIP archive to the newsgroup.
--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
Gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| "Who is General Failure and why is he reading my disk?" |
\------------------------------------------------------------/

# 5050. FS: Atari Software

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1303971048540001@i521.oro.net>
Source record: 125913

All 33 titles for $25 plus freight.

That is less than $1 each. I will sell separates but at a higher price.
$2 each for separates.

Desktop Publisher
Data Manager
Cyber Paint
Cyber Studio 3D
Cyber Sculpt
Drafix Cad
VIP Professional
Copy II ST
ProCopy
Personal Pascal
Easy Draw
Easel/ ST
Certificate Maker
Aegis Animator
Flash
Easy Tools
MultiDesk
Label Master Elite
PrintMaster Plus
Sublogic Scenery Disk
The Music Studio
CornerMan
G+Plus
Generation Gap
Tune Up
First Word
HabaView
Music Construction Set
Atari Chemistry 1
Atari Planetarium
The Computer Guide To The Solar System
Quick ST 3.0
Generation Gap

Tom

# 5051. Re: How to get "Nodesk" going?

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <33284df6d48ba0@sn.no>
Source record: 125914

On Wed 12-03-97 01:56, Hallvard Tangeraas (hallvart@sn.no) wrote:

>On Sat 08-03-97 21:47, Keith Brooks (newhoriz@cadvision.com) wrote:

>>> What is needed to get this thing working? Have I downloaded the wrong
>>> package? Do I need some additional files from some other package?
>>
>>You need 2 folders out of the archive - one is NODESK and the other is
>>NOSYS100 as I recall. The total archived ZIP package should be around
>>900K or more - are you running MagiC? Is there a NODESK.OVL file in the
>>NODESK folder? If so, you edit the MAGX.INF file to specify the SHL to
>>be C:\NODESK\NODESK.OVL so that MagiC simply calls the OVL file and not
>>the NODESK.PRG itself.
>
>I guess I'll find the rest of the files in the "nosys100" package then.
>I'll have a look for it.
>No, I don't have MagiC- yet, but I will be getting it in a few days.

>>If you need the English package, I have it - the one edited by Howard
>>Carson and the TAF group in Toronto. I could u/l it to you if
>>absolutely necessary but it is a little big! Nonetheless, I'm happy to
>>help out!

I've gotten hold of the "nosys" package as well now, so I copied
"nosystem.prg" over to the AUTO folder, rebooted the machine, ran
"noconfig.prg" and had a look at the parameters there. I barely changed
anything- just the language ofcourse to English.
Then I rebooted the machine again, but I certainly didn't see any new
desktop although upon booting I got the message that the No|system was
initialized (or whatever).... IS this a replacement desktop or is it
something else, and what on earth is the "nodesk" package for? All I could
understand that there was any use for was the "nosys" package.
I'm a little confused..

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5052. Re: Spamblock Ineffective!

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: trek@ihgp114r.ih.lucent.com
Message-ID: <5g9k6q$s9b@ssbunews.ih.lucent.com>
Source record: 125915

In article <5g89em$prg@news.telebyte.com>,
Charles Silver <csilver@kendaco.telebyte.com.Spam.Th.is> wrote:
>
>Hi All,
>
>
>I know this isn't germane to this NG, but please hear me out. The Spam
>block I've been using has become ineffective. Spam.Th.is on the end of
>my post was working fine until recently. The spam block should send auto
>generated bulk mail to Israel :) But not now ;( I've been getting a load
>of junk every day.
>
>
>If someone has a better idea please post or let me know. As I don't give
>my e-mail out casually nor does my server, I'm curious as to why my posts
>to this NG generates so much interest to bulk mailers. Atarians are not
>known as big spenders :)
>
>
>Tracing down bulk mailers and sending them "Remove" requests does no good.
>It may only create more junk mail!!!

Effectively fighting spam's is becoming an issue - and until it
becomes unbearable for our legislative arms, we probably will get
no relief. (They did finally get relief on fax's but even that
took work - and it took the legislative people's faxes to start
getting jammed with spam to really get action.)

I'd encourage you to write your congressman/woman and request action
on their part.

If we simply try to continue the fight ourself, you can already see
what it leads to - escalation - smarter programs used by the spammers.

What's next? Will consumers always requesting to be removed and
always returning the full mail message (or even more) OR maybe
start replying to every sales message with a "I do not buy" in
the body of the message - and the full message repeated so the
spammers have to sort through garbage in their "sales" stream
mail.

And the escalation will continue.

The only real answer is a legal answer with very high penalties
assessed on the spammers - but on an international network - that
will also have limited effectiveness.

The best answer would be to have multiple nets and not allow commerce to take place over some of those nets. Let the free nets then have free commercial rein. Much like the tv model in the States.

Just my frustrations showing too, I guess. Wayne

# 5053. Poll: What kind of hd backup do you use?

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31355_please@no.spam.mail.here.mettav>
Source record: 125916

FROM: SSweet@mettav.demon.co.uk
SUBJ: Poll: What kind of hd backup do you use?

m> I'm don't have any way of backing up my hard drive except for floppies.
m> I've heard good things about Diamond Back 3. I have heard of Turtle.
m> What kind of hardware? Tape backup? Zip? Sequest removable?

Ive got a Hewlet Packard 2Gig DAT Drive.

m> What handlers would I use for these hardware devices? I am using ICD's
m> handler now. Would it work with these devices? For that matter, what
m> is the best hard drive handler?

I use a prg called Gemar

m> I have heard of HDDriver.

Where have you been?.

m> Who makes it

Uwe Semit.

m> and how new is it?

Days old man, the guy is continuosly updating and revising it.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= My Dad says that coz i've got one of these,
I can have one of those any time I want.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5054. Re: CAB with GlueSTiK/MiNTNet - doesn't work right

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <858277652_OASIS_@ping.be>
Source record: 125917

In article <5g6in8$2v0_020@news.vr-net.com>
Rev.Rich@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) said:-

>In article <857808848_OASIS_@ping.be>, Martin.Byttebier@ping.be wrote:

>>http://193.190.205.13/Popo/148_Pol/samyn.htm
> ^^^^
>There's your problem. If that's a gopher address, it should NOT be preceded
>with an http prefix - change that to gopher and see if it works. Since my
>Falcon's phone line is tied up, I can't do it myself right now.

Nope, that's a common http site.

An example of a gopher site I can't visite is the gopher site of the
Calafornian Academy of Science. The gopher link (gopher://gopher.calacademy.org:640/7)
can be found on http://www.calacemy.org/research/ichthyology/species/

--

**********
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**********

# 5055. Re: A few E-Mail addresses...

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <332864961ef4bf0@sn.no>
Source record: 125918

On Wed 12-03-97 19:31, Ronald J. Hall (thechyld@pcc-uky.campus.mci.net) wrote:

>Just wondering if anybody has Oregon Research's E-mail address

I don't have their email address, but their web page is located at:

http://www.teleport.com/~orres/

I guess their email address can be found there (I hope).

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5056. Re: Yikes!!Something strange in partition 'E'!!Hel

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCNMDGUQUp@tos.ak.planet.gen.nz>
Source record: 125919

In <E6twoF.549@freenet.victoria.bc.ca> Ron A. Lukawitski wrote :

> Something strange is happening in partition E of my HD.It all
[...]
>job for me just fine.I deleted Taz and everything seemed to go >smoothly
until I noticed that the Taz 'folder' was still there
>after I had already deleted it.I picked it up with my mouse again
[...]

As many other people have suggested, you could use Diamond Edge to fix such a problem. It would most likely get rid og the folder for you. If you were unlucky, you might find that in the process Diamond Edge would cause some other data to be lost. Diamond Edge is very good at fixing up disc problems, but not very good at recovering damaged data. For this you generally need a sector editor and a good understanding of the GEMDOS filesystem.

Anyway, in this case you might find that some simple PD utilities would do the job. You could try using a sector editor (e.g. Memfile) to delete the folder (change the first character of the filename to E5 (hex)). There will probably still be space for the directory allocated in the FAT, however. If you are very unlucky, you might find that some other data has been damaged as well. I believe there are some PD utilities that would fix up the FAT for you, although it shouldn't do any harm just leaving it the way it is. All it would mean is that the space used by the folder would never be freed. What is more of a concern is the possibility of other data being damaged. This might not be immediately apparent but could have serious consequences in the future.

So while deleting the folder with a sector editor might work (and probably will _appear_ to work), you would certainly be better off with something like Diamond Edge.

Alternatively, just make a backup of that partition and then zero it using your favourite hard disc utilities. (If you don't have any, then get AHDI 6.06 from an FTP site and use the supplied HDX.)

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 5057. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <858284584_OASIS_@ping.be>
Source record: 125920

In article <HCMQFEVEUP@wa.caeci.ol.ni.schule.de>
gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter) said:-

>In <5g464a$scj$2@mark.ucdavis.edu> Eric Hays wrote:

>No, you're not. I read the latest newsletter from ASH. You can also
>read it on the Web-pages of ASH.

I wish I could. With my current setup (MiNT/Mintnet/CAB/ppp) I'm unable to
visite theire homepage. Always get a blanco page.

>ASH has for sale also an HTML-Editor software, that works together
>with CAB. This software is already available and called Texel 1.6. It
>can be started from CAB and you can directly see the result of your
>new HTML-Page created in Texel with CAB.

Texel isn't that a spreadsheet? AFAIK you can create with Texel tables
and convert then to html. But creating a whole page? You must be
joking.
>
>ASH is a very serious software house. You will see, I'm sure they will
>have in a few weeks:

If they are so serious why don't they answer to my e-mails?

TTFN
MArtin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 5058. Re: Help! transforing web downloads files from pc to an Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33286BDB.7A28@cfcsc.dnd.ca>
Source record: 125921

b2b3@elec.iuta.u-bordeaux.fr wrote:
> Sam Ellis wrote:
> > Just use any DOS formatted disk, and make sure it is double
> > density (unless your ST has a high density drive).

> I don't think STs can bear HD disks,even with a HD drive...

Don't tell that too Hallvard! :^)
Honestly, I retrofitted my ST with a HD drive, and it formats,
reads, write in DD and HD.
see Hallvards links for more info.
-AtariSTessentials: ftp://ftp.sn.no/user/hallvart/atari
http://home.sn.no/~hallvart/pages/atari.html
-ST FTP site list: ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt
-Atari ST FTP access: http://home.sn.no/~hallvart/pages/atari_ftp.html

# 5059. Re: Anyone got WebSpace yet?

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: szhays@chip.ucdavis.edu
Message-ID: <5g7gas$fjr$1@mark.ucdavis.edu>
Source record: 125961

Sorry to follow-up my own psot, but, in a way, I'm not.

Rich Tietjens asked me to post the following message on his behalf:

----------8<-----------8<------------

MiNTnet turns out to be dead easy to set up - I just did it, and it works perfectly with CAB 1.5 on my Falcon. I would expect it to work well on any 4 meg ST in high rez (or low rez if you need lots of color - I wouldn't bother with medium rez). It is my intention to write a user-friendly GEM-based program that will create the necessary text files for a working PPP setup. Some samples are included with PPPkit14 but you still have to edit them manually; I want to make it easier. Once it has been written, my setup proggy will be released as freeware and posted in alt.binaries.atari also.

Meanwhile, I suggest you get PPPkit14 and GlueSTik from my ftp site; you can get CAB and Newsie there, too. Set them up and you can have PPP access in under an hour - sooner, if you can type faster than I do. <G>

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
for further information, email: CANADA: info@compdirect.com
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 5060. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: szhays@boris.ucdavis.edu
Message-ID: <5g7gpj$g3v$1@mark.ucdavis.edu>
Source record: 125962

Gerd Walter (gerdw@wa.caeci.ol.ni.schule.de) wrote:
:
:{Eric's wish for ASH to replace STiK when they release CAB}
:
: No, you're not. I read the latest newsletter from ASH. You can also
: read it on the Web-pages of ASH.

{fulfilled}.

Sorry I hadn't caught that. My German isn't good enough to dredge all the details out of the ASH pages. Thanks for cluing me in. Please also see my thread about ASH's Phoenix (again, trying to make sense of what little I can make out of the German information ASH has posted).

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-----------------------------------------------------+

# 5061. Re: Help! transforing web downloads files from pc to an Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5g7h8d$160dg_004@news.ti.com>
Source record: 125963

In article <Pine.LNX.3.91.970312115441.10670A-100000@servalan>, Sam Ellis
<sce196@ecs.soton.ac.uk> wrote:
>You sure can. Just use any DOS formatted disk, and make sure it is double
>density (unless your ST has a high density drive).
>Avoid using Windows 95 to store files on the disk, as it messes up the
>filenames when they are read on the ST.
>

On WinNT which I uses to connect to Internet, there is no problems transfering
files to diskette. Any long filenames are given the shorter DOS 8.3 names with
the insertion of the ~n where n is a number.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'
William Wong --- ST user in SINGAPORE ||| 520ST/4Mb/44MB/Mag!X
Email: wongck@ti.com ||| F030/4Mb/84MB/MTOS
http://www.geocities.com/SiliconValley/6880 / | \486DX33/8Mb/1GB/WFW

# 5062. Classic Computers List

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: bill@booster.bothell.washington.edu
Message-ID: <5g7k31$qtl@nntp1.u.washington.edu>
Source record: 125964

Please excuse the preceding screwed up posts - I'm using
an unfamiliar editor.

Hi all.

I have just started a new discussion list for people who
collect/maintain old computers. If this kind of thing
interests you read on...

CLASSICCMP - The "Classic Computers" Discussion List

NAQ (Never Asked Questions) 0.1

What is it?

This list is for the discussion of Classic Computers -
primarily for those people who collect and restore
old machines. It is brand new - no subscribers yet
so sign up. The collection and restoration of computers
is becoming a big enough hobby that I felt a need for
a place to talk about it.

What is a classic computer?

Well that's hard to say but since I created the list I'll
do it anyway. A classic computer is a machine that has not
been produced for 10 years or more. It's an arbitrary
definition but at least uncomplicated.

What are the guidelines?

The list is designed for discussion of collecting, restoring,
and maintaining old computers. I'm not going to be heavy
handed with restricting discussion. I'd just like it to be
clear that the list is not the proper place for discussion
of technical problems with the standard PCs and Macs (other
than the really old stuff). Anyone can lurk - if you're
going to post, just use your own good judgement.

This IS NOT and will NEVER BE a list for discussion of "which
computer is best?" and anyone who posts the ubiquitous "why
don't you just go buy a PC you moron" will be immediately
unsubbed.

Beyond this - have fun! That what keeps us going with these
old machines.

How do I subscribe?

Subscribing to this list is slightly more challenging than most. Read the instructions below.

1. Send a message to listproc@u.washington.edu with the line

subscribe CLASSICCMP your-address

in the body of the message.

2. Send a message to bill@booster.u.washington.edu introducing yourself and explaining why you wish to be added to the list.

That's it. I require the letter of introduction for several reasons. 1 - Only people who really want to be on the list will bother. 2 - If you can't follow directions I won't hear from you. 3 - It helps me get an idea of who's on the list and what they hope to get out of it. 4 - I like to respond personally to new members rather than run a robot list.

# 5063. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: charly@stud.uni-hannover.de
Message-ID: <5g7lih$g6c$1@newsserver.rrzn.uni-hannover.de>
Source record: 125965

On 12 Mar 97 18:42:52 G, Nicholas Flintham wrote:

>Whatever you may think STiK is still being worked on.. More by a group
>of people and not one person anymore.

>Hopefully a new upgrade will be released soon.
>
How long we have to wait? Maybe the STiK crew can announce from
time to time what they are doing and what new things are planned.
I think many people are interested in.

Thorsten

## 5064. lunar lander

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: sleeper@gil.com.au
Message-ID: <33283fd9.3122101@news.ipswich.gil.com.au>
Source record: 125966

hi,everyone.
My names Steve and i have been looking for a dos version of LUNAR
LANDER for ages as it is the game i grew up on.
i have one version but it is a poor copy.
can anyone help? thanx in advance, Steve :-)

## 5065. for sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: shredz@theonramp.net
Message-ID: <33277d02.577195@news.theonramp.net>
Source record: 125967

I have a Atari Mega-2 ST for sale......

includes:

CPU
color monitor
b/w monitor
atari 20MB hd
ext. drive
ST Happy
monitor switcher (monitor master)
mouse switcher (mouse master)
tweety board
video digitizer
tons of software
lots of books and magazines
plus accessories
all for $500 + S/H
everything works and in good condition......let me know.

# 5066. Re: MagicMac 2?

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5g7ufh$ksc@ash.ridgecrest.ca.us>
Source record: 125968

>Kevin <kkozoriz@wizard.com> wrote:
>
>> Has an English release of MagicMac 2 been announced yet? Any info would
>> be appreciated.
>
>almost, System solutions have finally admitted that MM2 existas and I
>was told a UK version is expected in a couple of months, possibly a free
>upgrade too!
>
>--
>To reply to this message there is no need to remove anything
>from my email address, clever that!
>.

The German Demo of 2.0 runs under Ease 4 with as much
English as 1.2.5 does:)

Mike

# 5067. FAQ: Linux/m68k (a free Unix-like OS for Amiga, Atari and VMEbus)

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: quango@ix.netcom.com
Message-ID: <slrn5if3i6.36.quango@mem-tn1-06.ix.netcom.com>
Source record: 125969
Cross-posted to: comp.os.linux.answers,comp.os.linux.m68k,comp.unix.amiga,maus.os.linux68k,comp.arch.bus.vmebus,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.m68k

```
Last-modified: Wed, 12 Mar 1997 22:25:34 CST
Maintained-By: Chris Lawrence <quango@ix.netcom.com>
Posting-Frequency: bi-weekly
Archive-name: linux/m68k-faq
URL: <http://www.clark.net/pub/lawrencc/linux/faq/faq.html>

-----BEGIN PGP SIGNED MESSAGE-----

This biweekly post is a reminder that the latest edition of the
complete Linux/m68k FAQ is now available at:

http://www.clark.net/pub/lawrencc/linux/faq/faq.html

Conversions of the FAQ are also available at:

ftp://ftp.clark.net/pub/lawrencc/linux/faq/

The FAQ can also be found at all Linux/m68k FTP sites and mirrors as
FAQ.gz (compressed with GNU gzip).

Questions and comments may be directed to me, or to the Usenet
newsgroup comp.os.linux.m68k.

'Til next time,

Chris Lawrence
Linux/m68k FAQ Maintainer

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3
Charset: latin1
Comment: http://swissnet.ai.mit.edu:11371/pks/lookup?op=get&search=0x2bf083a9

iQCVAwUBMyeBubUAwWgr8IOpAQFIEQQAne3PewOV3aDtmRw7X6i4IlhAnTcvyKAx
ZBbwJ9ZUQdbEgd3x57Hv4DumVNE3PY2Rw4HI9mzgRK5skn96e2sRVi19Kjg69+fR
efeSyeAZOLcRDB1c8SIND4q3RYD8i9z3QVGGq+a/lrknLACjDbCgvk0vVF7S6Bxt
V1jqgJH/g5A=
=8czg
-----END PGP SIGNATURE-----
--
================================================================================
| Chris Lawrence | My home page: |
| <quango@ix.netcom.com> | http://www.clark.net/pub/lawrencc/ |
| | |
| Amiga A4000/040 and | The Internet Link Exchange |
| Linux/m68k 2.1.26 | http://www.linkexchange.com/ |
```

==========

# 5068. Re: Atari ST as a music platform

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: "John S. Gray" <ag352@chebucto.ns.ca>
Message-ID: <Pine.SUN.3.91.970309230330.26451A-100000@chebucto.ns.ca>
Source record: 125970
Cross-posted to: comp.sys.atari.st,rec.music.makers.synth

What? I answwered this thread through comp.sys.atari.st, not reading the .synth one.

Get with it. Not all users of musical software have the financial resources to peel off $1900.00 for a computer and then another $230.00 for some software.

I love my Atari ST. In comparing it to my Aunt's Mac Plus, and my late mother's XT clone that was upgraded to a 286 with no desktop enhancements, it is great. The two mentioned elderly ladies looked upon my St as a wonderful, powerful and fast platform for lots of productivity.

Others who run a Mac PowerPC 7500 or an NT 4.0 workstation enjoy making fun of me both in person, at meetings and on-line in groups like this.

You weren't answering my question though, so just for the record I'll toss the ball out there again, this time spelled out for the geekiness-impaired:

Has anyone ever found any way, a hack or whatever, to run C-LAB/EMAGIC Notator SL (3.15 or whatever) on any:

>PAK30 modified Mega ST or 1040STe;
>AtariTT030;
>Big 040 or 060 machine like a Hades, DirecTT or Medusa;
>Macintosh running MaciC MAC;
>Gemulator-equipped PC....

Or anything else faster or with greater bus width than a Mega STe?

JG

# 5069. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-13 00:00:00 UTC
From: jaapd@and.nl
Message-ID: <33279af2.1453880@news.nedernet.nl>
Source record: 125971
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
On Wed, 12 Mar 1997 13:34:50 +0100, sig@end.article (Gerry O'Rourke)
wrote:
>In article <E6wqqw.Dqn@iglou.com>, rsg0910@iglou.com wrote:
>
>** Stuff deleted about TOS ROM jumpers.
>
>> Those of you who want to put 1.62 or 2.06 in the STf, STm, or STfms,
>> don't. TOS 1.0, 1.2, and 1.4 will comfortably go in them. The STE was made
>> to take the 1.6, 1.62, and 2.06 chips.
>>
>> Someone correct me if I'm wrong here.
>
>It would be more correct to say that ANY TOS in EPROM will not plug
>directly into old STF/STM/STFM's. The Eproms do not have the same pinouts
>as the Atari ROM's.

??????

I'm running a 520ST and a 1040STF with eproms, no problem. I installed
them without modifying the mainboard.

Greetings,
Jaap.
+-----------------------------------------------------+
| jdd@dataweb.nl |
| jaapd@and.nl |
+-----------------------------------------------------+
```

# 5070. Re: Sell Atari package.

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: collins@bulli.com
Message-ID: <5ga9a9$7do@priv-sys04-le0.agt.net>
Source record: 125793

```
On 12 Mar 1997 22:41:02, Katherine L Ellis wrote:
>Be aware that it is not for me :)
>I will however forward the answers to the person.
>
>
>I have the following for sale:( Or trade for a Falcon)
>-------------------------------------------------------------------
>1040 STE with 4megs of RAM, TOS2.06
>Cordless Golden Image trackball
>ICD Link2
>Atari SM125
>Color RGB monitor
>(custom monitor switch box)
>Golden Image Scanner/Software
>Stereo Master
>Forget Me Clock2
>290 meg Hard Drive
>Asorted Software
>-------------------------------------------------------------------------
>Asking price $300 US for complete package
>
>
>
>
>_____________________________________________________________________________
>Email:Kellis@primenet.com
>Web http://www.primenet.com/~kellis/
>_____________________________________________________________________________
>
>.
WOW!!! thats cheap....hmm if i had extra $300 I would buy it for
sure....
```

# 5071. ATARI 1040ST HARD DISK

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Alex Breitburg <alex2@com2com.ru>
Message-ID: <3328A67E.7EF9@com2com.ru>
Source record: 125794

Which hard disk i can connect to ATARI 1040 ST?
Can I use PC hard discs IDE or SCSI ?
How to connect sound card to this computer?
Mail me , please.
Thanx.

# 5072. Re: TT modem 2 bugs

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gaf8h$jvm$1@nadine.teleport.com>
Source record: 125795

On 12 Mar 1997 07:20:22, Martin-Eric Racine wrote:
>
>having just bought myself a TT, i wanted to use Modem 2 with
>STiK. It seems that clicking on "save" in modem.cpx does not
>store the baud rate as expected and that i cannot access the
>38.400, 76.800, 153.600 rates modem 2 offers from its CPX so
>this doesn't help much. was there ever a newer version of the
>cpx or a bug fix for this, so the settings are remembered and
>so I may finally access the higher baudrates in a positive way?

If you're using a TT, the first thing to do is dump the MODEM.CPX - it's just about worthless. Then go to my ftp site and download the FSER096 package - put the .PRG in your AUTO folder and the CPX in the obvious place, and you'll have the proper control you need for the TT's serial ports.

# 5073. Re: TOS Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gaf8o$jvm$2@nadine.teleport.com>
Source record: 125796

On 13 Mar 1997 17:17:38, David Halliday wrote:
>Exceeding the posted speed limit is against the Law but I bet most
>people have done that, and you could actually kill someone by this
>action! Its all just case of extremes.

I suppose you could kill someone by intalling Windoze95 on their
heart/lung machine, too - what's your point?

>I used to agree with most of you anti piracy people but not now, not
>on the ST platform.

So, let's see what you're saying here - Piracy is OK on the ST, but not
OK... Where?

I want to be sure I understand before I flame you, you see. ;^)

# 5074. C-LAB Notator Program WANTED

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Eckart Seeber <seemus@islandnet.com>
Message-ID: <5gaj1v$a8i$1@sanjuan.islandnet.com>
Source record: 125797

I am looking to purchase a copy of the C-Lab Notator Program,
including the "dongle". If you have the program for sale please
contact my e-mail: seemus@islandnet.com,
or tel (250) 474-3411. fax (250) 474-3466.

# 5075. Re: Where can I buy a NOVA board for my

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gav72$23s$3@nadine.teleport.com>
Source record: 125798

On 13 Mar 97 18:47:11 -, John Hechtman wrote:

>... the Wizztronics is a _far_
>better bit of design than the 30 pin SIMM expander boards I've seen. The
>Wizzo board is no bigger than the 4 meg Atari board, whereas the 30 pin SIMM
>cards eat up all the free space in your Falcon due to sloppy design.

That's not a fair characterization, John. When the RAMgizmo was
designed, 30-pin SIMMs were the primary type in use; 72-pin SIMMs
became popular only relatively recently. And you can't use just ANY
72-pin SIMMs with some of the new RAM boards - they have to be
single-sided design (meaning chips on 1 side only).

Sure, it's nicer to have less space occupied by RAM - but let's not
overlook the convenience of less-expensive SIMMs and the fact that the
only otehr game in town when the 30-pin boards were designed was the
Atari bopard - which cost as much as 64 megs on a PC did at that time.

# 5076. Re: A few E-Mail addresses...

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gav6s$23s$2@nadine.teleport.com>
Source record: 125799

On 12 Mar 97 19:31:10 G, Ronald J. Hall wrote:
>
>
> Just wondering if anybody has Oregon Research's E-mail address as well as
> Roger Burrows-creator of the wonderful ExtenDos Pro...? While we are at it,
> does anyone know of a FAQ or HYP file that covers Atari dealers/vendors with
> their addresses, E-mail addresses, phone/fax numbers, etc,...? Thanks in
> advance for any help! :)

Check the Bookmarks, Ron... http://www.teleport.com/~atari/vendors.htm

# 5077. Re: Problems with "Oasis" files

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gavlq$23s$4@nadine.teleport.com>
Source record: 125800

On 12 Mar 97 23:52:04 G, Charles T Stanley wrote:
>
>Oh dear! I have my own problems, but you'll see that I have Oasis2
>working properly, if you look at the highly-tech lines of this msg.
>
<snip>
>
>Now then, I have a problem too: just where the whatsit are the emails
>received via POP3? They seem to have been automatically deleted before
>I got the chance the read them!

Unless I have suddenly forgotten how to read, Chas, the last paragraph
belies the first...

# 5078. Re: Help! transforing web downloads files from pc to an Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E70w52.HIF@iglou.com>
Source record: 125801

b2b3@elec.iuta.u-bordeaux.fr wrote:

: PC disks are compatible with ST disks (as long as you format them in
: 720 Ko,but older ST's disks ARE NOT compatible with PC...
: it mean that ST's can access PC disks,but not the opposite

That's if you formatted them with TOS 1.0/1.2. With the advent of TOS 1.4 and up, you can format the disk on the PC and it'll be readable both ways. With the advent of the Falcon, you can format it 1.44 meg, and it'll be readable both ways. One minor bit of interest is that the Falcon format is about 3K bigger than the PC format, and it uses 512 byte sectors, rather than the PC's usual 1024 byte sectors.

: so:
: - format a 720 Ko disk on your PC (hide the HD slot on the disk if
: necessary)
: - transfer on the disk the files
: - put the disk back on your ST
: - get the files
: - That's all!

Slow, too, if you don't mind taking the time moving files around on disks, deleting them as you go. If you don't mind taking less time, you can transfer around 5.5 megs an hour if you got a hard drive on both sides, at 19.2K, via a null modem. Saves me loads of time when I do that, and the biggest plus, is that you have no errors.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 5079. Re: Atari Sales in Western Canada ??????

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Tom Carman <carmant@nucleus.com>
Message-ID: <33290561.55B7@nucleus.com>
Source record: 125802

Ben Van Mil wrote:

I am looking for a Mouse for my old trusted 1040ST and was wondering
if
anyone out there can tell me where to go and buy one.

THX.

bvm

Hi Ben,
Try Computer Direct in Edmonton for that Mouse. They have a Web page at
www.compdirect.com. I haven't checked in a while, but the prices on
there aren't necessarily current. They are usually cheaper. Chris
Krowchuk's email address should be there and he can give you a quote on
a mouse.

Tom Carman
(The Sermonator)

# 5080. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E70wvw.LwK@gazette.stortek.com>
Source record: 125803
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <01bc3005$432fb120$19f582c1@snapper.dial.pipex.com>, "SNAPPER"
<snapper@dial.pipex.com> wrote:
>Why would you want to do that ?
>
>Tos 1.2 Probabl;y load s more stuff (on an stfm)
>
>thna would TOS 1.62.

That's what I would like to test. I've never had any compatibility problems on
1.62. Now if 1.62 is incompatible with STFM hardwae that's another story...

>
>Having 2 computers, with 2 O.S's means you can load
>
>more stuff, don't it?
>
>Forget your TOS image, for the time and trouble it will
>take ( I assume you put a price on your time?) to get
>working (being non-relocatable, plus using 256K? of
>your free RAM, It's cheaper and more sensible to just
>buy new TOS ROM's (or probably a new machine!)
>

What about the fun of taking up a challenge. I use my Atari as a fun machine,
I use PCs at work (yuk, but I didn't make the company's computer sourcing
policy), so I don't count the time I spend on it.

>Regards from a fellow lost causer...
>
>

Nicholas Bales, Toulouse, France

# 5081. Re: ZIP drive for ST-E parallel port?

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <332910CE.1D38@ooc.de>
Source record: 125804

Panayiotis Andriopoulos wrote:

> >> Can a PC zip drive be used via the ST-E parallel port ?
> >
> >No, the parallel port lacks several signals.
> >
> >> Is there driver software for this purpose >?
> >
> >You can't write a driver because the Atari hardware can't support
> >parallel port ZIP drives.
>
> What about Falcon?

The same. Parallel ZIP drives won't work on any Atari. Use the much
faster SCSI version and get a SCSI card for your PC. There is no other
solution.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 5082. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5gb3hq$f4u@m1.cs.man.ac.uk>
Source record: 125805

In article <N.031397.191815.35@wxs1-9.worldaccess.nl>, cronos@worldaccess.nl (Richard Karsmakers) writes:
>
>
>> A few thoughts on copyright paradox...
>>
><Stuff snapped off>
>
> Wow, Gary,
>
> This is really, like, far out man! Really intellectual stuff and all that! I
>once thought of something like that, too, but this resolved around the amount
>of different pictures that can be displayed in monochrome mode on the Atari
>ST's 640x400 screen. It would display pictures of just about anything you'd
>ever see, including the formula for the cure to AIDS, the address of God and an
>ST user actually *smiling* behind a PC (or an Amiga, for that matter :-)

Yeah, I thought of something like this some years ago too, except mine involved a high-resolution photorealistic display; and it too could generate anything you've seen or will see, including quite embarrassing things. Now imagine if you add animation! Over the finite amount of time such a program would run, it would generate a sequence of you (well, technically we're talking an approximation because it's in the digital domain, but remember this is on a photorealistic display) walking down the street stark naked with a banana in each hand and a toilet brush stuffed in your mouth! Mind boggling, eh!

I once explained this idea to an artist friend, while she was mixing some paint, and it pretty much blew her mind :-) "Don't bother painting whatever you were going to paint, I can use an algorithm to generate it, and everything else you will ever create..."!

> And this 'number' would only be 32768 bytes long. Still the amount of
>different pictures possible on such an ST boggles the mind...it's more than the
>total amount of atoms in the universe. Your TOS 'number' would be 192000 bytes
>long, and that is just too big to even grasp mentally. I had pretty much of a
>problem grasping this 32768-byte 'number'.

---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/

---

# 5083. Re: Advance Warning: CyberSTrider Closing

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: dvaltd@dvaltd.demon.co.uk
Message-ID: <33291755.8E1@dvaltd.demon.co.uk>
Source record: 125806
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Danny

Denesh Bhabuta wrote:

> Denesh Bhabuta is getting married on 27 March, 1997. Additionally he is
> moving
> into his new house around this time. As such, CyberSTrider will be

Congratulations! Send me a piece of cake ;-)

Regards
Martyn

# 5084. PC & Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Kelvin Beaumont <kelvin.beaumont@sk.sympatico.ca>
Message-ID: <01bc3051$d6b1ec00$0f30a58e@pavillion>
Source record: 125807

Hi there. I have both a PC and an Atari. I like both (although I like my PC a bit more) and am looking for a way to use Atari programs on my PC. Also all my midi stuff is on Atari formatted disk (programs and midi files) Can my PC read these disks or do they need to be converted? If so, what software would I use on my PC to do this?

Well, hope to hear from someone. Now it's off to insert an Atari floppy in my PC to see what happens. =)

# 5085. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc305f$fa9ab300$30f7aecc@127.0.0.1>
Source record: 125808

Magnus Kollberg <emwoll@emw.ericsson.se> wrote in article
<yvvendlo81h.fsf@emw.ericsson.se>...
> rojewski@primenet.com (John M Rojewski) writes:
>
>
> >
> > Java is a big language. The source and related stuff to port onto
> > the Atari (or any other) platform is around 10Meg. It would take a
> > single person years to get a sucessful port, and the language is not
> > standing still. If you worked for a year to provide last year's model,

> > the nay-sayers would have a field day.
>
> That can't be true, can it? If you have to rewrite every line maybe,
> but hopefully will tht not be needed as there is an Amiga port of the
> GNU version on its way. I don't know enough about all this, but it
> sounds like you should be able to use big portions of the Amiga version.

Last I understoon Java was designed to be a *PORTABLE* language... you DO
NOT
need to re-write the Java language specification for the AtariST... all you

need to do is create a Java Virtual Machine. Essentialy the Java VM is akin
to an emulated system... you create the VM for the ST and you will be able
to run Java. When the new version of Java comes out simply make the
appropriate
patches to the VM and you've got the new version.

Anyone with the VM source and a good knowledge of the ST should be able to
make
a proper JIT compiler for the Java VM.

Will Fisher

BTW: JIT=Just In Time

# 5086. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5gbacb$qda@lyra.csx.cam.ac.uk>
Source record: 125809

Richard Karsmakers <cronos@worldaccess.nl> wrote:

> This is really, like, far out man! Really intellectual stuff and all that! I
> once thought of something like that, too, but this resolved around the amount
> of different pictures that can be displayed in monochrome mode on the Atari
> ST's 640x400 screen. It would display pictures of just about anything you'd
> ever see, including the formula for the cure to AIDS, the address of God and an
> ST user actually *smiling* behind a PC (or an Amiga, for that matter :-)

Maybe this is how Microsoft generate the kernels for its OS :-)
I can't wait for Windows 2039487562.11!

Adrian
--
adrian.bridgett@poboxes.com www.netforward.com/poboxes/?Adrian.Bridgett
finger apb25@apb25.emma.cam.ac.uk for PGP public key
---
Artificial Intelligence: the art of making computers that behave like
the ones in movies. -- Bill Bulko

# 5087. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvwwran2oi.fsf@emw.ericsson.se>
Source record: 125810

mgrove@owens.ridgecrest.ca.us (Michael Grove) writes:

> My Falcon Diagnostic Cart arrived today. It is about 1" longer than
> a Cubase dongle. It works really slick on my stock Falcon, but wouldn't
> come up on my Mighty Sonic Falcon. Probably won't do much good on
> the A/B either. In a few minutes you can perform a test on most all
> of the system. It is an EPROM cart, not something you can make up
> yourself without a lot of work. I tried it on my dead Falcon using
> another bird as the terminal, but never could get a response. From
> the manual, it looks like it's time to get an o'scope:).

Just one word. You are truly crazy. :-)

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 5088. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5gbdhc$jgd@m1.cs.man.ac.uk>
Source record: 125811

In article <199703042146.a49096@ka2.maus.de>, Goetz_Hoffart@ka2.maus.de (Goetz Hoffart) writes:
>JES>talked about.). So why does MagiC wait forever if there's no floppy
>JES>in the disk-drive?
>
>Wrong. MagiC checks for the IDE drive, not for the floppy. There is a patch for

Well it sounds to me as if the above poster is speaking from experience!

>JES>Perhaps, but I have no problems with MOD-players except when I use
>JES>MagiC. N.AES+NVDI is fine, Geneva (Demo.)+NVDI is fine, TOS+NVDI is
>JES>fine,
>
>Because MagiC has a totally preemptive (sp?) multitasking. MiNT still uses the
>old GEMDOS.

How does using the old GEMDOS make it non-premptive? Unless Magic is unlike mint in an important respect this doesn't make any difference as the OS (ie. GEMDOS) runs in supervisor mode and MiNT will not preempt supervisor mode processes. I guess this is what you mean, but a lot of programs rely on this behaviour so I would be supprised if it was not so in Magic.

Anthony
--

------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+------------------------------
Arse. KP Sack is complete, but we cannot distribute it yet...
-------------------------------------------------------------------

## 5089. PPPLink14 and me

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5gbfcd$98v@scanner.worldgate.com>
Source record: 125812

Can anyone tell me where I might increase the amount of time that PPPLink's setup of MiNTNet will wait to connect to my server? It dials, the system starts connecting, then it tells me that I have NO CARRIER, all the while the system is finishing up its connection. It is well to note that my server is totally digital, including the phone lines into the server, so I don't actually get the ringing, et al. This is starting to bug me. Any help out there? :)

Leslie

# 5090. Re: Papyrus 5 demo

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: awood@f030.demon.co.uk
Message-ID: <858343444snz@f030.demon.co.uk>
Source record: 125813

In article <yvv209knofc.fsf@emw.ericsson.se>
emwoll@emw.ericsson.se "Magnus Kollberg" writes:

> > > Does anyone know of an FTP site with a correct archive for the Papyrus 5
> > > demo?
> > >
> > > The copy at ftp.uni-kl.de is corrupt.
> >
> > No, it isn't. I downloaded it about a week ago and everything was ok.
>
> Didn't work for me either.

It _did_ work for me (and very well!)

You _are_ downloading it as a BINARY file aren't you ?

Regards,
Andrew

--
---
Andrew Wood e-m: awood@f030.demon.co.uk
The Queens Head e-m: ontap@queens-head.co.uk
54 Ely Street Web: www.queens-head.co.uk
Stratford-upon-Avon, UK Tel: +44 (0) 1 789 204914
CV37 6LN Fax: +44 (0) 1 789 415106
---

# 5091. Re: MegaSTE hard drive is going out

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <5gbjis$jri@preeda.internex.net.au>
Source record: 125814

John Norton <jnorton@nilenet.com> wrote:
: The hard drive is starting to continually whine. It is getting pretty
: loud. I figure only hours or days left at the most. Help! :)
: It is a Quantum LP105S partioned into four 25meg drives (C-F). It boots
: with AHD Driver 6.061 (July 17, 1993 version) as ACSI Device Unit 0.
: I am going to back up the drive this evening (will take from 45 to 50
: disks - is there was a better way to do this?).

If you have access to another Atari HD, you could link them up via the DMA
port and simply transfer the data to spare space on the other HD. Make
sure that the other HD has a scsi ID different to your's.

: I am a real novice with this, so ..
: Is the drive easy to replace? What size drive should I get? Any Quantum
: 3-1/2"? Just buy something off the shelf at the mega-computer store?
: Can Atari read a 3.5 gig drive? Or do I need something a little smaller?
: Will it fit inside the Atari?

Yes it's easy to replace. If you have 100 meg now, 540 should be plenty.
Remember that Atari programs are MUCH smaller than PC ones.
Make sure that the drive you buy can disable parity with a jumper or else
you'll have to do it with software and another computer like a Falcon or
similar.

: After installing the drive in the case, how do I go about formatting or
: will it already be formatted? How do I go about restoring the boot sector
: and all the files from the Diamond Back backup? Do I run Diamond Back
: from floppy and just have it restore everything? Will it restore the boot
: sector too?

I use ICD pro to format with but there are many others like AHDI etc.
You can't restore everything boot sector stuff because it would be for a
100 meg drive, not the new one. You have to start from scratch.
Then just copy everything onto the new HD.

Good luck,

Julian

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\|/ \/|_/|_/|/\/|_/ | |_/ _/ |/|_/|_/_/ | \/|_/
(| julian@connexus.apana.org.au |) |)

# 5092. Re: PC & Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Martin R&#65533;egsegger <Martin.Rueegsegger@SWISSTELECOM.COM>
Message-ID: <01bc3080$34ae0c20$55a0be8a@gd2lel.swissptt.ch>
Source record: 125815

Hi Kelvin

Atari and PC disks format is almost the same. If you use a PC formatted disk to transport your data and programs from your Atari to your PC, you shouldn't have a problem.

There is a remarkable company in Germany, ASH (Application Systems Heidelberg) selling excellent Atari emulations for both Macs and PCs called "MagicMac/MagicPC". Not too dirty written software is likely to run under Magic.

I hope that my statement will help you. This is the first time I read Newsgroup Messages and "even dare to threat somebody with my wisdom".

Bye
Martin

Kelvin Beaumont <kelvin.beaumont@sk.sympatico.ca> schrieb im Beitrag <01bc3051$d6b1ec00$0f30a58e@pavillion>...
> Hi there. I have both a PC and an Atari. I like both (although I like my
> PC a bit more) and am looking for a way to use Atari programs on my PC.
> Also all my midi stuff is on Atari formatted disk (programs and midi files)
> Can my PC read these disks or do they need to be converted? If so, what
> software would I use on my PC to do this?
>
> Well, hope to hear from someone. Now it's off to insert an Atari floppy in
> my PC to see what happens. =)
>
>

# 5093. FS: Speedo GDOS 5.0 $15 Shipped

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: main@appstate.edu
Message-ID: <858352335.19951@dejanews.com>
Source record: 125816

I have Speedo GDOS 5.0 (disks only) for sale for $15
shipped anywhere in the U.S. Please reply via e-mail
if you are interested.
Thomas Main
main@appstate.edu

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 5094. FS: GFA BASIC 3.5E $15 Shipped

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: main@appstate.edu
Message-ID: <858352449.20055@dejanews.com>
Source record: 125817

I have Speedo GFA BASIC 3.5E (disks only) for sale for $15
shipped anywhere in the U.S. Please reply via e-mail
if you are interested.
Thomas Main
main@appstate.edu

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 5095. Re: What is a SHTML Web Site?

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@sunderland.ac.uk>
Message-ID: <33295D60.4E7C@sunderland.ac.uk>
Source record: 125818

Hi,

Just thought I'd clear this up...
.shtml is a commonly used extension to indicate to web servers that can handle server side includes (SSI) that the requested web page contains SSI commands and should therefore be parsed by the web server. SSI allows web page authors to create dynamic or more easily managed content by using commands embedded in their web pages that are executed by the server as it send out the pages. If you read the source to a .shtml page you will not necessarily see the commands as they may have been replaced by the server with the output of the command itself. Common applications may be to include the current date and time or to include a signature at the bottom of every web page. Because SSI involves the web server checking every .shtml page it sends out it puts an extra burden on the server and is therefore not always implemented by web masters.

Michael

Sam Ellis wrote:

On our university Linux based servers, each user has a directory
called
.WWW into which they can put all their web pages. By default, if no
file
is specified, the file index.html will be sent.

Sam Ellis.

Department of Electronics & Computer Science
University of Southampton

# 5096. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970314105603.29214B-100000@usr04.primenet.com>
Source record: 125819

On Thu, 13 Mar 1997, Martin Byttebier wrote:

> In article <HCMQFEVEUP@wa.caeci.ol.ni.schule.de>
> gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter) said:-
>
>I wish I could. With my current setup (MiNT/Mintnet/CAB/ppp) I'm unable to
>visite theire homepage. Always get a blanco page.
>
>
Well it seems that you have mint/mintnet, then install LYNX if you
didn't do it already.
With Lynx you'll be able to load all the pages you want.
And since you are ready to install lynx, just install GOPHER as well:)
And/or IRC II 2.8.2 :)
Get the full set of tool now that you have mint..
Lynx is very nice, coz very fast and handy. (however no text), but
loads everypages I tried.
Even the numerical addresses.
bye

--------------------------------------------------------------------------------
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
--------------------------------------------------------------------------------

# 5097. Re: K.Ellis???

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970314110119.29214C-100000@usr04.primenet.com>
Source record: 125820

No idea, what is it?
And are you asking?

On 13 Mar 1997, Boris D. Cahan wrote:

>Are you familiar with Gemfont 122?
>
> the Prof.
>
>Creator of TelVT102
>--
>Prof. Boris D. Cahan
>bdc2@po.cwru.edu
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 5098. Re: ATARI 1040ST HARD DISK

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gbued$fpf$2@nadine.teleport.com>
Source record: 125821

On 14 Mar 1997 04:14:38, Alex Breitburg wrote:
>Which hard disk i can connect to ATARI 1040 ST?
>Can I use PC hard discs IDE or SCSI ?

You'll need a SCSI drive and a suitable host adapter - the Link96 from Norbert W. would probably be best. See my Web site for a link to his, or watch this newsgroup - he posts from time to time.

>How to connect sound card to this computer?

Not practical, and not needed - there's a Yamaha sound chip on the motherboard, and an audio out pin on the monitor port.

>Mail me , please.

Done.

# 5099. Re: WTB: MegaST internal floppy drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <33297AE4.15FB7483@fir.fbc.com>
Source record: 125822

B&C Atari Sales & Service has Mega ST parts, call them up and order a disk drive from them.

408-986-9960

Curt

# 5100. Re: Yikes!!Something strange in partition 'E'!!Help!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970314031223.19806A-100000@sparkie.gnofn.org>
Source record: 125823

On Mon, 10 Mar 1997, Ron A. Lukawitski wrote:

->smoothly until I noticed that the Taz 'folder' was still there
->after I had already deleted it.I picked it up with my mouse again
->to delete it and after my HD buzzed around for a bit an alert
->message appeared saying that it couldn't access that folder.
->I tried the 'open file' and 'show info' in the pull down menu

I had a problem like that. Happened twice. The only cure was to copy the
good files to another partition, then ZERO the partition with the bad file.
Neither Diamond Edge or ST Tools could fix the bad file.

->of the desktop and that didn't work either. Will I have to reformat
->the whole HD? Is there a program out there that will just reformat a
->partition?Is there anything else I can do?

You might not have the same problem, so try ST Tools (S\W) or
Diamond Edge (commercial).

-> My HD is an older FM with 60 megs run by a 1040ste/4 megs.

FM??? Have you defragged your HD lately?

-> \\\ELECTRIC BASS LESSONS ON THE NET////

I'm a bass player myself :-)

Dave

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_____
/ /
|||||||||||||||====]: dbg01@gnofn.org
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# 5101. Re: Yikes!!Something strange in partition 'E'!!Help!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970314032313.19806B-100000@sparkie.gnofn.org>
Source record: 125824

On Mon, 10 Mar 1997, Rich Tietjens wrote:

->Edge will "rebuild" a single partition if necessary - that avoids formatting
->the entire drive.

I have to say that with the 2 serious disk errors I ever had, Edge was no
help at all. It couldn't rebuild partitions.

Dave

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_____
/ /
|||||||||||||||====]: dbg01@gnofn.org
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# 5102. Re: A few E-Mail addresses...

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858339946_OASIS_@pcc-uky.campus.mci.net>
Source record: 125825

In article <5gav6s$23s$2@nadine.teleport.com>
atari@teleport.NO.SPAM.com (Rich Tietjens) said:-

>
>On 12 Mar 97 19:31:10 G, Ronald J. Hall wrote:
>>
>>
>> Just wondering if anybody has Oregon Research's E-mail address as well as
>> Roger Burrows-creator of the wonderful ExtenDos Pro...? While we are at it,
>> does anyone know of a FAQ or HYP file that covers Atari dealers/vendors with
>> their addresses, E-mail addresses, phone/fax numbers, etc,...? Thanks in
>> advance for any help! :)
>
>
>Check the Bookmarks, Ron... http://www.teleport.com/~atari/vendors.htm
>
>

Can't get any web pages, unfortunately... :( My ISP only does the PPP thing
and no SLIP... Thanks for the info though! :)

--

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# 5103. Re: ATARI 1040ST HARD DISK

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970314032907.19806C-100000@sparkie.gnofn.org>
Source record: 125826

On Fri, 14 Mar 1997, Alex Breitburg wrote:

->Which hard disk i can connect to ATARI 1040 ST?
->Can I use PC hard discs IDE or SCSI ?

I don't think you can use an IDE with a ST. But if you get a Link II
adaptor, you can use just about any SCSI drives. Up to 7 at a time!

->How to connect sound card to this computer?

The ST doesn't use soundcards. You can hook up any midi device instead.
But for those "system event sounds" like on a PC, the ST uses its built-in
sound synthesizer.

Dave

_____
/ /
||||||||||||||||====]: dbg01@gnofn.org
____\

# 5104. Re: A few E-Mail addresses...

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.858366367@gen-off-3>
Source record: 125827

thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes:
> Can't get any web pages, unfortunately... :( My ISP only does the PPP thing
> and no SLIP... Thanks for the info though! :)
Eh? What does PPP v SLIP have to do with web pages? HTTP can be carried
over either. Most ISPs use PPP these days.
--
Yeovil Town FC: http://www.ktl.cix.co.uk/ytfc/
Alternate Email hoagy@cix.co.uk or phone 0973 795327
S1.2 CWG+++ MOL- MAG++ I&S+++ TRO+ n--- f++ $++ 7F18 M1962

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
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# 5105. Atari Times 7

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Colin Polonowski <polonowski@zetnet.co.uk>
Message-ID: <01bc30ac$697c6740$8f28f7c2@zetnet.co.uk>
Source record: 125828

Hi everyone,

Atari Times 7 is now available to ready on line. This will be replaced with issue 8 once I finish it. In the mean time, have a look so you get some sort of idea what it's all about!

# 5106. Re: Atari Sales in Western Canada ??????

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <33297871.0@lagoon.idirect.com>
Source record: 125829

On 10 Mar 97 11:26:15 -, Ben Van Mil wrote:
>I am looking for a Mouse for my old trusted 1040ST and was wondering if
>anyone out there can tell me where to go and buy one.
>
get in touch with Chris Krowchuk at Computer Direct in Edmonton
(e-mail address chris@compdirect.com, phone number 403-496-2488) and
he'll give you info on what you need.

# 5107. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E71ruz.677@iglou.com>
Source record: 125830

Magnus Kollberg (emwoll@emw.ericsson.se) wrote:

: Just one word. You are truly crazy. :-)

If you think Mike's crazy, take a look at me. I have the same broken Falcon he does, and the kicker is that we both have the same problem. No video, thing refuses to boot up, that sort of thing. I'm seriously considering sending him my main board to him for testing.

One interesting thing I was doing when comparing a working Falcon to mine was that I was listening to the power supply hum. My hearing aids, since I'm deaf (a profound loss in hearing, around 90 dB), allow me to listen to the hums that the electromagnetic frequencies give out, especially near a transformer. A TV and monitor give the loudest, but *THE* loudest I've heard comes from an electrical wall panel.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

## 5108. signum2&word

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: MORB2701@uni-trier.de
Message-ID: <332A2D63.7845@uni-trier.de>
Source record: 125831

hi there,

i am desperately searching for ways to use my old signum2 documents in word for windows.

help would be greatly appreciated.

volker

# 5109. .WMF to convert

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: rgoring@REMOVE_TO_REPLYzetnet.co.uk
Message-ID: <5gca66$sne@irk.zetnet.co.uk>
Source record: 125832

Hi All,

Are there any programs that will convert .WMF to .JPG or .GIF?

I don't mind if it is in stages, as long as I get there :-)

Yours Roy

**********
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********
Falcon 14Mb - 4.04 - Geneva/Neodesk - STiK - Newsie - CAB - AtariIRC Roy_
**********

# 5110. Re: Atari Laser Printer spares

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: dipching@ping.be
Message-ID: <858366194_OASIS_@ping.be>
Source record: 125833

In article <858307734.32514@dejanews.com>
peter@va.com.au said:-

>Hiya Atarians
>
>I read recently that some parts for
>the SLM 605 Laser printer are
>made by other companies ie
>Cannon.
>
>I am looking for a new drum for my
>printer and would love to know
>of any alternate sources for one
>
>Many thanks

The 605 drum is compatible with MANNESMAN TALLY MT905DM

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# Jo Vandeweghe * FREE TIBET * dipching@ping.be #
# MIDI COMEDIE http://www.ping.be/~pin10575/INDEX.HTM #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
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# 5111. Re: Art for kids

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <5gcemk$6fm$1@nic.ott.hookup.net>
Source record: 125834

On 10 Mar 1997 12:29:40, S94 wrote:
>
>Is there a UK distributor for this program? I was playing with a demo of it last
>night and I had so much fun! It's actually capable of some quite pretty results.
>
>Now if only they'd add an option to import and export other file formats, virtual
>screen, graphic card support... :-)
>
>------------------------------
>S.Lai
>Department of Computer Science
>The University of Manchester
>Oxford Road, M13 9PL, England
>------------------------------
>lais@cs.man.ac.uk
>http://www.cs.man.ac.uk/~lais/
>------------------------------
>
>.
Fantastic program for kids but when will it be upgraded ! It works on all
Atari's but I agree that the formats need to be improved as it's a pain
working in just one file type . I would like to see more sound effects added
also. I bought my version from TOAD computers if it's any help to you .
Hopefully Moving Pixels will see this post and make a new version.

## 5112. wtb: ATARI ST comp./hard drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: ws96ag@badger.ac.brocku.ca
Message-ID: <5gcc15$54r@butler.ac.BrockU.CA>
Source record: 125835

I am looking for an ATART ST computer setup. That is an ST, Mega ST TT or Falcon. The computer must have at least 1MB (no 520's unless they have been upgraded to 1Mb or more) and a hard drive (plug and play - case, adapter and mechanism) that is 20Mb or more (Megafile, home built setup or anything). I have a spare monitor, but if you have one that you want to sell as a package with your machine I could buy it too. If you have these please tell me what you have and how much you want for it by E-MAILING me at:

ws96ag@badger.ac.brocku.ca

I live is St. Catharines, Ontario Canada. I would prefer to buy from someone in Ontario.

# 5113. Re: PPPLink14 and me

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5gcg7d$3tt@scanner.worldgate.com>
Source record: 125836

Okay, skip that. I got it to connect (I neglected to add GlueSTIK (Oops! :) ). Now, I have two questions/concerns - 1) I use a 33.6 modem, and the maximum speed I can set HSModem to that will connect with the modem is 38400. This bites, as I can use the TIA setup at 115,200 or 57,600 baud. I also believe that the modem is sending stuff too fast for the computer to receive at 38,400.
2) The damn thing freezes. I can't warm boot or cold boot using keys. Any ideas as to what I can do about this?

Once I have this set up, it will be going to some 50-70 Atari users on the same ISP that I'm on, so I'm not doing this just for me (well, just a little. :) )

I believe that this is the better way to go, which is why I'm struggling with it, just in case anyone feels it necessary to point out that if SLIP's working for me, I should keep with it (I still hate the KRFree errors!)

Leslie

# 5114. Re: Atari Sales in Western Canada ?????

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <5gcf5p$6fm$2@nic.ott.hookup.net>
Source record: 125837

On 14 Mar 97 16:10:54 U, Daniel L. Dreibelbis wrote:
>
>On 10 Mar 97 11:26:15 -, Ben Van Mil wrote:
>>I am looking for a Mouse for my old trusted 1040ST and was wondering if
>>anyone out there can tell me where to go and buy one.
>>
> get in touch with Chris Krowchuk at Computer Direct in Edmonton
>(e-mail address chris@compdirect.com, phone number 403-496-2488) and
>he'll give you info on what you need.
>.
If you have an Amiga dealer in your city they mices that are for both Atari &
Amiga. All you do is flip the switch to Atari !

# 5115. Re: Email and be damned

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: publish@zetnet.co.uk
Message-ID: <5gcjth$tig@irk.zetnet.co.uk>
Source record: 125838

On 5 Mar 1997 12:06:20 , S94 wrote:
>Is anyone experiencing similar problems: I have sent email to FOUR different
>Atari dealers, with some very simple questions (like, "I'd like to buy such and such,
>can I have more information") and have had no replies from *any* of them. Is this a
>new trend? What happened to all that stuff about smaller companies in a smaller
>market being able to give closer support??

I've always had responses from Titan Designs, System Solutions are slower,
but usually get back to me, who else did you try (I presume you did try the
two mentioned?).

If firms aren't replying, then that is poor. Can't see why not, because
I've recently received full price lists and product details via snailmail
from both Titan and SysSol.

Best wishes
Mike Kerslake

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
publish@zetnet.co.uk - For Playback RadioWorks Info!
ataricomputing@cix.compulink.co.uk - For Atari Computing Info!
mkerslake@cix.compulink.co.uk - For Direct Mail!
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5116. Atari Computing Magzine

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: publish@zetnet.co.uk
Message-ID: <5gcjte$tig@irk.zetnet.co.uk>
Source record: 125839

Hi all

I don't know if I am missing anything, but there never seems to be much discussion about Atari Computing magazine in this area!

I'm not trying to get glory for the magazine, but it would be nice to get some feedback from usenet. ATM, most of the feedback comes from NeST and Cix, with next-to-nothing from here.

I'm sure the editor and the contributors would like to hear the views/ideas/criticisms from participants in csas.

TIA

Mike Kerslake

Check my sig below for the email address to send any comments to.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
publish@zetnet.co.uk - For Playback RadioWorks Info!
ataricomputing@cix.compulink.co.uk - For Atari Computing Info!
mkerslake@cix.compulink.co.uk - For Direct Mail!
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5117. Re: WTB: Mega ST/STE/TT keyboard

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3329CC83.FF6D5DF@fir.fbc.com>
Source record: 125840

Jamie,

Have you tried calling B&C Atari Sales 7 Service, they have Atari Mega ST/STe/TT keyboards available both new and used, try them out.

They're closed Sun & Mon, open 10-6 PST 408-986-9960

Curt

# 5118. email and news (offline) on a 1040 ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: das@algonet.se
Message-ID: <19970314235640341626@du237-96.ppp.algonet.se>
Source record: 125841

Hi
What do I need to shuffle email and news (offline) on a 1040 ST?

What do I need to surf the web on a 1040 ST?

what modems can I use/not use with the 1040 ST?

David S

# 5119. STReport #13.11

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <xLPZCpA.dpj@delphi.com>
Source record: 125842

03/14/97 STR 1311 Celebrating Our Tenth Anniversary 1987-97!

- CPU Industry Report - IE 4.0 Overview - HP SureStore DAT8
- UUNet & ISDL - Pentium II RSN - UUNet goes Overseas
- CeBit 97 NEWS - WebMaster Degree? - Shareware Listings
- Frankie's Corner - People Talking - Classics & Gaming

HP STEALS SOME OF NCs' THUNDER
UMAX Plans First Wintel PCs
120MB Floppy Drive Shown

```
___ ___
/ \----/ \ Dana P. Jacobson - Atari Editor - STReport
|-----| |-----| STReport International Online Magazine
/\_0_/ \_0_/\ The Original * Independent * Online Magazine
-| o o |- -* FEATURING WEEKLY *-
/ \_____________/ \ "Accurate UP-TO-DATE News and Information"
\ \ | | | | / / Mail subscription: dpj@delphi.com
ww ooooo----ooooo ww STReport's WEB Site
http://www.streport.com
```

# 5120. WTB: SF 354 disk drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Eric Lambeth <Eric_Lambeth@baylor.edu>
Message-ID: <Eric_Lambeth-1403971853150001@hsb-dialin-11.baylor.edu>
Source record: 125843

I used to be actively involved in an atari user's group, and I still occasionally get mail from it. I recently got a letter from a fellow in Canada whose SF 354 drive went out. I figure he's probably better off to buy a new one than have it repaired, since they're so cheap.

SO... if anyone has an SF 354 drive for sale, please contact this guy:

Robert S. Hennig
307-40 Harrisford Street
Hamilton
Ontario L8K 6N1
CANADA

(905) 560-3779

# 5121. Re: How to get "Nodesk" going?

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <3329E42F.D4F@cadvision.com>
Source record: 125844

Hallvard

Well... since you're not running Magic (yet) you're going to need to set NODESK.PRG up to autorun. Are you using a boot manager from which you can set it to run NODESK? Does the NODESK folder contain NODESK.PRG for that matter? You should have a NODESK.PRG, a NODESKM.PRG and a NODESKC.PRG plus the NODESK.OVL file. If you have NOSYSTEM.PRG already running from the AUTO folder, then when you get to the TOS desktop, run the CONFIG program and make sure you set the path properly for the configuration file(s). This is usually NODESK itself (I think) so once that is done, run NODESK.PRG and voila! you should have the good lookin' noDesk up and running!

Email me if you need help....

Regards
Keith

# 5122. Re: Pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Mike Weber and Chris Tabacco <mweber@li.net>
Message-ID: <332A086C.189C@li.net>
Source record: 125845
Body handling: HTML body converted to readable text

>It's a pity you upgraded your computer and still have not got the
faintest clue
>what software to get or even how to use it, you choose to use a Web
browser
>to read news and spew useless html shit all over the globe and then we
are
>supposed to take you SERIOULSY? You have to be kidding, you have no
>idea why you changed machine except because everyone else was and you
>followed the pack when everyone else was buying PC's.

It's a pity that your a still a moron running an ST on the internet. I
think you should upgrade your computer so you can read the HTML coding.
Don't compare your lously ST browser to the power of NETSCAPE 4.0.
FEEL THE POWER!!!!!

Anyway I didn't ask for your opinion so please shut up.

>It's a pity you upgraded your computer and still have not got the
faintest clue

>what software to get or even how to use it, you choose to use a
Web browser

>to read news and spew useless html shit all over the globe and
then we are

>supposed to take you SERIOULSY? You have to be kidding, you
have no

>idea why you changed machine except because everyone else was and
you

>followed the pack when everyone else was buying PC's.

It's a pity that your a still a moron running an ST on the internet.
I think you should upgrade your computer so you can read the HTML coding.
Don't compare your lously ST browser to the power of NETSCAPE 4.0.
FEEL THE
POWER!!!!!

Anyway I didn't ask for your opinion so please shut up.

# 5123. FS: Atari Computer Goods! Some Shown! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5gd6mg$qpd$1@kelly.teleport.com>
Source record: 125846
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, MonoChrome Monitors, Monitor Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

# 5124. Re: Pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Mark Slagell <sluggo@ames.net>
Message-ID: <332A2226.68EE@ames.net>
Source record: 125847

Mike Weber wrote:

> It's a pity that your a still a moron ...

... and a greater pity that you try to communicate in English at all.
What's your native language? Tagalog?

# 5125. Re: ZIP drive for ST-E parallel port?

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HCONEDBPUP@data.rhein-main.de>
Source record: 125848

In <332878e8.5229176@news.hol.gr> Panayiotis Andriopoulos wrote:

>What about Falcon?

That's a Atari machine too... ;-)
Use the SCSI-Version.
(Best Way)

Regards, Robert
--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____________________________________________________
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 5126. Re: Problems with "Oasis" files

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: tparrett@parrett.fast.co.za
Message-ID: <858365948_OASIS_@parrett.fast.co.za>
Source record: 125849

In article <3325fe922baa25@sn.no>
hallvart@sn.no (Hallvard Tangeraas) said:-

>I downloaded "Oasis" a few days ago to see if it was something I could use
>for Internet email etc. but I've had several problems with it.

>I downloaded the latest version of Oasis, which is version 2- from the
>Oasis web page:
>
> http://www.yeadontt.demon.co.uk/
>
>Anyone have any solutions?
>

I suggest you try the version 1.35 which uses NOS instead of ICE. I have
been using it for 18 months and it really is very reliable once you have
configured the startup file required by NOS. I also tried Oasis v2.1 and
although I did get it to work, it was extremely slow and quite unreliable. I
gave up in the end and whilst I really hope the programmers get it right
they have been trying for so long I'm beginning to think they will give up.
If you try v1.35 and have a problem with NOS email me and I'll try and help.

I have on several occasion tried to access your web page but Cab always
seems to give me a 'Title Missing' error Any ideas
regards
Ted
--

==================================================
|tparrett@fast.co.za | Ted Parrett |
|City: Johannesburg | Tel No.++27 11 476 5242 |
|Country: South Africa | Fax No.++27 11 474 2985 |
==================================================

# 5127. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703142145.a61143@ka2.maus.de>
Source record: 125850

MK>In which area is MagiC faster?

AES, VDI, GEMDOS. Much faster than TOS.

MK>If I use GEM-Bench wich isn't the best program to judge this,

Uuuh. Copy 1000 files with SingleTOS and MagiC (with WBDAEMON installed), do redraws, open dialogs and so on: MagiC is faster. GEMBench is a funny programme, it doesn't show me the same percentage if I use it twice with the same configuration.

MK>Diskaccess for floppy is realy slooooww under MagiC.

That's right for the Falcon.

MK>On a regular Falcon the difference between MagiC and TOS is so small
MK>that you doesn't realy notice it.

What? I hate it to use TOS on my Falcon because everything is so slow.

Regards
Goetz

# 5128. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703142148.a61144@ka2.maus.de>
Source record: 125851

JES>MagiC is quite useless on my Falcon, even when I run it at
JES>16MHz (Which I have to do now...).

Do you have a speeder installed in your Falcon? Quite ugly.

JES>Hehe... Where did they connect drive B when they tested it? ;-)

It is possible to connect drive B:.

Regards
Goetz

# 5129. Re: Tell me about ASH's Phoenix

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703142157.a61145@ka2.maus.de>
Source record: 125852

EH>Papillon, I'd never heard of... and Phoenix?

Phoenix is a relational database, fully GEM-integrated with batches, reports and SQL query. It's quite nice but I think a really powerful language is missing (something like AdiTalk). It is surely not as powerful as Access but it does its job. A friend of mine uses it for his job as a reseller - including bills (right word?), address base, listing and quantity of all products and so on. Phoenix 5.0 supports OLGA.

Papillon is a painting programme with up to 256 colors and support for OLGA.

Regards
Goetz

# 5130. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: michael@ghf.augusta.de
Message-ID: <HCOSEFAFUP@ghf.augusta.de>
Source record: 125853

In <858284584_OASIS_@ping.be> Martin Byttebier wrote:

>If they are so serious why don't they answer to my e-mails?
>
Maybe they are all at the CeBit until 19.March.

Here in Germany they answer very quickly.

Greatings Michael

--
==========================================================================
Michael Pieper /\ /\ privat: michael@ghf.augusta.de
<*> <*> Michael_Pieper@ll.maus.de
+49-821-2991133 -^- http://www.augusta.de/~michael/
==========================================================================

# 5131. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: Alan Gauton <ag@spd.eee.strath.ac.uk>
Message-ID: <3329223A.21CB@spd.eee.strath.ac.uk>
Source record: 125854

James Davies wrote:
>
> Hi folks!!
>
> Just a short question this!
>
> I've heard that CAB will never support JAVAscript at all..why???
> Surely JAVA is just another language? I'm not a programmer,
> but is there anyone out there who can tell nme why this is
> true?
>
> Thanks folks
>

You also need to remember that Java and Javascript are not the same.
Java is a Sun product, and Javascript was originally developed by
Netscape.

--
AG
---
Alan Gauton | Tel +44 141-548-2686
EEE Department, Signal Processing Division| Fax +44 141-552-2487
The University of Strathclyde, | E-Mail
ag@spd.eee.strath.ac.uk
204 George Street, Glasgow G1 1XW.
|http://www.spd.eee.strath.ac.uk/~ag/
---

#include <standard.disclaimer>

## 5132. Current Notes email address?

Newsgroup: comp.sys.atari.st
Date: 1997-03-14 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCORAHUQUp@tos.ak.planet.gen.nz>
Source record: 125855

I am trying to contact the Current Notes magazine, but the old *@io.org addresses are no longer valid.

What is the current address?

An email reply would be much appreciated.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 5133. Re: How can I read a Pc disk????

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <332A52A8.5A35@ooc.de>
Source record: 125723

Alejandro Claveria Lopez wrote:

> I've been downloading some stuff from Internet, and my problem
> it`s that I don`t know how to read this files from my atari;
> Should I format the disk to 720K or should I get a program to

720K disks formatted on a PC can be read by any TOS version. If you have
TOS 1.04 or newer the PC can also read floppy disks formatted on your
Atari.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 5134. FS: NeoDesk 3 and NeoDesk CLI

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: jpasquini@aol.com
Message-ID: <19970315044700.XAA19926@ladder01.news.aol.com>
Source record: 125724

I have NeoDesk 3 and NeoDesk CLI for sale. Sell as a set for $20+shipping.

# 5135. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc30a5$d9106a40$3af682c1@snapper.dial.pipex.com>
Source record: 125725
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Nicholas Bales, Toulouse, France <bales@garonne.stortek.NOSPAM.com> wrote
in article <E70wvw.LwK@gazette.stortek.com>...
> In article <01bc3005$432fb120$19f582c1@snapper.dial.pipex.com>, "SNAPPER"
<snapper@dial.pipex.com> wrote:
> >Why would you want to do that ?
> >
> >Tos 1.2 Probabl;y load s more stuff (on an stfm)
> >
> >thna would TOS 1.62.
>
> That's what I would like to test. I've never had any compatibility
problems on
> 1.62. Now if 1.62 is incompatible with STFM hardwae that's another
story...
>
> >
> >Having 2 computers, with 2 O.S's means you can load
> >
> >more stuff, don't it?
> >
> >Forget your TOS image, for the time and trouble it will
> >take ( I assume you put a price on your time?) to get
> >working (being non-relocatable, plus using 256K? of
> >your free RAM, It's cheaper and more sensible to just
> >buy new TOS ROM's (or probably a new machine!)
> >
>
> What about the fun of taking up a challenge. I use my Atari as a fun
machine,
> I use PCs at work (yuk, but I didn't make the company's computer sourcing

> policy), so I don't count the time I spend on it.
>

Yes, there is all the fun of fiddling about.

But in the case of tis TOS image, to make it work I think you'd either have
to

make it relocateable (as I think Damien said) or somehow have 256K of RAM

mapped to where the TOS address is (RAM in the TOS sockets!) Then have a

startup program to load in your image to this RAM.

I've never heard of anyone trying that sort of wild idea.

(...Don't try this at home kids)

******
Other than that I have a program called EASY RIDER which can produce source

code from object files (such as your TOS.IMG). The sources it produces can
usually

be assembled on devpac, then run too!!

But you'd need a hell of a lot of memory to produce a full source listing
of a TOS.IMG!

And wether it would assemble ok a PRG is very doubtful, as the TOS is
usually hard

coded to lie at $FC0000 (or whatever) and some of the code is pretty awful,
using ref's

to these addresses etc. So all in all it still seems a lost cause to me.

Gary.

>
> >Regards from a fellow lost causer...
> >
> >
>
> Nicholas Bales, Toulouse, France
>

## 5136. YAAM (was Re: Yikes!!Something strange ...)

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gdo0h$ojm$2@nadine.teleport.com>
Source record: 125726

On 14 Mar 1997 03:22:28, Dave Gostl wrote:
>On Mon, 10 Mar 1997, Ron A. Lukawitski wrote:
>
>
>-> \\\ELECTRIC BASS LESSONS ON THE NET////
>
>I'm a bass player myself :-)
>
>Dave
> _____
> / /
>|||||||||||||||====]: dbg01@gnofn.org

Ah, that's an axe handle - I had thought 'twas an arrow. Look up "Glen Kelly" in Lake Charles at Switchboard and give him a call some time - there are some good musicians down his way (and not much else <EG> ).

## 5137. Polish Atari Mailing List

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Wojciech Hartman <harti@waw.pdi.net>
Message-ID: <5gdr00$2tr@info.nask.pl>
Source record: 125727

I am proud to announce that there is a mailing list "ataripl" for all polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

==========

Istnieje lista dyskusyjna ataripl. Jesli sie chcesz zapisac wyslij maila zawierajacego "subscribe ataripl" na adres majordomo@piwo.bl.pg.gda.pl.

**********
* Wojciech Hartman - violin player from Warsaw, Poland. *
* Fiddling for living - in any style! *
**********

# 5138. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc3128$93706200$69f282c1@snapper.dial.pipex.com>
Source record: 125728

S94 <lais@cs.man.ac.uk> wrote in article <5gb3hq$f4u@m1.cs.man.ac.uk>...
> In article <N.031397.191815.35@wxs1-9.worldaccess.nl>,
cronos@worldaccess.nl (Richard Karsmakers) writes:
> >
> >
> >> A few thoughts on copyright paradox...
> >>
> ><Stuff snapped off>
> >
> > Wow, Gary,
> >
> > This is really, like, far out man! Really intellectual stuff and all
that! I
> >once thought of something like that, too, but this resolved around the
amount
> >of different pictures that can be displayed in monochrome mode on the
Atari
> >ST's 640x400 screen. It would display pictures of just about anything
you'd
> >ever see, including the formula for the cure to AIDS, the address of God
and an
> >ST user actually *smiling* behind a PC (or an Amiga, for that matter :-)
>
> Yeah, I thought of something like this some years ago too, except mine
involved a
> high-resolution photorealistic display; and it too could generate
anything you've seen
> or will see, including quite embarrassing things. Now imagine if you add
animation!
> Over the finite amount of time such a program would run, it would
generate a sequence
> of you (well, technically we're talking an approximation because it's in
the
> digital domain, but remember this is on a photorealistic display) walking
down the
> street stark naked with a banana in each hand and a toilet brush stuffed
in your
> mouth! Mind boggling, eh!
>

Sounds like all these theories can be linked to the PARALLEL UNIVERSE
theory.

So, in some of these universes we *will* be walking starkers down the
street...

Especially now you've made it 'real' by imagining and voicing it.

QUESTION:
In these other universes of supposed infinate possibility, are things such as
immortality and magic possible?

Is there a universe for instance, where, for some reason Albert Einstein had
some genetic (or other) 'fault' which prevented him from ageing, or dying?

If there are truly infinate possibilities, then these things and more must be
possible.

# 5139. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc3125$0015a220$69f282c1@snapper.dial.pipex.com>
Source record: 125729

Paul Womar <Paul@pwomar.demon.co.uk> wrote in article
<19970315001924400 62@pwomar.demon.co.uk>...
> SNAPPER <snapper@dial.pipex.com> wrote:
>
> They are highly complex issues BUT I woul say that if the code from the
> original games was used in order to write the routines to reproduce the
> code then yes I would think it would break the copyright but I know you
> don't really care, you just want to be let off of a crime by some
> obscure technicallity in order to offload some guilt.
>
> > You'd never have to buy another piece of software again...
> > Also, there'd no longer be a need to write any!
>

The obvious flaw with my great equation program is that there are
an unlimited amount of numbers, so I'd end up having to type in
a massive number myself...

> If it generated NEW code then great, but that's not what you are
> suggesting is it and lets be honest, plugging numbers into a program
> like the one that you suggested via an actual algorithm that used the
> number and only the number to generate said code would not be possible
> for a VERY long time and I would risk ever.

NEW... hmmm, that's another thing isn't it?

Is anything ever new? The potential has always been there even before a
NEW thing was made or invented for it to exist.

Take TOS 1.00 again, looked at as one big number, this big number has
existed eternally, not just since TOS was compiled.

The wheel was not invented,but rather discovered...

>
> I'm begining to get the feeling that you writing the infamous "Hello
> World" program would be a challenge.
>

Oh, how negative and hurtful of you!!! ...I'm wounded!

> > And in so doing it might make a more sensible copyright law...
>
> Ah of course the copyright law that protects intellectual proerty is
> stupid because you can't steal their work, I get you.
>

Why do you people always assume that someone's trying to STEAL
something?

A bit cynical and negative isn't it?

And anyhow, who'd give a damn if TOS did get stolen? It wanted
binning anyway...

> > And if I had 1000 monkeys with 1000 typewriters and waited
> > 1000 years....
>
> There has been recent proof that this theory is infact untrue, the proof
> being the Internet. Millions of people, millions of keyboards, millions
> of shit.
>

Probably untrue-most of the time...
But life evolved on this planet, against the odds, then this life wrote

The works of Shakespear etc etc...

This is really a similar thing,since there are countless planets.
For some life to evolve probably depends upon the random combination
of elements being correct.

> --
> To reply to this message there is no need to remove anything
> from my email address, clever that!
>

# 5140. Re: atari laser printer???

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5gduag$bj9@m1.cs.man.ac.uk>
Source record: 125730

In article <5fm3o9$moh@cantine.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at (Alfred Radauer) writes:
>nermal (nermal@magicalt.birthrightalt.bitchalt.bitch.ewokiealt.bitch.porkalt.bitternessalt.bogusalt.bogus.groupalt.boneheadalt.bonehead.david-delaneyalt.bonehead.joel-furralt.bonehead.kevin-mitnickalt.bonehead.tim-piercealt.bonehead.tom-servoalt.bon) wrot
>e:
>: In article <33195d15.865123@news.virgin.net>, mark.darbey@virgin.net
>: (mark) wrote:
>
>: include any RAM or CPU in the darn thing. They saved a few bucks by doing
>: this and did not pass the savings on to the users. The printer appeared
>: to operate fast due to the direct connection to the STs high speed
>: "SKIZZY" port.

What's the difference between actaully operating fast and appearing to operate fast?!? Anyway, this was a pretty smart idea by Atari and I've seen a few modern laser printers using this technique now (I think NEC is one manufacturer using it)

>The concept is IMO excellent. Instead of using a slow interface such as
>the paralell port, the Atari lasers use the fast ACSI connection, which
>is essentially an SCSI connector such as the Mac or the PC uses. It is
>faster than any other laser printer, especially, when it comes to
>pronting large bitmap graphics. I will never understand why the usage of
>SCSI in the pC world is so low.
>
>: It is still a "good" printer for an Atari system but supplies are more
>: expensive than for any other laser printer.
>
>That is not true. Despite from the interface and the logo, the Atari
>laser printers are standard printers used by many other manufactureres.
>You can get - for the SLM 605, for example - spare parts from Toshiba or
>Mannesmann Tally, which work perfectly. The SLM 805 is a Canon, AFAIK.

Although never having seen the guts of an Atari laser printer, it wouldn't surprise me if they did source standard parts from other companies. It's common practice, especially with products that aren't your main concern (computers, in Atari's case). HP used Canon laser engines in their printers a while back, although I don't know if this is still true.

The parts were probably more expensive if you bought them from an Atari dealer.

------------------------------
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England

------------------------------
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
------------------------------

# 5141. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: gerdw@wa.caeci.ol.ni.schule.de
Message-ID: <HCPIEGUZUP@wa.caeci.ol.ni.schule.de>
Source record: 125731

In <HCNTABAFUP@ghf.augusta.de> Michael Pieper wrote:

>In <HCMQFEVEUP@wa.caeci.ol.ni.schule.de> Gerd Walter wrote:
>
>> Texel= The HTML-Editor (already available)
>>
>>Have a look at: http://members.aol.com/ashinfo
>
>Sorry Gerd, but Texel is not a HTML-Editor. Texel is a programm like Excel
>on WINDOS (i don't know the english word .. table calculation?).
>
>It can write HTML-Files, but i don't think, that Texel could write a
>complete HTML-Page...
>

Hi!

I don't mean the old version. There is a new CAB optimezed version of
Texel, that together with a software called OLGA can directly
bestarted out of CAB. OLGA and the new TEXEL together are able to
create and edit complete WEB-PAGES.

You can read this in the ASH-INFO from 10th of March 97, Page two left
column nearly 8 cm from the bottom.

Gerd

--
Gerd Walter, Stubbenweg 23, 27753 Delmenhorst, Germany
E-mail: gerdw@wa.caeci.ol.ni.schule.de (Gerd Walter)
Tel/Fax +49/4221/83544. Please Phone Before Fax.
http://www-pluto.informatik.uni-oldenburg.de/~caeci/home-d.htm

# 5142. Re: email and news on a 1040 ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <332a865e13d7b60@ifi.ntnu.no>
Source record: 125732

On Thu 13-03-97 18:57 =?ISO-8859-1?Q?David_Sl=E4ttne?= (das@algonet.se) wrote:

>Hi
>What do I need to shuffle email and news (offline) on a 1040 ST?

I use Okami, which works great. Download the Okami-archive and read the docs. It's a pain to set up, but once you've done it it works great. You can also use a uqwk on your host to make qwk-packets and read them with a qwk-reader (Kiwi is perhaps the best.) on your ST.

You can also use STiK and NEWSie, but this is IMHO not as functional. It's also hard to get STiK to work as it currently requires a SLIP-connection. It works (Sort of) on my Falcon, but it won't work on my floppy-only 1Mb 1040STF/TOS 1.4. Not a chance.

If you have such a setup, the Kiwi/UQWK-combination is the best choice. You also need a terminal-program to log on to you host and fetch/send mail/news.

>What do I need to surf the web on a 1040 ST?

A harddisk, atleast 2Mb ram, NVDI (Preferably), STiK and CAB. Or 4Mb ram, MiNTnet and CAB.

>what modems can I use/not use with the 1040 ST?

Most (If not all) modems will work fine. If you want to benefit from the higher speed of 28.8/33.6 modems you need to modify the serial-port on your ST to get speeds beyond 19200. Both commercial and freeware hardware-patches are available.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

## 5143. seach an old game called millenium 2.2D

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: 74431.2326@compuserve.com
Message-ID: <5ge2nh$sma@chleuasme.francenet.fr>
Source record: 125733

Hello,
when i had an atari, i had a game called millenium 2.2D.
It was a simultation of a moon base.
Afer, a second episode was creater but i don't remember the name.
Now I have a emultator on my PC and i would
to use those wonderfull game ...
Could you somebody mail me a copy of the two those games ?

# 5144. Re: TOS ROMs & Copyright in General (new angle!)

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.031597.143314.85@wxs1-4.worldaccess.nl>
Source record: 125734

What if...
we took SNAPPERs program and it would make all possible 192 Kb big programs
just by making all the different numbers....you would be creating all possible
different 192 Kb-sized programs for all different computer systems. You are the
owner of the intellectual copyright. So if Microsoft's Windows 2000 core module
just happened to be 192 Kb (fat chance of it being so compactm, but hey), Bill
Gates would have to *buy* the copyright off you - no doubt for a lot of money.
Still, all this money wouldn't even come *close* to allowing you to buy the
storage media to store all these 192 Kb program files on...
--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
Gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| Q: What do you do when a musician comes to your door? |
| A: Pay him for the pizza. |
\------------------------------------------------------------/

# 5145. Re: Art for kids

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: ianm@sydney.DIALix.oz.au
Message-ID: <5gdueg$elf$1@sydney.DIALix.oz.au>
Source record: 125735

Rick Martin (martinr@hookup.net) wrote:
:
: On 10 Mar 1997 12:29:40, S94 wrote:
: >
: >Is there a UK distributor for this program? I was playing with a demo of it last
: >night and I had so much fun! It's actually capable of some quite pretty results.
: >
: >Now if only they'd add an option to import and export other file formats, virtual
: >screen, graphic card support... :-)
: >
: Fantastic program for kids but when will it be upgraded ! It works on all
: Atari's but I agree that the formats need to be improved as it's a pain
: working in just one file type . I would like to see more sound effects added
: also. I bought my version from TOAD computers if it's any help to you .
: Hopefully Moving Pixels will see this post and make a new version.

Sorry to dash your hopes, but Tony (Mr. Moving Pixels) no longer even
owns an Atari, let alone supports it. There _is_ a Windows version that's
been customised for a couple of large US toy chains, but he never
intended to do anything about the graphic file type.

# 5146. For Sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Steve File <stevef@dial.pipex.com>
Message-ID: <332AC4B0.4F79@dial.pipex.com>
Source record: 125736

The following ST stuff is for sale or "to clear" as they say.

No reasonable offer will be refused etc!

Please contact me by email if you are interested in any / all of the following.

Regards

Steve (stevef@dial.pipex.com)

Atari ST Hardware List

1. Atari 520STFM, 2Mb Ram, manuals, original disk and cables

2. Hard Disk, 40Mb Ladbroke Computing HD, cables and original disks

3. Modem, Amstrad SM2400, power supply, manual & cables

4. Joystick

5. 2 x Mouse, Atari original

6. Sound Sampler Cartridge, Master Sound, boxed with manual & original disk.

Atari ST Software List

- Games

1. Risk, boxed, manual & original disk

2. A320 Airbus, boxed, manuals & original disk

3. Wild Streets, boxed, manual & original disk

4. Interphase, boxed, manual & original disk

5. Thunder Blade, boxed & original disk

6. 2 x Falcon, boxed, manual & original; disk

7. Flight Simulator II, boxed, manual & original disk

- Various

8. First Word Plus, boxed, manual & original disks

9. Neodesk 3, boxed, manual & original disks

10. Multiprint, manual & original disk

11. Fleet Street Publisher, boxed, manual & original disks

12. Easy Text Plus, manual & original disks

13. GFA Basic 3.6 Interpreter & Compiler, manuals, original disks
& Advanced Programming disk & book

14. K-Spread 3, no manual, original disk only

15. Fontkit Plus, manual & original disks

Atari ST - Miscellaneous

1. 3.5" disk drive cleaning kit

2. 28 x 3.5" 720K floppy disks containing utilities, programs and PD
software

3. 37 x 3.5" 720K floppy disks suitable for re-use

# 5147. Re: Java on Atari??

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <332A5379.7193@ooc.de>
Source record: 125737

Will Fisher wrote:

> all you
> need to do is create a Java Virtual Machine. Essentialy the Java VM is

This is wrong. The VM is the smallest part of Java. You also have to
write several native libraries, especially the Java AWT. The AWT covers
everything concerning graphics and an implementation of the AWT
naturally is platform dependant. Using the AWT implementation from
within Java programs is not platform dependant, of course.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

## 5148. Re: A few E-Mail addresses...

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970315170958153176@pwomar.demon.co.uk>
Source record: 125738

David Stevenson <djs@jet.uk> wrote:

> thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) writes: > Can't get any
> web pages, unfortunately... :( My ISP only does the PPP thing > and no
> SLIP... Thanks for the info though! :) Eh? What does PPP v SLIP have to
> do with web pages? HTTP can be carried over either. Most ISPs use PPP
> these days.

Because ATM CAB uses the Stik TCP/IP layer which does not currently
support PPP, IIRC the PPP module is in beta, I'm not sure though.

-- To reply to this message there is no need to remove anything from my
email address, clever that!

# 5149. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970315171001153314@pwomar.demon.co.uk>
Source record: 125739

Richard Karsmakers <cronos@worldaccess.nl> wrote:

> > A few thoughts on copyright paradox... > <Stuff snapped off>
>
> Wow, Gary,
>
> This is really, like, far out man! Really intellectual stuff and all
> that! I once thought of something like that, too, but this resolved around
> the amount of different pictures that can be displayed in monochrome mode
> on the Atari ST's 640x400 screen. It would display pictures of just about
> anything you'd ever see, including the formula for the cure to AIDS, the
> address of God and an ST user actually *smiling* behind a PC (or an Amiga,
> for that matter :-) And this 'number' would only be 32768 bytes long.
> Still the amount of different pictures possible on such an ST boggles the
> mind...it's more than the total amount of atoms in the universe. Your TOS
> 'number' would be 192000 bytes long, and that is just too big to even
> grasp mentally. I had pretty much of a problem grasping this 32768-byte
> 'number'.

The differences also being that you have a set size in bytes, and you
must fill it, no matter what the data is then it will make a 'picture'
of some sort. With code as I'm sure you know, it could do absolutely
anything and be any size, and like the picture 99.99% of the time you'll
get absolute crap!

> Just thought I'd add my few cents. I wrote a "1st Word Plus" article on
> this subject (called ANNIHILATISM or something like that), a "GfA Basic"
> source file that calculated the total amount of different pics possible on
> an ST monochrome screen and a file that contains the decimal number in hex
> bytes (so the file that contains the number is half the length it needs to
> be, as one hex number can contain two decimal numbers - $66 for 6 and 6,
> see?). If anyone's interested I can email this in a small ZIP archive to
> the newsgroup.

I did try compliling it but I couldn't do it as I didn't have GFA, how
often did it make anything remotely recognisable?

-- To reply to this message there is no need to remove anything from my
email address, clever that!

# 5150. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970315170951152734@pwomar.demon.co.uk>
Source record: 125740

Bill Hoggett <hoggett@airtime.co.uk> wrote:

> The question is: what was the licence agreement when TOS was originally
> distributed as part of the host computer ? The likelyhood is that the
> licence is clearly spelled out somewhere in the manuals, and AFAIK it
> still holds.

It's a bloody good question! With my ST aI'm sure all I got was the
manul, a few disks, cables and the machine. The manual contains no
licence agreement whatsoever, I don't recall anything else being int eh
package and there was deffinitely no licence with my TOS 2.06 upgrade.
Have I been sold dodgy old gear or was there never any written licence,
if no licence was written what is the de-facto law?

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5151. Re: Problems with "Oasis" files

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970315170953152852@pwomar.demon.co.uk>
Source record: 125741

Charles T Stanley <stanley@stanley.wintermute.co.uk> wrote:

> In article <858188928_OASIS_@ping.be>
> Martin.Byttebier@ping.be (Martin Byttebier) wrote:-
>
> > In article <3325fe922baa25@sn.no>
> > hallvart@sn.no (Hallvard Tangeraas) said:-
> >
> >>I downloaded "Oasis" a few days ago to see if it was something I could use
> >>for Internet email etc. but I've had several problems with it.
>
> <snip, snip>
>
> Oh dear! I have my own problems, but you'll see that I have Oasis2
> working properly, if you look at the highly-tech lines of this msg.
>
> Please do try installing it again: it is well worth it!
>
> Do remember to to install it in a completely new directory from the one
> where you first unzipped it. And don't delete the original zip file
> until you are well satisfied.

The thing that makes it work for you (from looking at you .sig) is that
you are a TT user, I believe that the authours have a TT & F030, it
certainly isn't too good on my plain old ST, it also makes it a lot
harder for the authours to see the problems that we have.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5152. Re: Pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970315171806182514@pwomar.demon.co.uk>
Source record: 125742

Mike Weber and Chris Tabacco <mweber@li.net> wrote:

> ------------30E72726E181
> Content-Transfer-Encoding: 7bit
> Content-Type: text/plain; charset=us-ascii
>
> >It's a pity you upgraded your computer and still have not got the
> faintest clue
> >what software to get or even how to use it, you choose to use a Web
> browser
> >to read news and spew useless html shit all over the globe and then we
> are
> >supposed to take you SERIOULSY? You have to be kidding, you have no
> >idea why you changed machine except because everyone else was and you
> >followed the pack when everyone else was buying PC's.
>
> It's a pity that your a still a moron running an ST on the internet.

It's a pity you are too stupid to read a header, I'm not using an Atari
machine atall you moron.

> think you should upgrade your computer so you can read the HTML coding.
> Don't compare your lously ST browser to the power of NETSCAPE 4.0.
> FEEL THE POWER!!!!!

I have and use Netscape but I have the good sense to read the RFCs and
realise that HTML has absolutlely NO place in Usenet whatsoever.

>
>
> Anyway I didn't ask for your opinion so please shut up.

Post in a public forum, you arte soliciting a response, I know you have
no decent argument and would like me to shut up but I won't because you
are a complete fuckwit.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5153. Re: email and news on a 1040 ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5geqt2$ga1@nnrp1.news.primenet.com>
Source record: 125743

On 15 Mar 1997 12:33:47, Jo Even Skarstein wrote:
>On Thu 13-03-97 18:57 =?ISO-8859-1?Q?David_Sl=E4ttne?= (das@algonet.se) wrote:
>
>>Hi
>>What do I need to shuffle email and news (offline) on a 1040 ST?
>
>I use Okami, which works great. Download the Okami-archive and read
>the docs. It's a pain to set up, but once you've done it it works
>great. You can also use a uqwk on your host to make qwk-packets and
>read them with a qwk-reader (Kiwi is perhaps the best.) on your ST.
>
>You can also use STiK and NEWSie, but this is IMHO not as functional.
>It's also hard to get STiK to work as it currently requires a
>SLIP-connection. It works (Sort of) on my Falcon, but it won't work on
>my floppy-only 1Mb 1040STF/TOS 1.4. Not a chance.
>
PPP Support is also available with MintNet and GlueSTik, which is a
STiK equivalent for MintNet. NEWSie works fine with GluSTiK,
according to several users.

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

# 5154. TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31454_please@no.spam.mail.here.mettav>
Source record: 125744

FROM: SSweet@mettav.demon.co.uk
SUBJ: TOS ROMs & copyright in general

s> And if I had 1000 monkeys with 1000 typewriters and waited
s> 1000 years....
s>
s> I'd find them all dead, having written a load of gibberish!

You dont need to do that, Bill Gates is already way ahead of you on that score...

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= This tagline is private property.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5155. Q: SCSI ZIP on Mega 2 ST .. how?

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31455_please@no.spam.mail.here.mettav>
Source record: 125745

FROM: SSweet@mettav.demon.co.uk
SUBJ: Q: SCSI ZIP on Mega 2 ST .. how?

n> I know this has been ans a zillion times, but how, exactly, do I use
n> my new SCSI ZIP on my Atari Mega2 ST. What do I need and where does
n> it go?

You'l also need something like a LINK II plugged between it and the ACSI port
on your ST. Also some Software to partition the disks.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I can't be bothered to add a tagline to this one.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5156. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: dsb@news.cs.duke.edu
Message-ID: <5getru$hvt$1@hal.cs.duke.edu>
Source record: 125746

From the Holy Book of <5gd3m1$8lg$1@nadine.teleport.com>
as spake by Rev.Rich@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us (Rich Tietjens) :
>Tonight I'll be trying GlueSTiK (gluestik-0_02b2.zoo) [...]

GlueSTiK is actually up to 0.02b4 now. Versions before 0.02b3 won't
work with recent versions of CAB.OVL (*very* recent versions of CAB.OVL
don't work yet with any version of GlueSTiK, but I've added some bits to
0.02b4 which I hope will help me to track down the problem).

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1997 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

# 5157. Re: CAB with GlueSTiK/MiNTNet - doesn't work right

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: dsb@news.cs.duke.edu
Message-ID: <5geu7n$i53$1@hal.cs.duke.edu>
Source record: 125747

From the Holy Book of <E6s2xx.CLx@cix.compulink.co.uk>
as spake by smithic@cix.compulink.co.uk ("Ian Smith") :

>In message <HCGMFGUQUp@tos.ak.planet.gen.nz>mbecroft@tos.ak.planet.gen.nz,
>mbecroft@tos.ak.planet.gen.nz said:

>>I then tried version 1.21 (what I believe to be the most recent version)
>>but CAB just crashed as soon as I tried to access a page.

>1.18 is the latest version I have been able to use. Scott has been trying to
>fix this, but no breakthrough yet.

Some progress, possibly. GlueSTiK 0.02b4 is now up, at
<URL:http://www.cs.duke.edu/~dsb/files/gluestik-0.02b4.zoo>. It
probably won't actually work any better with CAB.OVL v1.21, but it has
some extra checks which should confirm whether the problem is what I
think it is.

-sbigham
--
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# 5158. anyone know how to make a modulator for 1040 STF

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Gavin L Malpass <gavin_malpass@lineone.net>
Message-ID: <01bc317a$93ed39e0$442849c2@daniel.baker>
Source record: 125748

Hi there,

This is my first posting to this newsgroup so please don't flame me if I ask a stupid question, I have an old atari 1040 STF without a built in modulator is there any way I could build one? I live in the U.K. so it would need to work with the PAL system. If there is no way of doing this is there any way I could connect it to a PC monitor?

# 5159. Atari Falcon, Cubase Audio Studio System for sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: michaelk@pacifier.com
Message-ID: <5gevvh$ij5$1@news.pacifier.com>
Source record: 125749

BEST AUDIO RECORDING SYSTEM FOR THE PRICE!!
I am considering selling my master recording system. This
system has worked flawlessly for me and will handle 8 to 16 tracks of
audio. In excellent condition.

16 meg Falcon:
includes 250 meg IDE
Wizztronics DEKA interface for using external keyboard
Honeywell keyboard
All required Steinberg audio & timing fixes have been done
Beetle mouse
SCREEN BLASTER II (for higher screen resolution)
Wizztronic Cart Master LIte (allows plugging in two cartridges at once)
Intel 14400 modem
Monitor adapters for VGA and Atari Monitors

Steinberg FDI (DSP PORT Digital interface for digital recording)

SOFTWARE:
(all are original disks & include manuals)

Steinberg's":
Cubase Audio V2.06
Studio Module
Cue Trax
Style Trax
Data DAt ( for backing up files to DAT)

Zero-X (Superb sample esditing program with features similar
to Recycle)
MIdiQuest 4.0
BAnd-In-The-Box

ExtenDOS PRO 2.4a (CD-ROM driver with direct CD record to hard drive)
HD Driver 6.0 (Best Hard Disc manager for Cubase Audio)
ICD SCSI PRO Utilities 6.55 (covers things not handled by HD Driver)
XBOOT (Wonderful program launcher)
Diamond Edge II
Diamond Back III
Pagestream
Calamus
Steno
Stalker
Image copy 4.0
CD-ROMS & MORE software (Falcon games, Utilities, etc, etc)

$1100
or $1230 w/ CTX 15" SVGA Digital Monitor

Buyer pays all shipping costs

BTW: I live in Vancouver, Washington not Canada

# 5160. Re: seach an old game called millenium 2.2D

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: damien@jetman.demon.co.uk
Message-ID: <332f009b.11937511@news.demon.co.uk>
Source record: 125750

On Sat, 15 Mar 97 11:55:29 GMT, 74431.2326@compuserve.com (Marco Cucchi) wrote:

>Hello,
>when i had an atari, i had a game called millenium 2.2D.
>It was a simultation of a moon base.

Millenium 2.2, by Ian Bird. Doesn't work in PacifiST because of the protection
unfortunately.

>Afer, a second episode was creater but i don't remember the name.

Deuterous, which doesn't appear to work in PacifiST yet.
--
Damien Burke

# 5161. Re: .WMF to convert

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970315122900320419 5@ts187.vcr.wis.net>
Source record: 125751

Roy Goring <rgoring@REMOVE_TO_REPLYzetnet.co.uk> wrote:

> Are there any programs that will convert .WMF to .JPG or .GIF?
>
>
> I don't mind if it is in stages, as long as I get there :-)

WMF is "Windows MetaFile," a vector format.. I don't know of any
programs on the atari that can read them. Your only way to do this
would be to possibly load it into a program in windows (word loads it)
and copy it, and paste it into a graphics program to finally be saved as
a gif..

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

# 5162. Re: TOS ROMs & copyright in general (Paul Womar)

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.031597.213255.88@wxs5-15.worldaccess.nl>
Source record: 125752

> Richard Karsmakers <cronos@worldaccess.nl> wrote:
>
> > > A few thoughts on copyright paradox... > <Stuff snapped off>
> >
> > Wow, Gary,
> >
> > This is really, like, far out man! Really intellectual stuff and all
> > that! I once thought of something like that, too, but this resolved around
> > the amount of different pictures that can be displayed in monochrome mode
> > on the Atari ST's 640x400 screen. It would display pictures of just about
> > anything you'd ever see, including the formula for the cure to AIDS, the
> > address of God and an ST user actually *smiling* behind a PC (or an Amiga,
> > for that matter :-) And this 'number' would only be 32768 bytes long.
> > Still the amount of different pictures possible on such an ST boggles the
> > mind...it's more than the total amount of atoms in the universe. Your TOS
> > 'number' would be 192000 bytes long, and that is just too big to even
> > grasp mentally. I had pretty much of a problem grasping this 32768-byte
> > 'number'.
>
> The differences also being that you have a set size in bytes, and you
> must fill it, no matter what the data is then it will make a 'picture'
> of some sort. With code as I'm sure you know, it could do absolutely
> anything and be any size, and like the picture 99.99% of the time you'll
> get absolute crap!
>
> > Just thought I'd add my few cents. I wrote a "1st Word Plus" article on
> > this subject (called ANNIHILATISM or something like that), a "GfA Basic"
> > source file that calculated the total amount of different pics possible on
> > an ST monochrome screen and a file that contains the decimal number in hex
> > bytes (so the file that contains the number is half the length it needs to
> > be, as one hex number can contain two decimal numbers - $66 for 6 and 6,
> > see?). If anyone's interested I can email this in a small ZIP archive to
> > the newsgroup.
>
> I did try compliling it but I couldn't do it as I didn't have GFA, how
> often did it make anything remotely recognisable?
The program that came along with the thing didn't make the actual graphics. No,
it made a disk file containing the number, the number being the amount of
different pictures that can be displayed on an Atari ST monochrome system.

> -- To reply to this message there is no need to remove anything from my
> email address, clever that!
Cool thing, dude!

--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
Gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| Q: What do you do when a musician comes to your door? |
| A: Pay him for the pizza. |
\------------------------------------------------------------/

# 5163. Re: Where in U.S. to buy Link96?

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gf2sp$h2k$3@nadine.teleport.com>
Source record: 125753

On 14 Mar 1997 22:29:14, Ron wrote:
>Hi all ..
>
>Ok, I know I need a Link96 to use my SCSI ZIP drive on my ST2 but
>where can I get one in the U.S.? Tried Toad on the net .. no luck.
>
>What software is required also? Apparently all this stuff is made in
>Germany, so where do we get it?

Email info@compdirect.com - and for lots of other things, you might want to take a look at my Web site; I have links to a number of vendors, in addition to general reference material, other Atari users, file archives, and search engines.

## 5164. 1.04, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: lebech@post3.tele.dk
Message-ID: <5gf3a2$1qou$1@news.inet.tele.dk>
Source record: 125754

Hello

I am looking for a rom-file (dooooe more of that!)

It is : TOS 1.04 so if you have it please let me know!
This rom-file it so old so please do not make a fuzz about it.

Yours Kim.

## 5165. PreOwned BlowOut !

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: kempokenc@aol.com
Message-ID: <19970315221700.RAA02458@ladder01.news.aol.com>
Source record: 125755

Just moved so have to sell:

Atari 520ST, mono monitor, floppy, 2 power supplies, software $50 MINT

Atari 65XE and 800 (bad p.s. on 800, but fixable) with 810 drive, joystick, and software & books$45

Commodore Amiga 1000 with 512K, keyboard, mouse, original 1.3 OS, and 20 disks $55

Tandy 1400 HD laptop, 20MB HD (compress to 40), 768K, turbo mode, back lit screen, original box and manuals whatever software on drive $85 MINT

Tandy Z-PDA (Casio Zoomer) with original box, manuals, video tape. Includes all built in accessories (i.e. AOL, Quicken, etc.), plus a host of PD software, formFactor, serial cable, transfer software for both Mac and IBM. $85 MINT

Email for ordering and offers. Thanks.

# 5166. SIGNUM

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: jgvalentin@arcadis.be
Message-ID: <19970315235934168286@user99.arcadis.be>
Source record: 125756

Hello, I use SIGNUM2. Previously I had a ST, but it died a year ago and now I run it with MagicMac.

I use also the accessory for right-to-left writing as I study oriental languages such as Arabic, Hebrew and Syriac. This accessory is crucial to me. And it was not easy to find the right setup under MagicMac to get everything working correctly. It runs better with the new version, though.

Does anybody know if it would be a good idea to upgrade to a newer version of Signum?
- would I still be able to write from left to right?
- would I be able to use a color resolution instead of this boring black and white?
- what are the new features of Signum3 and 4 ?

Thanks to all for your help.

Email address : jgvalentin@arcadis.be

# 5167. REQUEST CUBASE SCORE FOR ATARI (Plzzzz.... lots to trade)

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: durand123@aol.com
Message-ID: <19970315232000.SAA05945@ladder01.news.aol.com>
Source record: 125757

Thanx lot

reply to nterrien@hotmail.com

# 5168. Re: Problems with "Oasis" files

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: stanley@stanley.wintermute.co.uk
Message-ID: <76300477_000014_OASIS_NEWS@stanley.wintermute.co.uk>
Source record: 125758

On 14 Mar 97 07:44:58 G, Rich Tietjens wrote:

>On 12 Mar 97 23:52:04 G, Charles T Stanley wrote:
>>
>>... that I have Oasis2
>>working properly, ...
>>
>>Now then, I have a problem too: just where the whatsit are the emails
>>received via POP3? They seem to have been automatically deleted before
>>I got the chance the read them!
>
>Unless I have suddenly forgotten how to read, Chas, the last paragraph
>belies the first...

Ooops! It rather seems _I_ am the one who has forgotten how to read.
Thanks for pointing it out, Rich <g>.

I meant that Oasis2 works fine with _SMTP_. Having had my arm
metaphorically twisted to get on POP3, I succumbed (with a little help
from the ISP, who know nothing of Atari or Oasis, and a great deal of
sweat). The result is I can log-in and receive emails by POP3, but can't
read them from where they should be, only from the LOG file!

I'm awaiting requested instructions from the esteemed programmers: eg,
whether my parameters are set up correctly...
Here's hoping! and still _enjoying_ experimenting with Oasis2
(and STiK/CAB etc etc)!

--
chas@stanley.wintermute.co.uk ** GM1MCN@GB7ABN ** Aberdeen, Scotland
{Atari 2000-date-compatible TT User}{My other computer's a Model 100}

# 5169. Re: Pacifist mouse problems under DOS

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Jonathan McHugh <Jon@mchugh1.demon.co.uk>
Message-ID: <eCtnoFAh6xKzEw22@mchugh1.demon.co.uk>
Source record: 125759
Cross-posted to: comp.emulators.misc,comp.sys.atari.st

In article <IkjrRHAxswJzEw+t@wolves4westbrom2.demon.co.uk>, Jonathan
Tranter <jonathan@wolves4westbrom2.demon.co.uk> writes
>Hello,
>
>I'm having problems running Pacifist under DOS with regards to mouse
>support. Every time I move the mouse the emulator crashes out (in all
>versions up to 0.35). I've tried three different mouse drivers without
>any joy.
>
>I can run Pacifist fine in a Windows 95 DOS-Box but the sound quality
>isn't too good!
>
>If anybody knows anything of this problem then I'd be very pleased to
>hear from them.
>
>
>Thanks in advance,
>
>Jonathan
>
>
>Jonathan Tranter
>e-mail: jonathan@wolves4westbrom2.demon.co.uk

I have the same problem.
But the PaicifST web page says there will be better mouse support in
version 0.4 (Out in two weeks) so mabie the mouse will work in DOS then.
--
Jonathan McHugh

## 5170. Sale of software

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: rcollins@freenet.columbus.oh.us
Message-ID: <5gfmka$e4b@login.freenet.columbus.oh.us>
Source record: 125760

Atari software for sale.

DA's Vektor Pro $125.00
DA's Picture $100.00

Each item contains all current updates, original boxes, and manuals.
US dollars only, buyer pays shipping.

Contact me via return Email.

| Raymond Collins | Atari TT030 4/16 Mb ST/TT RAM 245 HD |
| a.k.a Master Z --|Z|-- |Travel via ZyXEL 28,800 (115,200)baud |
| Collins.197@osu.edu |2MB CyREL, Sunrise M16-1280 video card|
| rcollins@freenet.columbus.oh.us | Die Hard Atarian since 1983 |

--
| Raymond Collins | Ohio State University |
| Collins.197@osu.edu | Neuropathology |
| rcollins@freenet.columbus.oh.us | Research Assistant |

# 5171. FS(USA): SC1224 monitor $20 plus shipping

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Walters <walters@info2000.net>
Message-ID: <332B6FE6.38F7@info2000.net>
Source record: 125761

reply to walters@info2000.net or call 970-568-9841

# 5172. FS(USA): Falcon CD Drive/Drivers/Audio ACC/Gemini CD $50obo + shpg

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Walters <walters@info2000.net>
Message-ID: <332B70E1.5C59@info2000.net>
Source record: 125762

```
Works great on Falcon.
NEC single speed external SCSI CD Rom drive with cable
ExtenDOS CD Rom driver software
Gemini CD Rom of pd / shareware software
Audio CD Master desk accessory for playing CDs
Must sell - make offer.

e-mail to walters@info2000.net or call 970-568-9841
```

# 5173. FS:Atari 1040ST -$250

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Timothy Becker <tbecker@klink.net>
Message-ID: <332AF1A6.667E@klink.net>
Source record: 125763

For sale: Atari 1040ST w/Atari QC1438S flat screen monitor and Realtime sequencing software. $250.00 for all. Albany, NY. E-mail for more info.

# 5174. Re: MegaSTE hard drive is going out

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <332aa096.0@lagoon.idirect.com>
Source record: 125764

On 13 Mar 1997 14:23:46, John Norton wrote:
>The hard drive is starting to continually whine. It is getting pretty
>loud. I figure only hours or days left at the most. Help! :)
>
>It is a Quantum LP105S partioned into four 25meg drives (C-F). It boots
>with AHD Driver 6.061 (July 17, 1993 version) as ACSI Device Unit 0.
>
>I am going to back up the drive this evening (will take from 45 to 50
>disks - is there was a better way to do this?).
>
>I am a real novice with this, so ..
>Is the drive easy to replace? What size drive should I get? Any Quantum
>3-1/2"? Just buy something off the shelf at the mega-computer store?
>Can Atari read a 3.5 gig drive? Or do I need something a little smaller?
>Will it fit inside the Atari?
>
you can use any 3 1/2" SCSI drive, provided that it does not have
parity or parity enabled - if it does have parity, have the vendor
switch it off, either through the jumpers or through software (he'll
have to hook it up to a PC for the latter route. The drive will fit
nicely, as long as it isn't too tall. As long as it's partitioned
properly, an Atari will read just about any size drive.

>After installing the drive in the case, how do I go about formatting or
>will it already be formatted?

The AHDI package includes a program called HDX, which will allow
you to format and partition the drive. It should be on the language
disk that came with your Mega STe, otherwise you can find it on an ftp
site.
>.

# 5175. NAS 97!

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_2a10dc05_Bertil.Jagard@straight.ct.se>
Source record: 125765

```
The Swedish Atari Club (SAK) 970104
and NoCrew proudly present...

-------------------------------------------
T H E N O R D I C A T A R I S H O W '97
-------------------------------------------

Dear Atari friends,

It's once again time for the Nordic Atari Show, the annual get together
which has rapidly become a fixture for all Atari users.

Third time lucky, so they say, and as we are arrange the show for the
third straight year we hope to fulfill everyone's expectations and that
this will result in the best possible atmosphere. We've gotten a certain
amount of criticism, both positive and negative, from those who have
attended the shows in '95 and '96. We've taken heed of the suggestions
made and we're once again off and running!

- WHEN AND WHERE?

This year the show will begin on Friday, June 13 and end on Sunday,
June 15. This is the weekend following the beginning of the summer school
holidays as well as the weekend prior to the Swedish Midsummer
celebrations. We'll open at 1 p.m. on the Friday and close at 6 p.m. on
the Sunday.

The show will take place in Gothenburg, just has it has in previous
years. The exact venue has not yet been established. We're still looking
for the cheapest location. The likeliest possibility is Kortedala
gymnasium, where it was held last year or some other venue, nearby.

- WHAT ACTIVITIES WILL BE HELD?

* There will be an Exhibition Hall will dealers, distributors, ShareWare
programmers and a host of other interesting personalities. The usual
meeting place for all those not wanting to "hack". This is also where
the Swedish Atari Club will be found supplying information, sale of
PD-disks, the club magazine's TT, the BBS, etc. We'll also have an area
reserved for a swap meet where you can buy, swap or sell single copies
of Atari related material and a "soldering corner" for those of you
wishing simple repairs done.

* A "Hacker Hall" where demo and other programmers can gather for
competitions and swap demos and all kinds of code. NoCrew is the
Swedish demo group who will see to it that everybody takes part and
enjoys themselves. Those of you hungry after rewards in the form of
```

prizes will be well taken care of. Exactly WHAT prizes these will be hasn't been established, as yet.

* Seminars with a number of well-informed lecturers. Last years seminars were very much appreciated, something of which we naturally have taken notice. The seminars will cover a variety of subjects (i.e. MIDI ercording/editing, DTP, hardware, programming) where the above mentioned "well-informed lecturers" will demonstrate his subject directly on a computer in order to provide the audience with practical examples. We'll also hold the seminars on different days and at varying times so that you won't have to miss the chance if you don't attend on a particular day.

* Minor competitions such as "A-Z on the Keyboard" (a much appreciated contest last year), hard disk throwing (this year we WILL succeed!), network games, juggling, etc. Everything depends on our finding volunteers to act as game leaders and judges. There will be prizes for the winners.

* A refreshment stand will sell non-alcoholic drinks, sweets, chips, etc. We may be able to arrange quantity discounts at the local pizzeria as well as other bonuses.

- WHAT WILL IT COST?

If you intend to attend all three days, you cheapest solution is the Three Day Pass otherwise a Single Entry ticket will do:

* Three Day Pass ... SEK 100:- (about UKP 8.50)
* Single Entry ..... SEK 50:-

These prices include full access to all the activities being held during NAS97.

- WHY SHOULD I ATTEND NAS?

The answer is simple: because you care about the TOS platform. We Atari owners are becoming fewer and fewer and a get-together like NAS is a simple way of seeing what's happening in the Atari world (no, it's not dead!) and meeting like-minded Atarians and hearing what kind of tips, ideas and visions they have.

- HOW CAN I FIND OUT MORE?

Information will be distributed regularly in the same way as this text file. In addition, we have a number of other sources of information where you can find out more about the show depending on your own resources.

* Our mailing list (E-mail). This will provide the very latest information to those on the list. To have yourself put on the list you MUST have an E-mail address. Send us a message on "nas-users-request@tripnet.se" with "subscribe nas-users" in the body of the text. Don't forget to include your E-mail address.

* Our home page on the World Wide Web. This has been in existence since last year and we'll try to update it as often as the information for the mailing list. The home page will contain more detailed information concerning times, schedule of events, directions on how to get there, competitions and housing.

The address is "www.tripnet..se/sak/nas".

* STraight BBS. This is the Swedish Atari Club's home BBS. Information concerning NAS will be included in the SAK menu. You can also use this BBS to ask any questions you may have. The telephone number is: +46 31-336 39 73.

* Our club magazine, "AtariMagasinet", will contain adverts with more detailed information concerning NAS97 in issues 1/97 and 2/97. This is the largest mailshot we will send to our (SAK's) members.

* Our show co-ordinator is Rolf Johansson. He's supposed to know everyting there is to know about NAS97. If you have questions to which you've been unable to get answers anywhere else you can send him a message at "rojo@tripnet.se" and you'll get your answers. If you wish to get into direct contact with him, he can be reached on his mobile 'phone on +46 70-669 52 35.

WE'RE LOOKING FORWARD TO SEEING YOU AT THE NORDIC ATARI SHOW 1997!


==========================================================
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone: +46-(0)31-3363973. FidoNet 2:203/221, NeST 90:1101/104 =
==========================================================

# 5176. ACCEPT MAJOR CREDIT CARDS !!!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: takecards@answerme.com
Message-ID: <5gfk7n$2b2@news.shscomputer.com>
Source record: 125766

ACCEPT MAJOR CREDIT CARDS WE APPROVE !!!!!
********** **********
Visa, Master card, American Express, Discover Card

Merchant Bankcard Systems, a proven leader in our industry, can
provide your business the ability to accept credit cards from customers.
Accepting credit cards is a must in today's marketplace. Your sales will
increase as customers know your business welcome's there card. Don't
lose another sale, because you don't take credit cards.

Our rates are among the lowest in our industry, starting at 1.55% !
Over 97% of our clients ARE APPROVED! We can approve almost any
type of business. We are approving businesses just like yours everyday!

WE APPROVE:
* RETAIL BUSINESS * MAIL-ORDER
* SERVICE BUSINESS * PHONE-ORDER
* PROFESSIONAL * HOME-BASED
* RESTAURANTS * ON-LINE BUSINESS
WE OFFER:
* ZERO-DOWN START UP !!!! * FREE- FED-EX SHIPPING
* APPROVALS IN 48 HOURS * FREE -TEC-SUPPORT
* PC SOFTWARE AVAILABLE * FREE - PERSONAL PAGER
* MAC SOFTWARE AVAILABLE * NO HYPE / NO HASSLES

******APPROVALS WITHIN 48 HOURS******

http://www.takecards.com
****** WE APPROVE ******

VISIT US US NOW !!!!!!!!

Send me Email here</a>">E-MAIL US NOW !!!!!!!!

# 5177. WTB: Stacy 4

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <5gedmk$5n2$2@cti01.citenet.net>
Source record: 125767

```
Requested minimal specifications:
-------------------------------------------------
Stacy
-----
4Mb Ram
Internal HD
-------------------------------------------------
Internal HD capacity is not important, as replacement SCSI drives
are available locally, but I do need that Internal SCSI controller.
-
Preferably offers from within Canada (I'm in Quebec) as I would
rather avoid the burden of Canada Customs if buying from the US.
-
e-mail offer and details (condition of equipment, included goodies),
and specify the currency when quoting your offer.
=
Thanks to people who replied to my previous post about M-STE/TT,
I have now purchased a very happening TT030 with a PTC1426, but
I have yet to see replies about the Stacy. Anyone?
=
-----------------------------------------------------------------------
From: Martin-Eric Racine Reply-To: q-funk@megacom.net Irc: Q-FUNK
Home: http://members.tripod.com/~Q_FUNK/ comp.sys.atari.st.stik
-----------------------------------------------------------------------
"Necessity is the mother of invention. I wasn't born a STiK author;
I just had to become one when my Atari *looked* like it could still
show surprising usefullness in this age where everything everywhere
including your favorite songs got copyrighted by Micro$uck$" Q-FUNK
-----------------------------------------------------------------------
```

# 5178. Re: Inferno SuperOS 1.0 -- realtime networking OS with only 1MB memory requirem

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: jq@papoose.quick.com
Message-ID: <5gebjm$s3o@papoose.quick.com>
Source record: 125768
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

In article <33285F0D.25F5@ba.ssdn.skellefte.se>,
Johan Rvnnblom <JRo0605@ba.ssdn.skellefte.se> wrote:
>It sounds like a very special-purpose OS though, not intended for
>general use.

Not as special-purpose as I suspect you are thinking.

Inferno is a direct descendant of Plan 9 the research operating
system which most of the original Unix designers pioneered at Bell
Labs.

These operating systems are truly extensible distributed environments
in which different components of the environment may run on many
different hosts at once. What is most intriguing to me about
inferno is that the bare bones kernel is flexible enough to support
not only multi-threaded processes, a flexible VM address space,
and through Styx, interoperability with both LAN and WAN IP networking
(with or without packet encryption).

Everything in Inferno, like in Plan 9, is implemented as a dynamic
name space, and arbitrary subtrees of this name space can refer to
processes, hardware resources, and data resources which are remotely
hosted. This environment can support the development of software
which can run native in a very small footprint, like a PDA, set
top box, or other specialized information appliance. It can also
run in a number of different virtual machines which are hosted by
other native operating systems (various Unices, NT, etc.).

I strongly recommend that you check out the pages at
http://inferno.lucent.com/inferno/index.html

I've heard some people complain about this system because its
primary language (Limbo) is not OO. That is no reason to
ignore this environment. The language is simple and elegant
and supports very flexible mechanisms for encapsulation and
module re-use which rival that of many fully OO development
environments. Also due to breadth of horizontal support from
the underying environment, it should be very easy to write
complex systems here which leverage other OS and application
services without having to re-invent the wheel - (much like
NeXT software has long enabled us to do).

Unfortunately I have still not played around with Dis yet, since
I do not have the spare hardware to load an OS which supports

Dis yet, and I keep dragging my feet on using NT.

I eagerly await a Dis implementation in the Yellow box.
(oops, pardon my manners -- wipe drool off my keyboard)
--
___ ___ | James E. Quick jq@quick.com
/ / / | Private HealthCare Systems NeXTMail O.K.
_/ (_\/ | Systems Engineering Group (617) 895-3343
) | The best wetware is often in beta.

# 5179. ST disk images: WHERE?

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: b00gieman@usa.net
Message-ID: <3329e6ea.1398498@news.gisco.net>
Source record: 125856

Hello...

please anybody tell me where I can find working disk images for the ST
emulator Pacifist.

Boogieman

## 5180. .ST image file to real ST disk converter needed

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: b00gieman@usa.net
Message-ID: <332be7b4.1600290@news.gisco.net>
Source record: 125857

Hi there!

I know there's a program which converts ST disks to .ST image files.
But I'd also like to convert those files back to disks! Is there a
program which does that?

Boogieman

# 5181. Re: Pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970315001908390 56@pwomar.demon.co.uk>
Source record: 125858

Mike Weber and Chris Tabacco <mweber@li.net> wrote:

> ------------E7743162D670
> Content-Transfer-Encoding: 7bit
> Content-Type: text/plain; charset=us-ascii
>
> All I can say is some of you guys out there either have no life and
> think that they are the newsgroup police or your just an a$$hole in
> general who has nothing to do but try to protect an ancient operating
> system. I laugh at some of your comments some of you have posted. Either
> your just being funny or just plain stupid. Wake up and smell the
> coffee. Your living in the past. You don't get anywhere if you live in
> the past forever. Anyway this Pacifist ST emulator rules! Brings back a
> lot of ST memories when I was a child. Anyone have any good Pacifist
> disk images? I am willing to trade some if you don't have them already.
> All you anal people out there no need to reply... L8r...

It's a pity you upgraded your computer and still have not got the
faintest clue what software to get or even how to use it, you choose to
use a Web browser to read news and spew useless html shit all over the
globe and then we are supposed to take you SERIOULSY? You have to be
kidding, you have no idea why you changed machine except because
everyone else was and you followed the pack when everyone else was
buying PC's.

> P.S. - Are all you english (UK) people this snotty?

Are all US citizens fuckwits?

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5182. Re: Atari Times 7

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Colin Polonowski <polonowski@zetnet.co.uk>
Message-ID: <01bc30d5$5cc34680$5d29f7c2@zetnet.co.uk>
Source record: 125859

Colin Polonowski <polonowski@zetnet.co.uk> wrote in article
<01bc30ac$697c6740$8f28f7c2@zetnet.co.uk>...
> Atari Times 7 is now available to ready on line. This will be replaced
with
> issue 8 once I finish it. In the mean time, have a look so you get some
> sort of idea what it's all about!

oops the page is:

http://www.users.zetnet.co.uk/polonowski/

# 5183. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970315001923400007@pwomar.demon.co.uk>
Source record: 125860

Adrian Bridgett <apb25@apb25.emma.cam.ac.uk> wrote:

>
> FYI someone has copyrighted (or was it patented) loads of numbers -
> something to do with factorizing large primes IIRC!

Are you sure about this? I heared that the main reason that Intel
called the Pentium rather than the 586 was because tehy couldn't legally
protect numbers being used by other competitors.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5184. Re: How can I read a Pc disk????

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970315001922399928@pwomar.demon.co.uk>
Source record: 125861

Alejandro Claveria Lopez <i1443545@petra.euitio.uniovi.es> wrote:

> Hi there!
> I've been downloading some stuff from Internet, and my problem
> it`s that I don`t know how to read this files from my atari;
> Should I format the disk to 720K or should I get a program to
> read them (if one it`s available)??

You said it, use DD disk formatted to 720 on the PC, that's it.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5185. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970315001924400062@pwomar.demon.co.uk>
Source record: 125862

SNAPPER <snapper@dial.pipex.com> wrote:

> A few thoughts on copyright paradox...
>
>
> Is it possible for me to copyright the number 5 ?
>
> 100 ?
>
> 1000000000102030405494 82 ?

No, no & No.

> I think not, but any computer file is really just a
> large number, each consecutive byte of a program
> for instance will form a big number.

It depends how you look at and interpret it, I've never seen any code that is formed entirely of numbers, you could of course look at it in binary but you could also do that with a book, you could translate it into a binary but it wouldn't remove the restrictions on it's reproduction.

> So, I can copyright big numbers but not small numbers ?
>
>
> What if I made an equation, which produced the big number
> for TOS 1.02 ?

Depends how good your equation was I suppose but in reality if you are actually using a method of encoding to encode and then decode an original TOS image then it's illegal to distribute said code. Otherwise ZIP files of pirated stuff would be legal, it is clear that they are not.

> I might even have a program, based upon this great equation
> of mine, so if I entered a 1 at the prompt, my great equation
> program would generate TOS 1.00 from it.
>
> But, if I entered a 2100 at the prompt, the (GE) prog would
> generate a copy of TOMB RAIDER for me,
> 2101 -TOMB RAIDER 2 --even before it's released, etc etc..
>
> Would this great program of mine be breaking any copyright?

They are highly complex issues BUT I woul say that if the code from the original games was used in order to write the routines to reproduce the

code then yes I would think it would break the copyright but I know you don't really care, you just want to be let off of a crime by some obscure technicallity in order to offload some guilt.

> You'd never have to buy another piece of software again...
> Also, there'd no longer be a need to write any!

If it generated NEW code then great, but that's not what you are suggesting is it and lets be honest, plugging numbers into a program like the one that you suggested via an actual algorithm that used the number and only the number to generate said code would not be possible for a VERY long time and I would risk ever.

> And, what if I wrote a great PC game, which sold really well
> then found that if I put the program file on an Atari ST, it ran
> and was TOS 1.62 ?

If you genuinely wote such code and did not look at the code for TOS then you may well get away with it although it is possibly illeagal, but again it's pretty much impossible for that to happen.

> And if I tried it on the Amiga, it ran as something hitherto not
> thought possible, e.g... A program which in itself was a sort
> of entity, with it's own consciousness ?

I'm begining to get the feeling that you writing the infamous "Hello World" program would be a challenge.

> And in so doing it might make a more sensible copyright law...

Ah of course the copyright law that protects intellectual proerty is stupid because you can't steal their work, I get you.

> And if I had 1000 monkeys with 1000 typewriters and waited
> 1000 years....

There has been recent proof that this theory is infact untrue, the proof being the Internet. Millions of people, millions of keyboards, millions of shit.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

## 5186. Wordwriter converter??

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: manderso@nero.uvic.ca
Message-ID: <5gcr7q$luu@uvaix3e1.comp.UVic.CA>
Source record: 125863

Does anyone know if there is a file conversion utility for Timeworks "Wordwriter" wordprocessor? I've got a bunch of documents I'd like to switch over to MS Word on a Mac, and just don't want to have to lose all the formatting as the only way to do it right now is saving as ASCII.

Any help appreciated...

Mark

--

Mark Anderson manderso@nero.uvic.ca

# 5187. Re: Tell me about ASH's Phoenix

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: All@Sea
Message-ID: <458_All@Sea>
Source record: 125864

szhays@dale.ucdavis.edu was murmering to All ...

Hiya Eric ...

s> Yes, and as there is NO English distributor of many of the above
s> mentioned programs, there is NO information available about them in
s> English.

It's amazing really because you'd think that if they were available in English then maybe people would buy them ... and yet we are starved of some of the better programs and who knows why?

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 5188. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: damien@jetman.demon.co.uk
Message-ID: <3329f663.963009@news.demon.co.uk>
Source record: 125865

On 13 Mar 97 21:17:07 +0500, hoggett@airtime.co.uk (Bill Hoggett) wrote:

>The question is: what was the licence agreement when TOS was originally
>distributed as part of the host computer ? The likelyhood is that the
>licence is clearly spelled out somewhere in the manuals, and AFAIK it
>still holds.

There is no licence agreement in my Owner's Manual *at all*.
--
Damien Burke

# 5189. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970315001921398 35@pwomar.demon.co.uk>
Source record: 125866
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Nicholas Bales, Toulouse, France <bales@garonne.stortek.NOSPAM.com>
wrote:

> In article <19970312191831133347@pwomar.demon.co.uk>,
Paul@pwomar.demon.co.uk (Paul Womar) wrote:

> >I would however argue that one of the main reasons and the original use
> >for actually having an executable bootsector is so that TOS could be
> >loaded but it's all about how you look at it, let's just agree that disks
> >can have an executable bottsector which the ST looks for and can be used
> >to load TOS from disk and leave it at that.
> >
>
> Nice. Now is there any way we can set up a disk to have such a bootsector.
>
> I have tried Quicktos and haven't got it to work.
>
> Can Gemram be configured to load a TOS image from disk instead of from ROM
> ?

I'm pretty sure Gemram can be forced to load from disk as the SHBUF
patch creates a patched version of TOS2.06 and saves it to disk so there
must be someway to load it back up, my SHBUF didn't come with
instructions however :-(

-- To reply to this message there is no need to remove anything from my
email address, clever that!

# 5190. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: Rev.Rich@atarinet.portland.ABSOLUTELY.or.NO.SPAM.us
Message-ID: <5gd3m1$8lg$1@nadine.teleport.com>
Source record: 125867

In article <5g33fr$4ic@alpine.psnw.com>,
daymon@mammoth.psnw.com (Mike Freeman) wrote:
>
>I *STILL* haven't gotten STiK to work with my ISP. We're both totally
>confused by this!

I finally broke down and installed PPPkit 1.4 last night and I must report that it works VERY well - reasonably fast, stable, and (most important) I can actually connect with my ISP again. Tonight I'll be trying GlueSTiK (gluestik-0_02b2.zoo) to see if NEwsie and whatnot will work - if not, I'll have to install Oasis 1.35 again, I suppose. Anyhow, now that I see what little needs to be done to make PPPkit work, I'll be writing a simple setup program to make it simpler for people to add the specific information for their own ISPs - that way, instead of locating and manually editing 3 or 4 text files, you can just unpack PPPkit, run the installer, and then run setup in GEM to plug in the info.

I'll still probably buy Termite when it comes out, though.

# 5191. NVDI driver for Panasonic KXP1081 D.M. printer?

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31453_please@no.spam.mail.here.mettav>
Source record: 125868

FROM: SSweet@mettav.demon.co.uk
SUBJ: NVDI driver for Panasonic KXP1081 D.M. printer?

m> I am looking for a driver suitable for use under NVDI 4.11 that will
m> work with a Panasonic KXP1081 impact dot-matrix printer.
m>
m> I tried the standard Epson FX-80 driver, but the page printed as a
m> series of horizontal bands. Each band contaned a small band of the page,
m> compressed vertically. The Epson LQ driver just printed garbage.

Is your printer set to Epson or IBM emulation, it sounds like the paper feed
resolution could be wrong.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Buy a Pentium/90 so you can reboot faster.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 5192. FS: Flight Sim and many acc disks

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: jpasquini@aol.com
Message-ID: <19970315044700.XAA19907@ladder01.news.aol.com>
Source record: 125869

I have Flight Simulator and Scenery Disks 7,9,11, Western Europe and Japan for sale. Asking $25+shipping for all.

# 5193. Wild & Wacky Auction (Final 24 Hours!!!!)

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970315063300.BAA24846@ladder01.news.aol.com>
Source record: 125870

24 Hours Remaining before the Auction goes into the Going Once, Going Twice, SOLD.

This is your last chance to get ahold of some truly unique collectables!!!!!

---

Wild & Wacky Atari Auction (Final 24 Hours)

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing your package and adding $1 for materials - Priority stuff <2 lbs will be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will be accepted. I would NOT reccomend sending cash, but some people seem to
anyway. Checks will be held for approximately 1 week to clear. MO orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March 15th.
One final post will be made to newgroups. A bidder who is not on the update list may bid on a G1 item, but not a G2 item. Any raise to an item in the G1 or G2 phase will result in the item staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
---
---

Atari "Centipede" T-Shirt (Brand New) $17 rwagner
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $10 cstrong
Atari "Centipede" hanging multi-piece mobile (Brand New) $11 insane
Atari "Millipede" hanging multi-piece mobile (Brand New) $11 insane
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $6 J.Kock
Atari Grey Service Center Coffee Mug $10 cstrong
Atari "Power Without the Price" Balsa Wood Glider $3 J.kock
Atari Red with Gold Lettering Pen holder $11 fenris
Atari Laser Art solid wood paper holder (Brand New) $10 mderolle
Atari solid Brass Belt Buckle (Brand New) TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

---
---
BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $50 bworkman

Activision OINKERS:
Activision RIVER RADIERS:
Activision GRAND PRIX DRIVING TEAM:
Activision SUB CLUB:
Activision SPIDER FIGHTERS:
Activision TRAIL DRIVE:
Activision EXPLORERS' CLUB:
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM:
Activision MEGAMANIACS:
Activision FLYING ACES:
---
---
Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash
---
---
Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11
Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com

Web Site: http://members.aol.com/cvendel/vaporware.html

# 5194. For Sale: Atari Falcon 030-Email for details

Newsgroup: comp.sys.atari.st
Date: 1997-03-15 00:00:00 UTC
From: fluke@MCS.COM
Message-ID: <5gdh8g$bqe$1@Jupiter.Mcs.Net>
Source record: 125871

I have decided to sell my Atari Falcon 030 in the interest of
raising money for a new computer. The system is equipped with 4 megs of ram,
a 345 meg hd, screenblaster I, and much software. Please email for details.
I re-cased this system into a Tower case, as I wanted room for drives. I have removed the
full height 760 that I had in there, but there is still the
1x CD-ROM drive in it with a caddy. Everything works fantastic on the machine,
aside from the evil behavior of the audio in jack, which is a result of the
cruddy plugs atari put on the rear of the motherboard. Email me if you want
details. You get the computer, a TT-Keyboard, and a 3-button mouse.

Offers Starting at $650.00

Greg Linder
fluke@mcs.com

# 5195. 14MB falcon upgrade and external keyboard

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Wes Nakamura <wknaka@trinidad.stc.housing.washington.edu>
Message-ID: <Pine.LNX.3.94.970316143841.10654i-100000@trinidad.stc.housing.washington.edu>
Source record: 125623

Hi all,

I'm having trouble trying to upgrade my 4MB falcon to 14MB. I have a RAMGizmo, which takes 4 30-pin SIMMs. I also have 2 sets of SIMMs: the first is a set of 4 70ns 4MB non-parity SIMMs that used to be in a TT, the other is the set of 4 1MB SIMMs that originally came in the TT. Both sets worked flawlessly in the TT. The original 4MB falcon memory board, which is what's in the falcon now, also works flawlessly.

When I use the 4MB SIMMs in the falcon, things appear to work normally, except the display has some irregularities, mostly thin multi-colored vertical lines. It seems to run all right, although I haven't left it running long enough to see if it would crash. It passes the initial memory test with no problems.

The 1MB SIMMs really screw up the display: it ends up with about 4 horizontal copies of the initial Atari bootup logo, except they're cut in half vertically. The internal IDE hdd also started to go crazy, so I turned the machine off right away.

Is the falcon more picky about memory than the TT? If the fact that the memory worked in a TT means it should work in a falcon, where can I get a replacement board that can use these SIMMs?

If the fact that the memory worked in a TT doesn't mean anything, and so either the memory or the board is at fault, where can I get a reasonably priced board that's guaranteed to work?

In short, any suggestions? Unfortunately I don't have another falcon, a different ram board, or other SIMMs to test with. Obviously I'd like to use as much as the equipment I've already got if possible.

Also, can anyone point me to the pinouts for the keyboard connector on a falcon and the corresponding pins on an external keyboard's phone jack? I have a Mega ST keyboard that I'd like to use, so I'd like to build my own connector.

Wes.

# 5196. Re: Pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970316163312.27217H-100000@freenet>
Source record: 125624

> It's a pity that your a still a moron running an ST on the internet. I
> think you should upgrade your computer so you can read the HTML coding.
> Don't compare your lously ST browser to the power of NETSCAPE 4.0.
> FEEL THE POWER!!!!!

Feel the diskpace being sucked away! Watch in awe as your messages more
than double in size! Hear the news admins grumble as they are forced to
triple the newsservers disk capacity! Watch your subscription rates
skyrocket because *you* have to pay for it!

> Anyway I didn't ask for your opinion so please shut up.

Then why do you post in a public forum?

--

"The internet is full. Go away!" - Joel Furr

- --------------_------------------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -

# 5197. FS: Videocard & Memory

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: valeryb@bnr.ca
Message-ID: <5ghqu7$hpc@bmerhc5e.bnr.ca>
Source record: 125625

For sale: Trident PCI-57V Videocard w/2MB RAM
Less than 1 yr old, original packaging......$75 OBO

2X16MB non-EDO 72 pin SIMMs.................$180 OBO

Please Email to Valery at valery@ottawa.com

# 5198. Re: PPPLink14 and me

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970316172024.4178B-100000@freenet>
Source record: 125626

6On 14 Mar 1997 leslieh@valis.worldgate.com wrote:

> :) ). Now, I have two questions/concerns - 1) I use a 33.6 modem, and the
> maximum speed I can set HSModem to that will connect with the modem is
> 38400. This bites, as I can use the TIA setup at 115,200 or 57,600 baud. I
> also believe that the modem is sending stuff too fast for the computer to
> receive at 38,400.

How about some basic stuff...

You neglected to say what model Atari you're using. Are you sure its set up
to communicate faster than 38400? A stock ST or non-Mega STe can not*
communicate faster than 19200bps. I think if you set one of these to
38400bps, you'll actually be running at sub-300bps speed...
(150bps anyone? :)

On a MegaSTe or TT you must not* use Modem1, you must use Serial1 or
somesuch... (not too familiar with anything newer than a MegaST... :P )

On a Falcon, you should be OK. You should also note that just about every
model of the ST has problems of some kind with serial ports. You should be
running HSmodem no matter what... :)

This is all basic stuff that You Should Know Already. (TM) :)

--
_ "The Internet is full. Go away." - Joel Furr
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 /|\ 386sx/16

# 5199. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Lazy <toz@reincarnate.com>
Message-ID: <01bc3238$bc324620$aca0edc2@PPP.usacomputers.net>
Source record: 125627

>Hello,,, I really made a stupid error. I requested TOS 1.04 but
>It was 1.02 I was looking for.. (arrg!)

Some people are quite whiny about requesting TOS images.
Anyway, if you have any tos.img file, I'd really appreciate if you
were kind enough to send me it.
Never mind which version, but the higher the better..
If I find any I'll mail it to you ok?

Lazy

# 5200. Atari Jaguar, Jag CD, Lynx stuff

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: lynx14@earthlink.net
Message-ID: <5ghtgs$dsm@lois.zippo.com>
Source record: 125628
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Atari Jaguar, Jag CD, Lynx stuff

http://www.vglq.com

## 5201. Re: PPP available soon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5gi6qt$hl9@nnrp1.news.primenet.com>
Source record: 125629

On 17 Mar 1997 01:17:53, Hallvard Tangeraas wrote:
>How far down the road is a usable PPP setup "for the rest of us"?
>So why has STik been developed for SLIP systems then? Does everybody but me
>have access to SLIP?
>
SLIP was easier to develop. It was the standard long before PPP. It
always makes sense to deliver something rather than nothing. And yes,
there is development on PPP, it just takes a while when you're doing
it in your spare time.

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

# 5202. Q: SCSI ZIP on Mega 2 ST .. how?

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31673_please@no.spam.mail.here.mettav>
Source record: 125630

<buzz><distort><crackle>

Message incoming from Steve to none@nowhere.com*...<fizzz>

Hi Steve!

n>> I know this has been ans a zillion times, but how, exactly, do I use
n>> my new SCSI ZIP on my Atari Mega2 ST. What do I need and where does
n>> it go?
SS>
SS> You'l also need something like a LINK II plugged between it and the
SS> ACSI port on your ST. Also some Software to partition the disks.
Also some means of powering the Link, if there isn't another device on the
same SCSI chain providing term. power then the questioner will also need to
arrange for a 5V feed to the appropriate pin on the ZIP.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 5203. FS: STe and...

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Frank Lockwood <lockwood@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.93.970316213519.24672A-100000@srv1.freenet.calgary.ab.ca>
Source record: 125631

1040 STe, TOS 1.06, 1 Meg of RAM
SM 124 Monitor (unmodified, original condition)
50 Meg Supra Hard disk
SF354 External Floppy Drive (not working - perhaps fixable?)
SX212 Modem (1200 baud)
Atari Mouse
Hybrid Arts "SMPTE Box" and
Barefoot Software "SMPTE Track Platinum" v.7.10
Programs:
Microsoft "Write" and original Atari GDOS 1.1 installation program.

Looking for the closest offer to $200 Canadian, plus shipping from
Calgary, Alberta. Email replies please.

____/ /
/ / Frank Lockwood
__/ / Calgary, Alberta, Canada
__/ _______/ http://www.candisc.com/fl/

# 5204. Re: Where can I buy a NOVA board for my Falcon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199703161316.a54357@do2.maus.de>
Source record: 125632

JH>Howard Carson at MGI recommended the NOVA board "if I could find
JH>one". Is there a better option?

No. The NOVA is the best option I know. The only disadvantage is that it doesn't work together with more than 4 megs of ST-RAM.

JH>I've got the Wizztronics ram board which takes 1 16 meg 72 pin SIMM if
JH>I have the terms right.

So there is hope. I would recommend to buy a 4 meg 72 pin SIMM (very cheap) and to downgrade your falcon until you can afford to buy an afterburner accellerator card. The afterburner can be equipped with the 16 meg SIMM of your Wizztronics ram board. -> 4 meg ST-RAM and 16 meg FAST-RAM

JH>How big is the Magnum card?

I'm sorry but I don't know anything about it.

Tschuess
Frank

# 5205. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: hoggett@airtime.co.uk
Message-ID: <670.7014T1401T1241@airtime.co.uk>
Source record: 125633

Damien Burke <damien@jetman.demon.co.uk> wrote:

>On 13 Mar 97 21:17:07 +0500, hoggett@airtime.co.uk (Bill Hoggett) wrote:

>>The question is: what was the licence agreement when TOS was originally
>>distributed as part of the host computer ? The likelyhood is that the
>>licence is clearly spelled out somewhere in the manuals, and AFAIK it
>>still holds.

>There is no licence agreement in my Owner's Manual *at all*.

I dunno, I was just posing the question. It seems Atari boo-boo-ed.
That leaves the legal issue in very murky waters...

---
Bill Hoggett (aka BeeJay) <hoggett@airtime.co.uk>

IF GOD IS LIFE'S SERVICE PROVIDER WHY HAVEN'T I GOT HIS I.P. NUMBER ?

# 5206. Re: How to get "Nodesk" going?

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCQVADUSUp@tos.ak.planet.gen.nz>
Source record: 125634

In <33284df6d48ba0@sn.no> Hallvard Tangeraas wrote :

>I've gotten hold of the "nosys" package as well now, so I copied
>"nosystem.prg" over to the AUTO folder, rebooted the machine, ran
>"noconfig.prg" and had a look at the parameters there. I barely changed
>anything- just the language ofcourse to English.
>Then I rebooted the machine again, but I certainly didn't see any new
>desktop although upon booting I got the message that the No|system was
>initialized (or whatever).... IS this a replacement desktop or is it
>something else, and what on earth is the "nodesk" package for? All I could
>understand that there was any use for was the "nosys" package.
>I'm a little confused..

"Nosys", from what I gather, is a kind of custom GUI interface that fits in with GEM.

NoDesk is a replacement desktop.

NoDesk uses Nosys, so in order to use Nodesk, you need Nosys. Just put nosystem.prg in your auto folder, as you have done, then run Nodesk.

Nosys alone is of little use to a user.

Why they didn't just use standard GEM, and save all the bother of non-standard Nosys, I don't know.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 5207. Taylor UUCP won't dial; uux prob. - _please_ help!

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCQVADUQUp@tos.ak.planet.gen.nz>
Source record: 125635
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am currently attempting to use Taylor UUCP under MiNT to get my email, since I am finding UPoint (which I currently use) rather limiting.

I've got an excellent mail reader, Mutt, working fine, as well as an rmail that will deliver the mail locally, but I am havign trouble with Taylor UUCP itself.

Previously, I had Taylor UUCP working perfectly, dialling my ISP and receiving the mail. At this point, however, I had no mail reader so I didn't take it further. Now that I have a mail reader, however, I've found that Taylor UUCP will no longer dial the remote machine.

At the shell prompt, I type

uucico -S planet

(planet being the name of my ISP's machine) but instead of dialling (like it used to do) nothing happens. Uuxqt is executed immediately after I enter "uucico -S planet" but uuxqt exits about half a second after it is executed and no dialling takes place.

The strange thing is, I do not recall changing anything in the configuration since I had it working.

I also found that trying to run uux with the `-' option, in order to make it pass the standard input on to the remote task (rmail in this case), caused uux to crash. Luckily I (hope I) can avoid this by using a command like the following:

uux 'planet!rmail < localfile'

where localfile is a temporary file created by my custom sendmail, containing the message text.

Here are the Taylor UUCP configuration files that appear relevant:

--- /etc/uucp/config ---

```
# The UUCP name of this system
nodename tos

# The UUCP spool directory
spool /var/spool/uucp

# The UUCP public directory
pubdir /var/spool/uucppublic
```

```
# The UUCP log, statistics and debugging files
logfile /var/spool/uucp/Log
statfile /var/spool/uucp/Stats
debugfile /var/spool/uucp/Debug

# The maximum number of uuxqts
max-uuxqts 1

--- ---

--- /etc/uucp/port ---

# Portfile for modem on device /dev/ttyb with speed 19200 baud.
#

port port1
type modem
device /dev/modem2
dialer hayes
speed 38400

--- ---

--- /etc/uucp/sys ---

# This is a sample sys file that might be used in a leaf system. A
# leaf system is one that only contacts one other system.

called-login ANY
called-chat-timeout 10
commands rmail rnews

system planet
call-login *
call-password *
chat "" \r\c ogin:-BREAK-ogin:-BREAK-ogin: \L
time any 0
phone 8189955
chat-timeout 60
port port1
protocol-parameter i timeout 20
protocol-parameter i retries 10

--- ---

--- /etc/uucp/dial ---

# All dialers named in the port (or sys) file must be described in the
# dial file. It is also possible to describe a dialer directly in the
# port (or sys) file.

dialer hayes

chat "" ATZ\r\d\c OK ATDT\D CONNECT
```

```
chat-fail BUSY
chat-fail NO\sCARRIER

complete \d\d+++\d\dATH\r\c
abort \d\d+++\d\dATH\r\c
```

--- ---

I've been trying to get this working for months now, and every possible problem seems to be occuring, so any help, no matter how obscure, would be greatly appreciated. In particular, I would be very pleased to speak with anyone who uses or has used Taylor UUCP.

I look forward to hearing from you.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 5208. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: michael@ghf.augusta.de
Message-ID: <HCQLEBAFUP@ghf.augusta.de>
Source record: 125636

In <HCPIEGUZUP@wa.caeci.ol.ni.schule.de> Gerd Walter wrote:

>I don't mean the old version. There is a new CAB optimezed version of
>Texel, that together with a software called OLGA can directly
>bestarted out of CAB. OLGA and the new TEXEL together are able to
>create and edit complete WEB-PAGES.
>
>You can read this in the ASH-INFO from 10th of March 97, Page two left
>column nearly 8 cm from the bottom.

Hi Gerd, but I can't read it.

So at the second side, left column there is:

"Tabellen f&#65533;r ein HTML-Dokument gstaltet man am bequemsten mit Texel 1.6, das
ebenfalls speziell f&#65533;r CAB erweitert wurde."

So in english: "The easiest way for _tables_ in HTML-Documents ist to use
Texel 1.6, which is specially expanded for CAB."

They don't write about a whole HTML-Side. One paragraph above they talk
about HTML-editing with QED.

Greatings Michael

--
==========================================================================
Michael Pieper /\ /\ privat: michael@ghf.augusta.de
<*> <*> Michael_Pieper@ll.maus.de
+49-821-2991133 -^- http://www.augusta.de/~michael/
==========================================================================

# 5209. Re: .WMF to convert

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: publish@zetnet.co.uk
Message-ID: <5gfj5t$6su@irk.zetnet.co.uk>
Source record: 125673

HI Roy

>Are there any programs that will convert .WMF to .JPG or .GIF?

WMF's are Windows Meta Files, ie vector files. No easy way of changing them into colour bitmaps on the Atari methinks :-(

Using X-Change you can convert to CVG format, but you lose the colour IIRC. I'm sure there is a PC (!!!) program that could convert vector to bitmap, but that probably means finding someone with the software and hardware.

>I don't mind if it is in stages, as long as I get there :-)

Could be a long-winded exercise I'm afraid :-(

Best wishes
Mike Kerslake

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
publish@zetnet.co.uk - For Playback RadioWorks Info!
ataricomputing@cix.compulink.co.uk - For Atari Computing Info!
mkerslake@cix.compulink.co.uk - For Direct Mail!
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5210. Re: CAB Help me keep hope

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: ccook@icis.on.ca
Message-ID: <5gfjj0$2pu$1@nic.win.hookup.net>
Source record: 125674

On 26 Feb 1997 21:39:45, Michael Grove wrote:

>
>I decided to give CAB a try again. I had good luck
>with the earlier version, but with 1.5 (030) and
>OVL1.21 almost all servers give me error #600.
>My providers site works fine as does the Afterburner
>support page. The STik page, Computer Direct and
>Toad will always give the error #600. I have plenty
>of cache (disk and memory) set aside. HSModem 6
>for SCC drivers, and STik 1.12. Newsie ALWAYS works
>fine. MGFTP works like it always did:). I might have
>problems with the configuration file as I changed some
>of the settings to what my provider recommended.
>Most all of my Hotlist sites that use to work don't
>now. I tried OVL 1.18 with no better luck.
>Any ideas for this Falcon nut? This is all under TOS.
>
>Mike

I had the same problem with 1.21. Version 1.20h is the last one that I
could make work on my Falcon. It works fine with CAB 1.5 under TOS,
Geneva and Gluestik. Version 1.21 won't work with any one of those
configurations - just error #600.

Cliff Cook

ccook@icis.on.ca
---

# 5211. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31594_please@no.spam.mail.here.mettav>
Source record: 125675

Out of the ether, the following was mentioned by Harry...:

HS> Ghostscript from Compo (a snip at 200+ukp!). A printer that
HS> contained a Postscript processor internally would typically cost a
HS> premium of approx 500ukp at one time - I think the HPIII Si was an
HS> example of one (but I could have got that one mixed up with
HS> another...).
Well a LaserWriter NT used to go for 299 UKP, which was a postscript
compatible 300dpi printer which could be connected to the Atari as we

I think (not sure though) that the HP Postscript printers are designated with
an M in the name so the HP 4SIMX's we use at work are networkable with
postscript (don't know what the X designates) and the 4MV's are again
Postscript and support A3 printing (V).

Personally my LaserJet 3 with PacificPage cartridge handles PS well enough
for my uses, just a shame that Calamus S doesn't support it and I then have
to reboot the printer, disabling the cartridge.

Spencer

--

Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5212. Re: CAB Help me keep hope

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: csilver@kendaco.telebyte.Spam.This.com
Message-ID: <5gfsqt$on@news.telebyte.com>
Source record: 125676

On 16 Mar 1997 01:49:20, Cliff Cook wrote:
>
>On 26 Feb 1997 21:39:45, Michael Grove wrote:
>
>
>>
>>I decided to give CAB a try again. I had good luck
>>with the earlier version, but with 1.5 (030) and
>>OVL1.21 almost all servers give me error #600.
>>My providers site works fine as does the Afterburner
>>support page. The STik page, Computer Direct and
>>Toad will always give the error #600. I have plenty
>>of cache (disk and memory) set aside. HSModem 6
>>for SCC drivers, and STik 1.12. Newsie ALWAYS works
>>fine. MGFTP works like it always did:). I might have
>>problems with the configuration file as I changed some
>>of the settings to what my provider recommended.
>>Most all of my Hotlist sites that use to work don't
>>now. I tried OVL 1.18 with no better luck.
>>Any ideas for this Falcon nut? This is all under TOS.
>>
>>Mike
>
>
>I had the same problem with 1.21. Version 1.20h is the last one that I
>could make work on my Falcon. It works fine with CAB 1.5 under TOS,
>Geneva and Gluestik. Version 1.21 won't work with any one of those
>configurations - just error #600.
>
>Cliff Cook

Hi Mike and Cliff,

If your running CAB v1.5_030 make sure your using all the files from v1.5
and didn't just change the cab.app. If you changed your Stik default files
you might try these:

TTL = 64
PING_TTL = 255
MTU = 576 (Routers use 576 octets)
RCV_WND = 2048

For me, cab.ovl 1.18 is still the most stable and will connect to most sites,
though not always complete. I don't get #600 errors anymore.

Charles

## 5213. Zip disks between st and pc

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <332b7696.2872084@news.injersey.com>
Source record: 125677

Is there a way to use a zip disk from an ST on a PC and vice versa?

# 5214. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5gghh5$mgu@lyra.csx.cam.ac.uk>
Source record: 125678

Paul Womar <Paul@pwomar.demon.co.uk> wrote:
> Adrian Bridgett <apb25@apb25.emma.cam.ac.uk> wrote:

> >
> > FYI someone has copyrighted (or was it patented) loads of numbers -
> > something to do with factorizing large primes IIRC!

> Are you sure about this? I heared that the main reason that Intel
> called the Pentium rather than the 586 was because tehy couldn't legally
> protect numbers being used by other competitors.

Here is the original article (wow - a search I did came up with what I
wanted at the *top of the list*!)

---cut-here----
PATENT law has been used for the first time in the arcane world of
mathematics. A patent has been issued to protect the use of two numbers,
triggering a row over how far intellectual property rights can extend.

The U.S. Patent and Trademark Office has registered the patent for the 150-
and 320-digit prime numbers to Roger Schlafly, a California computer
consultant, who can now sue anybody who uses them. But litigation is
unlikely as commercial motives are not the reason for Mr Schlafly's patent.

He is a member of the League for Programming Freedom which opposes software
patents and has lodged the patent to highlight the absurdities of the
registration system.

The numbers have a property which enables a short cut to be taken when
decrypting codes. Because the keys in the cryptography system are hundreds
of digits long, a short cut can mean huge time savings.

Mr Schlafly's Partial Modular Reduction Method patent does not stop at the
mathematical method or just one number. It lays claim to any prime number
that allows the short cut.

The prime numbers satisfy the principle requirements for patentability
because they have a use and because they are so large that nobody has used
them before.

Sir Roger Penrose, Rouse Ball Professor of Mathematics at Oxford University,
said: "It's absurd. Mathematics is out there for everybody.

"I would be interested to see what happens if it goes to court. However, if
he is trying to show up the system I would give him all my support."

Adrian
--

adrian.bridgett@poboxes.com www.netforward.com/poboxes/?Adrian.Bridgett
finger apb25@apb25.emma.cam.ac.uk for PGP public key
---
Artificial Intelligence: the art of making computers that behave like
the ones in movies. -- Bill Bulko

## 5215. WTD FPU for falcon

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5gfs7a$7sq$1@macaw.cyberport.com>
Source record: 125679

```
if anyone has one for sale
please email.
or if you know the specs on the one i need..?
i havnt looked in side yet.

thx
```

# 5216. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5ggkmq$io3@scanner.worldgate.com>
Source record: 125680

Goetz Hoffart <Goetz_Hoffart@ka2.maus.de> wrote:
: JES>MagiC is quite useless on my Falcon, even when I run it at
: JES>16MHz (Which I have to do now...).

Seriously? Why? I have a PowerUp2 installed as well as an FX card, and
both work fine (no, obviously I don't have both running at the same time! :)
) with MagiC.

: Do you have a speeder installed in your Falcon? Quite ugly.

: JES>Hehe... Where did they connect drive B when they tested it? ;-)

: It is possible to connect drive B:.

I have no opinion on that. :)

: Regards
: Goetz

Leslie

# 5217. conexion de atari st a internet

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Miguel Angel Fernandez Roiz <roiz@lobocom.es>
Message-ID: <332BE1A6.1A94@lobocom.es>
Source record: 125681

Hola:
Necesito saber si alguien de Espa&#65533;a a conectado un atari ST a traves
de infovia.
Que software a utilizado?

Si alquien de habla Hispana sabe como realizar una conexi&#65533;n a traves de
un isp me gustaria que me dijera si hay un software de TCP/IP que
utilice el protocolo ppp en lugar del Slip.

```
Si alquien sabe como funciona el protocolo slip, me gustaria que
que me dijera la secuencia que hay que realizar en el dialer.

espero que me ayudeis, gracias ...
--
---------------------------
Miguel Angel Fernandez Roiz
e-mail: roiz@lobocom.es
---------------------------
```

## 5218. help whith stik and ppp

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Miguel Angel Fernandez Roiz <roiz@lobocom.es>
Message-ID: <332BE25D.5137@lobocom.es>
Source record: 125682

```
hello:

I need help by config my stik software.
where is documentation this program.

exist software ppp protocol for atari st ?

help !!!

bye ...
--
---------------------------
Miguel Angel Fernandez Roiz
e-mail: roiz@lobocom.es
---------------------------
```

## 5219. Where to find "Audiocreate" and "Incontrol"?

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <332bf0ce127fc46@sn.no>
Source record: 125683

Does anyone know where I can find a sample editor called "audio create"?
It was mentioned in "Atari computing" no.1 page 39.
I'd also like to try out "Incontrol" which was shown on the same page.

I haven't been able to find them using my search engines, probably because
the archived filenames are different than the ones I've used for searching.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5220. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: News1@pwomar.demon.co.uk
Message-ID: <19970316131908254O4@pwomar.demon.co.uk>
Source record: 125684

SNAPPER <snapper@dial.pipex.com> wrote:

> Paul Womar <Paul@pwomar.demon.co.uk> wrote in article

> > If it generated NEW code then great, but that's not what you are
> > suggesting is it and lets be honest, plugging numbers into a program
> > like the one that you suggested via an actual algorithm that used the
> > number and only the number to generate said code would not be possible
> > for a VERY long time and I would risk ever.
>
>
> NEW... hmmm, that's another thing isn't it?
>
> Is anything ever new? The potential has always been there even before a
> NEW thing was made or invented for it to exist.

This is all geting to theoretical for me, do the really big numbers
exist even though nobody has ever though of them, do any numbers
actually "exist"?

> > Ah of course the copyright law that protects intellectual proerty is
> > stupid because you can't steal their work, I get you.
>
> Why do you people always assume that someone's trying to STEAL
> something?
>
> A bit cynical and negative isn't it?

Not really, Copyright law is there to protect the rights of ownership ie
to prevent theft of your works, therefore if you say it is "stupid" then
the obviouls implication is that you believe that it should be OK to
steal their work.

> And anyhow, who'd give a damn if TOS did get stolen? It wanted
> binning anyway...

I would for one. You seem to think that it's shit but also agree that
people actually want it so surely it's good enough to buy? It was a
very good OS at the time and it still fares well now, it of course did
need a fiar bit of development and that exists pretty much in the form
of Magic.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

## 5221. Tos-Q?

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: lebech@post3.tele.dk
Message-ID: <5ggsi4$18tg$1@news.inet.tele.dk>
Source record: 125685

Hello.... I just cut this from a TOS.img (spanish :)

(This is 1.4)
---
Copyright =BD 1985,86,87,88,89
Atari Corporation
Digital Research, Inc.
Reservados todos los derechos

Hmmm from 1985-1989 - does this mean that this rom copyright expired
in 1990?? and that it can be spread?? =
please educate me :)

bye..

## 5222. 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: lebech@post3.tele.dk
Message-ID: <5ggtvv$1bgc$1@news.inet.tele.dk>
Source record: 125686

Hello,,, I really made a stupid error. I requested TOS 1.04 but
It was 1.02 I was looking for.. (arrg!)

It is : TOS 1.02 (I think it has to be a german rom-file) so if
you have it please let me know! This rom-file it so old so
please do not make a fuzz about it.

Yours Kim.

# 5223. FS Lynx/ST/Falcon/Gameboy stuff (and books)

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.031697.144740.04@wxs5-10.worldaccess.nl>
Source record: 125687

This is the March 16th version of the list of Atari stuff that I have
for sale.

ALL THE TITLES BELOW ARE ORIGINALS, PRE-PROD COPIES, OR EVALUATION
COPIES (so you might not be able to upgrade all utilities).
NONE OF THESE TITLES ARE PIRATE COPIES!

---

FIRST CATEGORY: GAMES FOR ST, WITHOUT MANUAL, WITHOUT BOX

Games with + are excellent games that I've played for hours and hours...

+Airball
Airball Construction Kit
Arena (2 disks, Psygnosis)
+Arkanoid (Imagine/Ocean) (SOLD)
Backlash (Paul Woakes, Novagen)
+Barbarian (2 disks, Psygnosis)
Black Lamp (Firebird)
+Blood Money (2 disks, Psygnosis, bloody excellent game)
Brattacas (Psygnosis, classic hi/med res game)
+Bubble Bobble (disk will handled, was my absolute fave game) (SOLD)
Centipede (the Sinister Developments version) (SOLD)
+Chaos Engine (2 disks, disks patched for use on Falcon, can't press any keys
until the game starts or it won't work; don't know if it still works on the ST)
(SOLD)
Deep Space (2 disks, Psygnosis)
Defender II (ARC/Atari, by Jeff Minter, classic game, but difficult to play)
(SOLD)
Dragonflight (Thalion, 2 disks, double-sided drive required) (SOLD)
+Dungeon Master (SOLD)
+Enchanted Land (Thalion) (SOLD)
Extensor 3.3 (Tron-like game, monochrome only, by Golden Games, ancient)
+Formula One Grand Prix (excellent game, 3 disks, includes manual that you need
for the copy protection - passwords)
+Gods (superb game, two disks, by Bitmap Brothers)
+Goldrunner II (boot/game disk plus data disk, by Microdeal, 2 disks in total)
+Goldrunner II Pete Lyon data disk
Goldrunner II some other guy official data disk
+Gridrunner by Llamasoft, excellent game by Jeff Minter (SOLD)
Hitchhiker's Guide to the Galaxy, the original Infocom adventure (alas, no
gadgets anymore, I lost 'em all) (SOLD)
Jambala, the Seven Gates of (Thalion, DS disk version)
+James Pond (by Steve Bak, Millenium Software, preview copy, but is a full one)
(SOLD)

Jupiter Probe (legendary Steve Bak shoot-em-'up with Rob Hubbard Music)
The Killing Game Show (Psygnosis, 2 disks)
+Leatherneck (Microdeal shoot-em-up, really cool, you have to disconnect printer to
get it to work, does not work on Falcon, alas)
+Lemmings (need I say more?) (SOLD)
+Oh No! More Lemmings (totally addictive) (SOLD)
+Lemmings 2 (more addiction) (SOLD)
+Lethal XCess (absolutely great shoot-em-up from the author of Wings of Death, by Eclipse, 2 disks)
+Little Computer People (Activision, really cute game) (SOLD)
+Magic Pockets (great Bitmap Brothers game, one disk)
Monster Business (platform game, Eclipse design)
+Nebulus (by John Phillips, excellent game) (SOLD)
+Obliterator (2 disks, Psygnosis)
Photon Storm (hellishly difficult Jeff Minter game) (SOLD)
+Prehistoric Tale (Thalion game, coded by The Lost Boys, platform thing)
+Return to Genesis (the first true horizontal smooth scrolling shoot-em-up by Steve Bak, excellent graphics, great game)
+Revenge of the Mutant Camels, registered version for 1 Mb ST
+Rick Dangerous (pre-prod copy, looks dodgy but is full version, and legal too. Heavily used, was one of my fave games)
+Rick Dangerous II (also a fave!) (SOLD)
The Sentinel (legendary Firebird game with 10000 levels or whatever) (SOLD)
Shaolin, Chambers of (Thalion, Martial arts game, 2 disks)
+International Soccer (Microdeal, I think it's the best soccer game ever on the ST)
Spaceport (like Fort Apocalypse on the C-64, great concept, dodgily programmed)
Starglider (the legendary Jez San game!)
ST Karate (great graphics, old karate game by Paradox)
Stone Age (really nice puzzle game by Eclipse, excellent graphics, DOUBLE FORMAT, WORKS ON ST AS WELL AS AMIGA!!)
STrikey (Pacman clone by STRIKE-a-LIGHT, ancient)
Teramis, Leavin' (vertical scroller, shooting about spaceship, Thalion game)
Terrorpods (2 disks, graphically impressive, Psygnosis)
Virus (legendary David Braben 3D game, by Firebird, doesn't work on all disk drives (sometimes you have to press the 'eject' button lightly) (SOLD)
+Warhawk (budgetware shoot-em-up by Silverbird, with Rob Hubbard music)
+War in Middle Earth (RPG "Lord of the Rings", *really* impressive, 3 disks, Melbourne House)
Warp (nice Thalion shoot-em-up, graphics by ES of TEX)
+Wings of Death (truly great 2 disk shoot-em-up, by Thalion, several levels have graphics by ES of TEX)

COSTS: Remember, no manuals and packaging. All I'll be sending you is the disks. I am selling all this stuff at 2.5 British pounds per disk. Refer to the end of this text for more details. This includes postage and packaging.

---

SECOND CATEGORY: UTILITIES

These are sold without manuals either, unless specified. All original stuff, no pirate stuff.

1st Word Plus, 3.20 TT (2 disks) *
1st Extra (1 disk, version 1.03, allows index/contents etc. for 1st W+)
Crypt It (old Tommy Software encryption thing)
Degas Elite (Batteries Included) *
Diamond Edge, the latest version 2 ** (with manual) (SOLD)
Diamond Back 3 ** (with manual) (SOLD)
Ed Hak (editor) *
FastCopy Pro 1.2 * (works on Falcon)
G.I.S.T. the Sound Tool
Desktop Butler James *
Geneva ** (1 disk, but this one counts as 2 disks), latest patched version, manual available) (SOLD)
Imagecopy 2 * (2 disks)
Imagecopy 3 ** (3 disks)
Imagecopy 4 ** (2 disks) (with manual) (SOLD)
K-Rhyme (rhyming accessory) * (SOLD)
Mortimer (desk thing by Omikron)
Mortimer Plus * (see above)
Mouse Tricks 2 *
Neodesk 4 ** (1 disk, but this one counts as 2 disks), latest patched version, manual available) (SOLD)
Positive Image ** (2 disks, version 1.0, manual available)
Protext 5 ** (4 disks, and I also have the manual)
Le Redacteur ** (4 disks) (SOLD)
Spectrum 512 * (512 colour drawing program, regular ST only)
Turbo ST (screen speeder, ST only)
Universal Item Selector III
View II * (by DMJ software, good stuff)
Warp 9 ** (3 disks, version 3.81, best for ST)
Xboot 3.10 *

COSTS: The regular ones cost 2.5 English pounds per disk. Titles with one * cost 5 English pounds. Titles with two ** cost 10 English pounds extra. If you want the manual sent, that will count as one normal disk (2.5 pounds). The Do note: Protext/Le Redacteur manuals are big whoppers of things, so those will cost 5 pounds extra instead of 2.5.

Examples:

Protext costs (4 disks plus double extra = 4 * 2.5 + 10) 20 English pounds without manual. With manual, it costs 25.

Imagecopy 3 costs (3 normal disks plus double extra = 3 * 2.5 + 10) 17.5 English pounds.

Fastcopy Pro 1.2 costs (1 disk plus extra = 2.5 plus 5) 7.5 pounds.

---

THIRD CATEGORY: DEMOS.

This is basically a collection of demos that I have. The price varies per demo, and is given for each title. The price specified is in British pounds, so if you want to make another currency of it, check the "additional payment details", below. All demos are ST only!
!! These demos can only be fill-up orders, or orders if you have ordered more than 10 British pounds worth of the first and second category !!

BIG Demo (with handwritten text by ES of TEX, ST only) price: 2
Amiga Demo (ST only): 1
California Beach Girls (fantastic monochrome slide show of girls by the Denise Team. Classic old demo, requires DS disk drive, monochrome only!): 1
Thalion Sound Demo (a copy-protected rare Thalion sound demo, done in 1988, with Mad Max music. Never officially released. You can't put this in a PD library because it's copy-protected!): 2
FNIL (large DS disk drive demo by TNT crew): 1
DEF Demo (1 meg version of the first TLB demo, with hand-written label by Tim of the Lost Boys himself!): 2 (SOLD)
TCB New Year's Demo: 1
Union Demo: 1
Cuddly Demos: With hand-written stuff by Nic of TCB: 2
Whattaheck Demo: With hand-written stuff by NIC of TCB: 2
Decade Demo by Inner Circle: With hand-written stuff by Griff of Inner Circle, final version of 12 sep 1990, STE compatible: 2
Syntax Terror Demo (megademo by Delta Force, compiled, made, finished and copies at the ST NEWS International Christmas Coding Convention in 1990, signed by New Mode, Slime and Chaos Inc. of DF!!): 7.5 *****
European Demos: (megademo of Overlanders, 2 disks, also finished and copied at the STNICCC in 1990, signed by all members of Overlanders): 7.5 *****
Dark Side of the Spoon (by ULM, megademo, with custom ULM label): 1
Lightning Demo (by pendragons, with handwritten label by pendragons): 1
Punish Your Machine (two disk demo, excellent, by Delta Force): 4
Ultimate Muzak Demo (by PHF), volumes I through V, five disks, only sold as a set, all with hand-written labels by Grazey of PHF: All five for 6
Ooh Crikey Wot a Scorcher (TLB megademo, excellent, signed by all members of TLB plus other participants such as Oxygene, Tyrem, Fury, Hawkmoon and Tanis of TCB!): 7.5 *****
Ventura Demo (2 disks, I think it's by ST Connextion, with hand-written labels by them): 3
Reality is a Lie: 1
Black and White: Rare Polish megademo, with hand-written stuff and pix by them on label: 1.
Colorz: By Haemaroids, hand-written label by them: 1.
Froggies over the Fence: Three disk "last of the true megademos", released september 1993, with custom Overlanders "Froggies over the Fence" graphic labels": 8 for all three disks.
Bedlam demo by Chaos: 1
Never + Forever Demo by STEW, GfA Basic megademo: 1
The Beginning of the Ending demo by Flexichron: Handwritten label by Offbase of Flexichron: 1.

The demos with ***** are kindof special to me, and I am not very keen on selling them because they're signed by old friends and all. So the prices are

"STARTING BIDS", meaning that you can bid on them. The person who makes the highest offer gets them.

---

FOURTH CATEGORY: MISCELLANEOUS

ATARI CD ROM (SOLD)

ATARI ST CARTRIDGES

And then there's the "Multiface II" and "Ultimate Ripper" cartridges. I also have those. They're ST-only, NO FALCON COMPATIBILITY. I haven't got the manuals anymore either. If you're interested, email me with an offer (I had in mind about 10 British pounds each).

LYNX CARTRIDGES

The following Lynx games are available for 5 British pounds each:

(No manuals and boxes)

Gauntlet (SOLD)
Ninja Gaiden
Rampage
Robosquash (SOLD)
Todd's Adventures in Slimeworld (SOLD)

I am willing to swap any of those for Battlewheel.

GAMEBOY CARTRIDGES

(No manuals and boxes)

The following Nintendo Gameboy games are available for 5 British pounds each:

Bubble Bobble (difficult to play, a real challenge)
Dragon's Lair (beautiful graphics, difficult to play)
Hyper Lode Runner (the classic game)

I am willing to swap any of these for that old tennis-game that was released for the Gameboy in 1989 or 1990.

BOOKS

Books in German:

Atari ST/STE/TT Profibuch (Sybex) THE programming bible, in mint condition. Asking price 25 Dutch guilders or 25 German marks.

Das Buch Zum Atari Falcon 030 (Data Becker). Asking price 10 Dutch guilders or 10 German marks.

Das Grosse ST Viren Schutzpakket (Data Becker) Originally with disk, but I haven't got that anymore. Asking price 10 Dutch guilders or 10 German marks.

GfA Basic (book by Frank Ostrowski, including disk). 10 Dutch guilders or 10 German marks.

GfA Handbuch TOS & GEM (GfA Systemtechnik). 10 Dutch guilders or 10 German marks.

Atari ST Floppy und Hard disk (excellent book, Data Becker, hardcover). 20 Dutch guilders or 20 German marks.

Das Grosse GfA Basic Buch (Data Becker, hard cover). 15 Dutch guilders or 15 German marks.

Scheibenkleister II (by Claus Brod, THE mass storage media bible, with disk). 20 Dutch guilders or 20 German marks.

Book in Dutch:

Programmeren van Basic naar C (Data Becker). 10 Dutch guilders.

If you're interested, please email me with an offer (please also mention the country where you live, so I can estimate the postage costs). ALL BOOK PRICES MENTIONED HERE ARE WITHOUT POSTAGE!!

- READ THE BITS BELOW!! READ THE BITS BELOW!! ------------------------------

ADDITIONAL PAYMENT DETAILS:

I would like people in Europe to pay in British pounds or German marks (German marks = British pounds multiplied by three). People from the Netherlands can pay in Dutch guilders (British pounds multiplied by three). I have to request people outside Europe have to pay in American dollars (British pounds multiplied by 2). No cheques, just cash or International Money Orders from the post office.
I don't like to receive any coins, so if you order for 7.5 or 12.5 pounds (or whatever other currency) then please pick another title and make sure the total amount is divisible by 5 ( INT(x/5)=x/5 ). If you pay with Dutch guilders or German marks, make sure the amount is divisible by 10. If you pay in dollars, simply round off the amount to the next whole dollar and use US$ 1 bills.

GUARENTEE

I can't give any guarentees. Some of the games are old, and some of them have been sitting in my disk boxes for quite a while. All ST-specific titles have not been played since 1993 or so. I am not out to rip anyone off. I have been doing "ST NEWS" and have been doing (and will be doing ) "Ultimate Virus Killer" for quite some time and I hope people know that I can be trusted.

WANT SOME?

Email your order and WAIT FOR CONFIRMATION (DON'T SEND ANY MONEY YET). The quickest mailer gets the first right on a given title. I'll mail back to confirm and then you can send off the dosh. I will despatch the disks by return mail.

--
/------------------------------------------------------------\

| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
Gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| Q: What do you do when a musician comes to your door? |
| A: Pay him for the pizza. |
\------------------------------------------------------------/

# 5224. NVDI driver for stylus

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: jklimch@curly.cc.emory.edu
Message-ID: <5ggutj$riu@curly.cc.emory.edu>
Source record: 125688

Hi, I just got lucky & stumbled into a demo model of Epson's Stylus Pro (720 dpi color inkjet) printer. It works great with the pagestream stylus driver I downloaded from UMich. However, I can't find a driver for NVDI (version 3.02). Or, in a pinch, I could use a speedo driver (version 4 &5) as this is mainly for atari works docs. Anyone know where I should look for one?

David Klimchak
Composer & Performer

# 5225. Cherche graphiste

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: DOM <astim.informatique@hol.fr>
Message-ID: <01bc3214$55c5eaa0$LocalHost@test>
Source record: 125689

Bonjour ,

Je programme en GFA 3 et Language machine sous ATARI.

Je cherche des personnes pour habiller les jeux ou Logiciel.
Soit du son
de la musique
du graphisme

Si vous etes interresse ... Alors a suivre ....

DOM

# 5226. Re: ACCEPT MAJOR CREDIT CARDS !!!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Adrian Bridgett <apb25@apb25.emma.cam.ac.uk>
Message-ID: <5gh061$17h@lyra.csx.cam.ac.uk>
Source record: 125690

takecards@answerme.com wrote:
[spam deleted]

It's CyberPromotions again. IMO there should be a permanent UDP (Usenet
Death Penalty) against this prats. I'm suprised they don't get mail-bombed
out of existence.

Adrian
--
adrian.bridgett@poboxes.com www.netforward.com/poboxes/?Adrian.Bridgett
finger apb25@apb25.emma.cam.ac.uk for PGP public key
---
Artificial Intelligence: the art of making computers that behave like
the ones in movies. -- Bill Bulko

# 5227. Re: 1.04, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: News1@pwomar.demon.co.uk
Message-ID: <19970316145657378540@pwomar.demon.co.uk>
Source record: 125691

Kim Lebech <lebech@post3.tele.dk> wrote:

> Hello
>
> I am looking for a rom-file (dooooe more of that!)

You know the score here, we've tried the verbose approach so it's time
for a different tack. Fuck off.

> It is : TOS 1.04 so if you have it please let me know!

Yep I've got it, came with my computer and very nice it is too thanks.

> This rom-file it so old so please do not make a fuzz about it.

"Sorry officer that car was at least 10 years old, surely that makes it
OK to steal it.". Don't think so moron.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5228. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: News1@pwomar.demon.co.uk
Message-ID: <19970316145659378659@pwomar.demon.co.uk>
Source record: 125692

Adrian Bridgett <apb25@apb25.emma.cam.ac.uk> wrote:

> Paul Womar <Paul@pwomar.demon.co.uk> wrote:
> > Adrian Bridgett <apb25@apb25.emma.cam.ac.uk> wrote:
>
> > >
> > > FYI someone has copyrighted (or was it patented) loads of numbers -
> > > something to do with factorizing large primes IIRC!
>
> > Are you sure about this? I heared that the main reason that Intel
> > called the Pentium rather than the 586 was because tehy couldn't legally
> > protect numbers being used by other competitors.
>
> Here is the original article (wow - a search I did came up with what I
> wanted at the *top of the list*!)
>
> ---cut-here----

Thanks, that's pretty interesting. It's slightly different though as the
numbeers are high ewh not to be common usage and also they have some
sort of property that makes them able to perform a function that he
discovered. I think the law still stands that I can't call something
"The 5" and stop other people from using "5" though.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5229. Atari 1040ST - for sale - like new!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Rick Todd <rickt@kconline.com>
Message-ID: <5ggv3m$3b0@nix2.kconline.com>
Source record: 125693

```
Atari1040 ST for sale - $250.00 plus you pay the shipping charges.
1 Meg of RAM
SC1224 color monitor
Extra 3.5 floppy drive - external
Keyboard
Joystick
Software - Data Manager, games, CAD
Panasonic KX-P1091 Dot Matrix printer
rickt@kconline.com
```

# 5230. Wild & Wacky Auction (GOING ONCE!!!)

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970316155200.KAA15115@ladder01.news.aol.com>
Source record: 125694

AUCTION NOW IN GOING ONCE, GOING TWICE, GONE STAGE
Place your bids before you miss out on these spectacular rarities!!!!

---

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
15th.
One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
---
---

Atari "Centipede" T-Shirt (Brand New) $22 polira G1
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $10 cstrong G1
Atari "Centipede" hanging multi-piece mobile (Brand New) $11 insane G1
Atari "Millipede" hanging multi-piece mobile (Brand New) $11 insane G1
Atari red "Kite" (Brand New) $3 DisKountrs G1

Atari Service Center Ice Scrapper $6 J.Kock G1
Atari Grey Service Center Coffee Mug $10 cstrong G1
Atari "Power Without the Price" Balsa Wood Glider $3 J.kock G1
Atari Red with Gold Lettering Pen holder $11 fenris G1
Atari Laser Art solid wood paper holder (Brand New) $10 mderolle G1
Atari solid Brass Belt Buckle (Brand New) TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

---
---
BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $50 bworkman G1

Activision OINKERS:
Activision RIVER RADIERS:
Activision GRAND PRIX DRIVING TEAM:
Activision SUB CLUB:
Activision SPIDER FIGHTERS:
Activision TRAIL DRIVE:
Activision EXPLORERS' CLUB:
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM:
Activision MEGAMANIACS:
Activision FLYING ACES:
---
---
Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash G1
---
---
Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11 G1
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11 G1
Antic June 1983 Vol 2, Issue 3 $2 tmw11 G1
Antic July 1983 Vol 2, Issue 4 $2 tmw11 G1
Analog Computing October 1986 $1.50 tmw11 G1
Hi-Res Magazine Premiere Issue $5.00 slapdash G1

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

# 5231. FS:Accelerator board for TT030

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: cj763@FreeNet.Carleton.CA
Message-ID: <5gh4nk$d8b@freenet-news.carleton.ca>
Source record: 125695

I'm selling the caTTamaran accelerator for the TT.This boost the speed from
32 to 48 Mhz.I'm asking $75 Can.
--

# 5232. Re: Atari Laser Printer spares

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Aces@whatnext.demon.co.uk
Message-ID: <332ab0b4.78684152@news.demon.co.uk>
Source record: 125696

On Fri, 14 Mar 97 19:03:14 GMT, dipching@ping.be (Vandeweghe Jo)
wrote:

> In article <858307734.32514@dejanews.com>
> peter@va.com.au said:-
>
>>Hiya Atarians
>>
>>I read recently that some parts for
>>the SLM 605 Laser printer are
>>made by other companies ie
>>Cannon.
>>
>>I am looking for a new drum for my
>>printer and would love to know
>>of any alternate sources for one
>>
>>Many thanks
>
>The 605 drum is compatible with MANNESMAN TALLY MT905DM

The MT906 drum set even has the page counter....

# 5233. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Mille Babic <mille@mail5.tripnet.se>
Message-ID: <01bc3224$20ac3760$3b1364c3@atari>
Source record: 125697

Hi!

> >No, you're not. I read the latest newsletter from ASH. You can also
> >read it on the Web-pages of ASH.
>
> I wish I could. With my current setup (MiNT/Mintnet/CAB/ppp) I'm unable
to
> visite theire homepage. Always get a blanco page.

You can try my webpage... :)
http://www5.tripnet.se/~mille/english/cab.html

Best Regards
Mille

# 5234. Re: .WMF to convert

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970316172300.MAA20005@ladder01.news.aol.com>
Source record: 125698

Find and use the program Graphics WorkShop on the IBM. It can convert the WMF format to either TIFF - GIF - JPEG - or IMG. There are a slew of other formats it will also convert to. But GWS is fast and easy to use. Hope this helps you out

dwmoar@aol.com

# 5235. need hi-res adaptor

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Daniel Norcott <dan.norcott@ndirect.co.uk>
Message-ID: <332C2E5D.168A@ndirect.co.uk>
Source record: 125699

Hello, I wonder if you could help me.
I've got my hands on a second hand Atari ST, and need to get a
hi-resolution converter for it, does anyone know of a place (in England,
preferably), that I can order one from, and how much it costs?
Pls. email me at the address below if you can help
Cheers!

dan.norcott@ndirect.co.uk

# 5236. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <332c39185ed10@ifi.ntnu.no>
Source record: 125700

On Fri 14-03-97 19:48 Goetz Hoffart (Goetz_Hoffart@ka2.maus.de) wrote:

>JES>MagiC is quite useless on my Falcon, even when I run it at
>JES>16MHz (Which I have to do now...).
>
>Do you have a speeder installed in your Falcon? Quite ugly.

It worked brilliantly until a couple of weeks ago when it fell off
it's stand and short-circuited against the 3.5"-rack in my tower...
The Falcon was more stable *after* I installed the speeder and various
patches than before, so I wouldn't blame the speeder. And I miss the
higer resolutions...

>JES>Hehe... Where did they connect drive B when they tested it? ;-)
>
>It is possible to connect drive B:.

Really? According to a friend of mine (I won't mention his name as he
might be wrong ;-) the select-line is used for something else. Hmmm,
wonder if it would be possible to hook up one of those qic-streamers
that uses the Shugart-bus?

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

# 5237. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <332c39185f1c1@ifi.ntnu.no>
Source record: 125701

On Fri 14-03-97 19:45 Goetz Hoffart (Goetz_Hoffart@ka2.maus.de) wrote:

>MK>If I use GEM-Bench wich isn't the best program to judge this,
>
>Uuuh. Copy 1000 files with SingleTOS and MagiC (with WBDAEMON installed), do
^^^^^^^^
Be careful with that one! It worked fine for me a long time, but after
a while the unavoidable happened: MagiC crashed before wbdaemon
flushed it cache. Boom! Luckily I had a recent backup, so I only lost
a couple of days work.

>redraws, open dialogs and so on: MagiC is faster. GEMBench is a funny
>programme, it doesn't show me the same percentage if I use it twice with the
>same configuration.

Correct. But that doesn't happen under TOS, just under multitasking
AES'es like MagiC, Geneva, N.AES and MTOS. Try running it in
single-mode and the figures will be much more consistent.

>MK>On a regular Falcon the difference between MagiC and TOS is so small
>MK>that you doesn't realy notice it.
>
>What? I hate it to use TOS on my Falcon because everything is so slow.

I always use TOS when max. speed and stability is required. Yes, the
VDI in particular is slow, but I've always found GEMDOS to be very
fast and reliable. But if you use 4.01 that's another matter. Besides
1.00 and 2.05 that has to be *the* most bugged TOS ever released.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

# 5238. Re: MegaSTE hard drive is going out

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <332c391a5f622@ifi.ntnu.no>
Source record: 125702

On Fri 14-03-97 13:24 Julian Gifford (julian@connexus.apana.org.au) wrote:

>John Norton <jnorton@nilenet.com> wrote:
>: The hard drive is starting to continually whine. It is getting pretty
>: loud. I figure only hours or days left at the most. Help! :)

Don't worry about the whining. I had a Seagate that did this (And it
was *loud*! You could hear it all over the flat, even when all the
doors were closed and my HiFi was on!) for months before I moved it
into a PC and sold it ;-)

>: I am a real novice with this, so ..
>: Is the drive easy to replace? What size drive should I get? Any Quantum
>: 3-1/2"? Just buy something off the shelf at the mega-computer store?
>: Can Atari read a 3.5 gig drive? Or do I need something a little smaller?
>: Will it fit inside the Atari?
>
>Yes it's easy to replace. If you have 100 meg now, 540 should be plenty.
>Remember that Atari programs are MUCH smaller than PC ones.
>Make sure that the drive you buy can disable parity with a jumper or else
>you'll have to do it with software and another computer like a Falcon or
>similar.

There's a relatively simple patch for the parity-problem. It involves
one single, standard chip, and it's available on my homepage. (Atleast
it will be as of tomorrow, Monday 17.)

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

# 5239. Re: Pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <332c391a5f993@ifi.ntnu.no>
Source record: 125703

On Fri 14-03-97 21:24 Mike Weber and Chris Tabacco (mweber@li.net) wrote:

>It's a pity that your a still a moron running an ST on the internet. I
>think you should upgrade your computer so you can read the HTML coding.
>Don't compare your lously ST browser to the power of NETSCAPE 4.0.
>FEEL THE POWER!!!!!

Oh no, not another one! Get this ******* html out of usenet! Oops, I
forgot, this can't be done with the "powerful" Netscape 4.0...

And for the record, I just *sold* by PC because of all the hassle and
trouble (Had to reinstall Windows every now and then.) I had. It
crashed and trashed (With 16Mb.) all the time and I spent more time
maintaining it than using it. The only thing it was good for was
emulating old 8-bit computers.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

# 5240. Re: WTD FPU for falcon

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5ghe22$423@scanner.worldgate.com>
Source record: 125704

Cmoore <cmoore@cyberport.com> wrote:
: if anyone has one for sale
: please email.
: or if you know the specs on the one i need..?
: i havnt looked in side yet.

: thx

Easy one to answer - I have a 20 MHz 68882 inside my Falcon, although 16 MHz is the fastest you require. You can put a 68881 or a 68882 in there.

Leslie

# 5241. TAF meeting march 19th - Computer Direct!

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <332c3461.0@lagoon.idirect.com>
Source record: 125705

**********

COMPUTER DIRECT WILL BE IN TORONTO ON WEDNESDAY MARCH 19th,

AT THE REGULAR MEETING OF THE TORONTO ATARI FEDERATION!

Doors open at 6:30 PM - Admission is free to TAF members

Non-member admission is $2 at the door

======= Lots of software for sale =======
======= Lots of hardware for sale =======

Chris Krowchuk will be demonstrating the ultra-powerful
DirecT60 Hades computer!

The meeting site is located at Memorial Hall in the North York
City Center, 5110 Yonge St. at Parkhome Ave. Go to the lower level
(Concourse). Go to the far end of the complex, to the Library
Building. Memorial Hall is located beneath the Library. There are
signs pointing the way.

Visitors from out of town can take Highway 401 to the Yonge St.
exit. Travel north on Yonge St. for 5 stoplights and you're there!

Wednesday March 19th will be a great opportunity to upgrade some of
your favorite software: NVDI, MagiC, HDDriver, and dozens of other
titles. Tell Chris you're coming to the meeting and he'll bring
what you need . . .

=== for more info, contact: chris@compdirect.com ===
or lrhc@interlog.com

**********

## 5242. Atari Laser Printer spares

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31674_please@no.spam.mail.here.mettav>
Source record: 125706

<buzz><distort><crackle>

Message incoming from peter@va.com.au to All...<fizzz>

p> Organization: Deja News Usenet Posting Service
p>
p> Hiya Atarians
p>
p> I read recently that some parts for
p> the SLM 605 Laser printer are
p> made by other companies ie
p> Cannon.

SLM804 TEC LB1301
SLM605 Mannesman Tally MT906

HTH.

Regards, Derryck

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5243. Test

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: bign@moltar.cetlink.net
Message-ID: <332c37b6.0@news.cetlink.net>
Source record: 125707

```
Test
```

# 5244. Atari Items for Sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: andy@aholt.demon.co.uk
Message-ID: <858540760.15600.0@aholt.demon.co.uk>
Source record: 125708

The time has come for me to sell my trusted Atari ST and associated
items.
Most of the following items are boxed and all come with
Manuals / Instructions ... One Careful Owner.
All Prices in UK Pounds .... negotiable :)
Postage & Packaging Extra , dependant on Destination etc.

Please Email andy@aholt.demon.co.uk with your requirements.

Note : I live in Birmingham (South), UK, close to the NEC \ Motorbike
Museum where the Atari Shows are held. Exchange of goods can
be arranged for around show time.

Format

Price Item Description

Hardware

5 FMC II
40 ICD LINK II
80 Gasteiner Megadrive (105 Mb Quantum SCSI)- Modified with through SCSI
Lead (DMA Host Adapter Included as Extra)
30 Power Computing combined 3 1/2" / 5 1/4" External Drive Unit
100 Atari 1040stfm 4mb (Xtra RAM Deluxe) with 38400 Serial Upgrade
inc naksha mouse
5 Colour / Mono Monitor Switch Box
50 Atari 124 Mono Monitor
70 SC1435 Colour Monitor
15 Vidi ST Complete Colour Solution (inc Hardware Colour Splitter)
5 Ultimate Ripper Cartridge

Software List

30 MAGIC 5
25 NVDI 4
15 Ease
5 Warp 9 + Extend O Pack

25 Neodesk V4.02
5 Neodesk CLI V2

15 Diamond Edge V2
15 Kobold 2.5
5 Freedom
5 UIS III

10 GFA BASIC V3.6
5 STOS (Language, Accessories, Sprites, Games)
30 Lattice C V5.5 + CBreeze

10 CONNECT 2.46E + GSZRZ V5.4E
25 Straight Fax 2

10 Kandinsky 2.5
20 Calamus S
20 Calamus Fonts (43) (Plus Hardcopy Prints of all Fonts)
5 Fonty V1.10
5 Fontkit Plus V4.1
5 C Font
5 Outburst V3.1
5 Deluxe Paint
2 Degas Elite \ Neochrome
2 Mastercad 2
2 Art Director
2 Film director
5 GFA Draft Plus
2 3D Construction Kit
5 Tex
10 Imagecopy 3.5

50 Papyrus 4
2 SUPERBASE PERSONAL - DISK ONLY
2 1ST WORD
10 LE REDACTEUR + Fontpac Plus Redacteur Set (Fast Word
Processor)
2 Personal Finance Manager Plus
2 MICROSOFT WRITE
2 MINI OFFICE PROFESSIONAL GRAPHICS
2 ADDRESS 1.6
2 Textstyle
5 Micro German

Games

2 Loopz
2 Rock n'Roll Clams
2 Pipemania
2 Barbarian
2 Wizball
2 Klax
2 Cyberball
2 Robocop 2
2 Robocop
2 Photon Storm
2 Nightbreed
2 Vixen
2 R-Type
2 Blood Money
2 Xenon 2

2 Arkanoid
5 Epic
2 Sim City & Terrain Editor
2 Parasol Stars
2 Chase HQ 2
2 Outrun
2 Turbo Outrun
2 Rainbow Islands
2 Fiendish freddies Big Top of Fun
2 Escape from the planet of the robot monsters
5 Dungeon Master
2 Ghouls n' Ghosts
5 Sensible soccer (World Cup Edition)
2 Lemmings
2 Pyramax
2 New Zealand Story
2 Interphase
5 Microprose Golf
5 Noddy's Playtime

Books

5 Real Time 3D Graphics for the Atari ST
5 The Game Makers Manual (STOS + Basic)
5 The Concise Atari ST 68000 Programmers Reference Guide
5 Clayton Walnums C-Manship Complete

Magazines

ST Format Sets as follows in ST Format Binders
includes cover disks and wonder disks if on issue
12 2 - 10
12 11 - 19
10 20 - 26
16.50 27 - 38
18 39 - 51
11 52 - 63
13.50 64 - 73
12 74 - 82 Loose

ST Applications Sets as Follows Loose
10 1 - 16
10 17 - 32
10 33 - 48

Atari World Set as Follows Loose
10 1 - 11

+--------------------------------------------------------------------+
| andy@aholt.demon.co.uk |
| \|/ ____ \|/ - - |
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```
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```

# 5245. Atari ST Items for Sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: andy@aholt.demon.co.uk
Message-ID: <858540766.15600.1@aholt.demon.co.uk>
Source record: 125709

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Most of the following items are boxed and all come with
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All Prices in UK Pounds .... negotiable :)
Postage & Packaging Extra , dependant on Destination etc.

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Note : I live in Birmingham (South), UK, close to the NEC \ Motorbike
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100 Atari 1040stfm 4mb (Xtra RAM Deluxe) with 38400 Serial Upgrade
inc naksha mouse
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50 Atari 124 Mono Monitor
70 SC1435 Colour Monitor
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10 Kandinsky 2.5
20 Calamus S
20 Calamus Fonts (43) (Plus Hardcopy Prints of all Fonts)
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5 Fontkit Plus V4.1
5 C Font
5 Outburst V3.1
5 Deluxe Paint
2 Degas Elite \ Neochrome
2 Mastercad 2
2 Art Director
2 Film director
5 GFA Draft Plus
2 3D Construction Kit
5 Tex
10 Imagecopy 3.5

50 Papyrus 4
2 SUPERBASE PERSONAL - DISK ONLY
2 1ST WORD
10 LE REDACTEUR + Fontpac Plus Redacteur Set (Fast Word
Processor)
2 Personal Finance Manager Plus
2 MICROSOFT WRITE
2 MINI OFFICE PROFESSIONAL GRAPHICS
2 ADDRESS 1.6
2 Textstyle
5 Micro German

Games

2 Loopz
2 Rock n'Roll Clams
2 Pipemania
2 Barbarian
2 Wizball
2 Klax
2 Cyberball
2 Robocop 2
2 Robocop
2 Photon Storm
2 Nightbreed
2 Vixen
2 R-Type
2 Blood Money
2 Xenon 2

2 Arkanoid
5 Epic
2 Sim City & Terrain Editor
2 Parasol Stars
2 Chase HQ 2
2 Outrun
2 Turbo Outrun
2 Rainbow Islands
2 Fiendish freddies Big Top of Fun
2 Escape from the planet of the robot monsters
5 Dungeon Master
2 Ghouls n' Ghosts
5 Sensible soccer (World Cup Edition)
2 Lemmings
2 Pyramax
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2 Interphase
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5 Noddy's Playtime

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Atari World Set as Follows Loose
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+--------------------------------------------------------------------+
| andy@aholt.demon.co.uk |
| \|/ ____ \|/ - - |
| \|/ @~/ ,. \~@ o' \,=./ `o |

```
| (o -) /_( \__/ )_\ (o o) |
+-------oo0--(_)--0oo---------\--U-/------oo0--(_)--0oo-------------+
```

# 5246. Re: 1.04, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: lebech@post3.tele.dk
Message-ID: <5ghis8$1t42$1@news.inet.tele.dk>
Source record: 125710

>> I am looking for a rom-file (dooooe more of that!)

PW> You know the score here, we've tried the verbose approach so it's time
PW> for a different tack. Fuck off.

Ohh man I really like you!! funny dude or what!

PW> Yep I've got it, came with my computer and very nice it is too thanks.

btw: it was not 1.04 but *1.02* (my mistake!) =

>> This rom-file it so old so please do not make a fuzz about it.

PW> "Sorry officer that car was at least 10 years old, surely that makes=
it
PW> OK to steal it.". Don't think so moron.

What is wrong with you guys??? ????? I think there is
a little difference between a car and a rom-file. If not maybe I will
take a ride in my amiga-rom3.0 tonight.

Give me a German Tos 1.02 rom-file so I can try my little ST-emulator on
my little amiga1200!!!

bye.

# 5247. Re: bbs experss program file

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5ghkfa$30u$1@nadine.teleport.com>
Source record: 125711

On 16 Mar 1997 00:25:10, Chris Bohm wrote:
>Hi there my name is Chris Bohm and i am the sysop for the Star Two Bbs
>here in New Zealand.
>I am just wanting to know if anyone out there has got a file called
>turbocts which runs a high speed modem on bbs express if so could you send
>it to me via the internet as my bbs cannot be linked to via the internet.

If you're using a stock ST, Chris, you should get HSmodem 7 - it works
better than turboCTS and can be configured for higher speeds if you
upgrade your hardware later. Should be available from my ftp site see
below.

BTW, for those who have had problems connecting to the ftp site with the
various STiK ftp programs, I will be making an http archive link page
"Real Soon Now<tm>."

# 5248. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5ghkfh$30u$3@nadine.teleport.com>
Source record: 125712

On 15 Mar 97 04:18:44, please@no.spam.mail.here.mettav wrote:
>FROM: SSweet@mettav.demon.co.uk
>SUBJ: TOS ROMs & copyright in general
>
> s> And if I had 1000 monkeys with 1000 typewriters and waited
> s> 1000 years....
> s>
> s> I'd find them all dead, having written a load of gibberish!
>
>You dont need to do that, Bill Gates is already way ahead of you on that
>score...

Please, don't insult the monkeys! <G>

# 5249. Re: email and news on a 1040 ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5ghkfd$30u$2@nadine.teleport.com>
Source record: 125713

On 15 Mar 1997 11:48:02, John M Rojewski wrote:
>
>PPP Support is also available with MintNet and GlueSTik, which is a
>STiK equivalent for MintNet. NEWSie works fine with GluSTiK,
>according to several users.

Except for the ftp part - but MG-ftp doesn't work, either, so I suspect
that's a problem within GlueSTiK.

## 5250. StarGlider

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: R!win <ebierhov@xs4all.nl>
Message-ID: <332C5484.7F4@xs4all.nl>
Source record: 125714

Hello

Can anyone guide me to a site where i can d/l Starglider 1 or 2 ? I'm desparate to play those games again....

TIA

R!win

# 5251. ST Software for sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Mike Casey <bugfamly@wasatch.com>
Message-ID: <01bc3242$826dde40$5b8163cc@casey>
Source record: 125715

```
The following Atari ST software is for sale:

AD&D-Heroes of the Lance (Complete, shrinkwrapped) $5
AD&D-Hillsfar (Complete, shrinkwrapped) $5
Arcade Fever: Onslaught (disk only) $2
Arcade Fever: Stormlord (disk only) $2
Armour-Geddon (Complete in box) $4
Artura (Complete, Shrinkwrapped) $5
Chronoquest (4 disks, disk only) $3
Deja vu (2 disks, disk only) $3
Hunt For Red October (shrinkwrapped, includes paperback novel) $5
P-Dos (disk only) $1
Questron II (Complete, Shrinkwrapped) $5
Shadowgate (complete, shrinkwrapped) $5
Speller Bee (complete in box) $3
Strike Fleet (complete in box) $3
Teachers Pet (2 disks, instruction book) $3
Ultima 3 (Complete, Shrinkwrapped) $5
Uninvited (2 disks, disk only) $2
```

Will sell all for $30, shipping included
Please add shipping unless buying entire lot,
If interested, please E-Mail: bugfamly@wasatch.com ☺Thanks

# 5252. ST Software FS

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn5io4sc.inv.mlake@melake.erols.com>
Source record: 125716

Atari ST Software for sale (all come with docs unless otherwise noted):

The Gold of the Aztecs $5
Oids $5

All the rest are 2 for $5 or 1 for $3:
Kings Quest II
Vampire's Empire
Black Lamp
Targhan
Anarchy
Lost Dutchman Mine
Terrapods
Baal
Warlock
Defender of the Crown (no docs)
C.O.L.R. Object Editor (docs on disk)

Please add $1 per order to help cover shipping.

--
Marshall Lake - TEAM Software - mlake@melake.erols.com
http://melake.erols.com http://melake.erols.com/~team
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

# 5253. Re: FS: 1040STf

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970316141629.27217B-100000@freenet>
Source record: 125717

> I wil take it, if it works and you still have it.

Sold...

```
- -------------_------------------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -
```

# 5254. Re: FS: 1040STf

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970316154247.27217D-100000@freenet>
Source record: 125718

On Sun, 16 Mar 1997, Callum Baird Lerwick wrote:

> > I wil take it, if it works and you still have it.
>
> Sold...

Damn it! I did it again! Pine sucks...

- --------------_------------------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -

# 5255. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970316161005.27217E-100000@freenet>
Source record: 125719
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I have tried Quicktos and haven't got it to work.

It only loads *disk based* TOS's.

> Can Gemram be configured to load a TOS image from disk instead of from ROM ?

Not quite. As far as I can tell, GEMRAM only loads GEM into ram, not the
entire TOS. It will only load a GEM.SYS file, not a TOS.IMG...

```
- -------------_------------------------------------------------- -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ------------------------------------------------------------------ -
```

# 5256. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970316161358.27217F-100000@freenet>
Source record: 125720
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> >Tos 1.2 Probabl;y load s more stuff (on an stfm)
> >
> >thna would TOS 1.62.
>
> That's what I would like to test. I've never had any compatibility problems on
> 1.62. Now if 1.62 is incompatible with STFM hardwae that's another story...

Correct. Everyone seems to have forgotten that TOS versions 1.6 through
2.05 were *STe only*. The init code will initialize the STe's extended
hardware without checking if its actually running on an STe, which causes
it to crash and burn on an ST... TOS 2.06 checks if its on an ST or STe
and intitalizes accordingly...

- -------------_------------------------------------------------------ -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ---------------------------------------------------------------------- -

# 5257. Re: Spamblock Ineffective!

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970316162232.27217G-100000@freenet>
Source record: 125721

> My guess is the next step will be to look for words like "spam" or
> "remove" in email addresses and remove these words as well (YMMV).

I've been thinking if making my address show up as:

lerwick@fErAeTenSePtA.MmsApN.DmnD.IuEs!

:)

I suppose the ultimate fix would be to put an address like
look@my.sig.fool! in the From: line, then write your real address with a
BUAF in your sig... (kinda like mine...)

```
- -------------_------------------------------------------------- -
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 - 386sx/16
- ------------------------------------------------------------------ -
```

# 5258. Auto Folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <858545453@acpu.com>
Source record: 125722

```
P > One way to reorder progs in your auto folder is to use
P > Autosort, you just click and drag files around until they are
P > in the order you want.

Lots of people mentioned Autosort, which works pretty well. I like
Auto_org, in the CodeHead Utilities. It is _very_ fast; although I
don't suppose that that is all that important.

"The Poor Deluded Soul" - tderrick@acpu.com

... Despite of the cost of living, it remains popular.
___ Mountain Reader II - #00000077
```

# 5259. bbs experss program file

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: cgbohm@iconz.co.nz
Message-ID: <5gfel6$j2$1@news.iconz.co.nz>
Source record: 125769

Hi there my name is Chris Bohm and i am the sysop for the Star Two Bbs
here in New Zealand.
I am just wanting to know if anyone out there has got a file called
turbocts which runs a high speed modem on bbs express if so could you send
it to me via the internet as my bbs cannot be linked to via the internet.

BBS Name: Star Two
Sysop:Snowman
Hours:9pm Till 7am
Phone Number:0064-9-275-6454

Many Thanks

Chris Bohm

My e-mail address is cgbohm@iconz.co.nz

# 5260. Re: email and news (offline) on a 1040 ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: Paul@pwomar.demon.co.uk
Message-ID: <19970316010704731 88@pwomar.demon.co.uk>
Source record: 125770

David Sl�ttne <das@algonet.se> wrote:

> Hi
> What do I need to shuffle email and news (offline) on a 1040 ST?

Unless you can get a shell account then for a start a Hard Drive is hughly recommended, you could then use Oasis which is pretty good (I prefer v1.35 to the later versions) but it works best with 2meg. Stik & Newsie may also work in 1 meg but I am not sure.

> What do I need to surf the web on a 1040 ST?

Stik & CAB will work but you will need an account that supports SLIP.

> what modems can I use/not use with the 1040 ST?

I don't know of any offhand that won't work, any PC modem should be fine as long as it's not one of the newer Windows specific ones, these ones tend to be clearly labelled though so that shouldn't be a problem. As you have an ST it's probably not worth paying extra for anyhting faster than a 14.4 as the serial port can't handle the extra speed.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5261. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gfhrq$r6h$2@nadine.teleport.com>
Source record: 125771

```
On 15 Mar 1997 09:02:20, Gerd Walter wrote:
>
>... There is a new CAB optimezed version of
>Texel, that together with a software called OLGA can directly
>bestarted out of CAB. OLGA and the new TEXEL together are able to
>create and edit complete WEB-PAGES.
>
>You can read this in the ASH-INFO from 10th of March 97, Page two left
>column nearly 8 cm from the bottom.

Perhaps /you/ can, Gerd, but the de facto common language on the 'net is
English - and ASH's pages are all in Deutsch unless they've recently
added an English section.
```

# 5262. 4meg STE and mono monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-16 00:00:00 UTC
From: ekrimen@macromedia.com
Message-ID: <332b4548.3181448@news.macromedia.com>
Source record: 125772

I have a 4meg STE and an Atari monochrome monitor for sale. Asking $200 or best offer.

I would prefer if you picked them up (San Francisco) or I can deliver in the SF Bay Area.

If interested, e-mail me at ekrimen@macromedia.com.

Thanks!

# 5263. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703172351.a65166@ka2.maus.de>
Source record: 125523

```
JESJ>>It is possible to connect drive B:.
JESJ>
JESJ>Really?

Yes.

JESJ>Hmmm, wonder if it would be possible to hook up one of those qic-
JESJ>streamers that uses the Shugart-bus?

Uuuh. At least there is no software to use this. Why don't you use reliable
SCSI streamers?

Regards
Goetz
```

# 5264. Re: NVDI driver for stylus

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703172353.a65167@ka2.maus.de>
Source record: 125524

JDK>However, I can't find a driver for NVDI (version 3.02).

Hm? There are drivers for the Epson Stylus that came with NVDI.

Regards
Goetz

# 5265. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5gjf1o$cvq@m1.cs.man.ac.uk>
Source record: 125573

```
In article <514_All@Sea>, All@Sea (All@Sea) writes:
>charly@stud.uni-hannover.de was murmering to All ...
>
> Hiya Thorsten ...
>
> >> Hopefully a new upgrade will be released soon.
> >>
> c> How long we have to wait? Maybe the STiK crew can announce from
> c> time to time what they are doing and what new things are planned.
> c> I think many people are interested in.
>
>I'd agree with that, progress reports would be most welcome. Even if it's to
>say it will be xx weeks before the next release we wil at least know ;-)

No, they wont do that. Saying 'xx weeks till ...' is very risky because
it is very difficult to know exactly what is going to happen as bugs tend
to take longer than expected to iron out etc...

I should know, I made the mistake a couple of weeks ago of putting that
KP SACK would be released that friday, and it still has a bug! :-)
Fortunately I finally tracked down a very wierd bug, and there is only
one (minor) outsanding bug (that I am aware of). It is now on my WWW pages
even with this bug [fixed version tommorrow - 18/3].

Progress reports (ie. 'last week xxx was partially implemented') are
quite useful though...

Anthony
--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
Hey! KP SACK 0.5 is released! (our bug was a '= -1' missing)
-------------------------------------------------------------------------
```

# 5266. Re: email and news on a 1040 ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: josk@ifi.ntnu.no
Message-ID: <332d40aaae161@ifi.ntnu.no>
Source record: 125574

On Sun 16-03-97 20:16 Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:

>
>On 15 Mar 1997 11:48:02, John M Rojewski wrote:
>>
>>PPP Support is also available with MintNet and GlueSTik, which is a
>>STiK equivalent for MintNet. NEWSie works fine with GluSTiK,
>>according to several users.
>
>
>Except for the ftp part - but MG-ftp doesn't work, either, so I suspect
>that's a problem within GlueSTiK.

MGftp doesn't work with STiK either, it locks the computer as soon as
I try to open a connection. This happens under TOS 4.04, MagiC!4 and
Geneva 005 (Demo). I haven't tried the combination MiNT/STiK.

Try the latest GlueSTiK (0.02b4) and see if that cures the problem.

--
Jo Even Skarstein URL: http://www.stud.ntnu.no/~josk/

Atari Falcon MiNT/MiNTOS/MiNTnet/N.AES

# 5267. using VGA cards

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: "C.A. Wiebering" <sywwie@relfector.wmw.utwente.nl>
Message-ID: <01bc32d2$c728ebc0$9f505982@utwmw0159.wmw.utwente.nl>
Source record: 125575

Dear people,

Is it possible to adapt a VGA card from a 386 for use in an Atari Mega ST4?
I already use a VGA monitor with the help of a small adapter (originally
meant for a multisync monitor).

Kees Wiebering

# 5268. FS: MW C $25 Shipped!

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: main@appstate.edu
Message-ID: <858605882.29141@dejanews.com>
Source record: 125576

I have Mark Williams C for sale. This is the complete package with
manual, 3.0 upgrade disks, linker, compiler, and resource editor.
I will sell for $25 shipped anywhere in the U.S. Please reply via
e-mail if you are interested.
Thanks,
Thomas Main

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 5269. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5gjiid$qve@balaena.bio.vu.nl>
Source record: 125577
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Callum Baird Lerwick (lerwick@freenet.msp.mn.us) wrote:

: Not quite. As far as I can tell, GEMRAM only loads GEM into ram, not the
: entire TOS. It will only load a GEM.SYS file, not a TOS.IMG...

But how does one create a GEM.SYS file?

------
Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

The devil finds work for idle circuits to do.

## 5270. Re: lunar lander

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: meridian <meridian@141.1.29.40>
Message-ID: <01bc32e0$6a498f00$281d018d@meridian.nychey.com>
Source record: 125578

You can get the actual Atari Roms of the actual Arcade game by checking out
:

http://www.nfinity.com/~swhalen/node99/

Go to the Arcade emulator section...

And download EMU for DOS...

sleeper@gil.com.au wrote in article
<33283fd9.3122101@news.ipswich.gil.com.au>...
> hi,everyone.
> My names Steve and i have been looking for a dos version of LUNAR
> LANDER for ages as it is the game i grew up on.
> i have one version but it is a poor copy.
> can anyone help? thanx in advance, Steve :-)
>

## 5271. Atari Printing

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: charles_gamble@nt.com
Message-ID: <332DCA1A.C00@nt.com>
Source record: 125579

I own a 1 MB Atari STE without a second floppy disk or a hard drive.
I am looking for a good word processing package that can print different
sizes of the one font without the expense of buying a second floppy
drive or a hard disk to install GDOS. I already have PROTEXT 4.3 which
has its own printer drivers, it has one font but you can only get the
one size. Is it possible to get a package which can print fonts of
different sizes without GDOS? I need an inexpensive package. Any help
is appreciated.
Charles Gamble,
Belfast,
Northern Ireland.

# 5272. Re: Papyrus 5 demo

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gjmre$epb$1@nadine.teleport.com>
Source record: 125580

On 17 Mar 1997 10:14:06, Magnus Kollberg wrote:
>awood@f030.demon.co.uk (Andrew Wood) writes:
>
>> You _are_ downloading it as a BINARY file aren't you ?
>
>Ofcourse I did, atlest I think I did. I do use Netscape as I
>can't use any other program of some strange reason and I have never
>had any problems before. :-)

Hold down the SHIFT key when clicking he link to force Netscape to
request a binary transfer.

>BTW. Why does they always release the demo versions as selfextracting
>archives? I _HATE_ it as I can't ceck it before I get home. I dislike
>anyone who releases selfextracting archives. :-((((

Copy the TOS file to *.ZIP and you can extract it with WinZip.

# 5273. Re: StarGlider

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gjmro$epb$3@nadine.teleport.com>
Source record: 125581

On 17 Mar 1997 12:57:06, Damien Burke wrote:
>On 17 Mar 1997 05:12:53 GMT, atari@teleport.NO.SPAM.com (Rich Tietjens) wrote:
>
>>Geez, I am gonna be SO glad when spring break is over and the
>>cheapskates^H^H^H^H^H^H^H^H^H^Hstudents go back to class and stop
>>cluttering the newsgroups with "warez" requests.
>
>You forget, students are less likely to post during a break, not more, because
>of free net access at their institution.

Normally, I would tend to agree, but it seems this past week has seen a
rash of young puppies with no money and highly acquisitive habits...

# 5274. Fix: M-STE/TT/Falcon modem ports

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <5gi2dn$48t$1@cti01.citenet.net>
Source record: 125582

Those who have been having problems accessing the higher baud
rates offered by the M-STE/TT/Falcon's SCC chips using HS-modem
and Atari's modem.cpx need not worry anymore:

Using Fast Serial (a German PD) you just need to have fast_ser.prg
from the fser096b.lzh archive found under the tos_patches sections
of FTP sites. Then e-mail myself or Katherine Ellis requesting the
English version of the CPX. kellis@primenet.com

Copy fast_ser.prg just before stiktsr.prg in your auto folder and
the cpx into your cpx directory.

That's it! You're now set!

Fast Serial will poll your system to find out the exact make and
model of your SCC and adapt its routines accordingly. The patch
also recognizes if an ESCC has been retrofited. The matching CPX
correctly accesses available baudrates above 19.200 and allows you
to save your settings and reload them automatically afterwards.

---
From: Martin-Eric Racine Reply-To: q-funk@megacom.net Irc: Q-FUNK
Home: http://members.tripod.com/~Q_FUNK/ comp.sys.atari.st.stik
---
"Necessity is the mother of invention. I wasn't born a STiK author;
I just had to become one when my Atari *looked* like it could still
show surprising usefullness in this age where everything everywhere
including your favorite songs got copyrighted by Micro$uck$" Q-FUNK
---

# 5275. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <332d621f.6896055@news.demon.co.uk>
Source record: 125583

On 16 Mar 97 23:21:24 +0500, hoggett@airtime.co.uk (Bill Hoggett) wrote:

>I dunno, I was just posing the question. It seems Atari boo-boo-ed.
>That leaves the legal issue in very murky waters...

Not really, a copyright notice is a copyright notice. No arguing with that until the copyright expires, which it won't do for a good few decades.

The obvious thing to do is ask Atari for permission to distribute it. My mail to postmaster@atari.com bounced, oddly enough... and I haven't been bothered to investigate other avenues of contact.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 5276. Re: using VGA cards

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: acounis@lpnp16.in2p3.fr
Message-ID: <5gjrek$hvl@ccpnws.in2p3.fr>
Source record: 125584

C.A. Wiebering (sywwie@relfector.wmw.utwente.nl) wrote:
: Dear people,

: Is it possible to adapt a VGA card from a 386 for use in an Atari Mega ST4?
: I already use a VGA monitor with the help of a small adapter (originally
: meant for a multisync monitor).

: Kees Wiebering

Have a look at ftp://ftp.uni-giessen.de/atari/hardware
There is a file called et4000.tos which describes the way to adapt an
ISA ET4000 PC card onto a MegaST. This is a do it yourself project.
The archive mega4000.zip contains the electrical drawing of the project.

--
+---------------------------------------------------------------------+
| ACOUNIS St�phane Laboratoire de Physique Nucl�aire et des |
| Hautes Energies - Universit� PARIS 6 |
| T�l: 01-44-27-43-62 Fax: 01-44-27-46-38 |
+---------------------------------------------------------------------+

# 5277. Re: Papyrus 5 demo

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvpvwyjyk7.fsf@emw.ericsson.se>
Source record: 125585

atari@teleport.NO.SPAM.com (Rich Tietjens) writes:

> Hold down the SHIFT key when clicking he link to force Netscape to
> request a binary transfer.

I can try. As it's a .TOS file you might be correct after all. :-)

> >BTW. Why does they always release the demo versions as selfextracting
> >archives? I _HATE_ it as I can't ceck it before I get home. I dislike
> >anyone who releases selfextracting archives. :-((((
>
>
> Copy the TOS file to *.ZIP and you can extract it with WinZip.

Interresting, but not of much use if you use a Unix box is it? :-(

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 5278. Re: Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Stu@shaw1.demon.co.uk
Message-ID: <858617800.1781.0@shaw1.demon.co.uk>
Source record: 125586

>: which version of NEWsie are you using? I was having a similar
>:problem with version 0.66 - John Rojewski told me to try the latest
>:version, and the problem disappeared!
>:
I was using version 1.66 but having been told to get a new one
I have found 0.69 on dmeons ftp and that problem has cleared up!

>: Try getting the new version - it's at
>:http://www.primenet.com/~rojewski/newsie72.zip - and see what happens.

I tried to get that but I had YET another problem :((
My Cab.ovl is a VERY old one and when I put on 1.21 Cab
doesn't download the pages! My OLD cab.ovl always
makes cab bomb :( I think the old version is 1.1
Is it my Cab setup or the StiK which is causing these problems!

Stuart
IRC=Stu

## 5279. Newsie Offline

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Stu@shaw1.demon.co.uk
Message-ID: <858617802.1781.1@shaw1.demon.co.uk>
Source record: 125587

Hi!
When I use newsie ofline to read my news it puts
a tick next to the messages read but I can't
find anyhitng in the readme.doc telling me
HOW to keep them marked read when the window is closed or
how to delete them when they have been marked read!
Can anyone help?

Thanks in advance
Stuart
IRC=Stu

# 5280. Re: ACCEPT MAJOR CREDIT CARDS !!!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: News1@pwomar.demon.co.uk
Message-ID: <19970317182939316O3@pwomar.demon.co.uk>
Source record: 125588

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

>
> You can cancel spam with any newsreader that allows you to define extra
> headers
>
> You also need to add "control" to the list of newsgroups.

I don't know much about cancelling stuff but what is control.cancel for?
Should cancels not go there also/instead?

-- To reply to this message there is no need to remove anything from my
email address, clever that!

# 5281. BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: !ynoT
Message-ID: <33308930.4874559@news.airtime.co.uk>
Source record: 125589

STOSSER Software WWW Page
http://www.airtime.co.uk/users/stosser

UPDATE:Billy Boy All ATARIs (ST,STe,TT,Falcon) Min 1 meg
Page now includes updates on the platform game, plus a screen shot:)

UPDATE:News of next Game project, a Tempest 2000 Clone ?

Web Page now updating regularly and email is back on line, so there!

BTW Don't forget to hit your REFRESH Button or you wont see changes?

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
Keeper of the STOS FAQ:::Joint Keeper of STOS File Site

Let's have a Heated Debate -- Mrs Merton 1997

# 5282. Re: How big can a partition be?

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Oliver Heun <heuno000@marie.zdv.Uni-Mainz.DE>
Message-ID: <Pine.OSF.3.95.970317194443.27755C-100000@marie.zdv.Uni-Mainz.DE>
Source record: 125590

Hi Atarians

just an addition to Uwe Seimets reply,
HuSHi doesn't cause any problems with BIG partitions, no matter
wether they are the first or the secondary partition.
I ran my Harddisk, usually connected to an STE with TOS 2.6 once
with my old 1040 STf, TOS 1.2, and my Harddisk, a 170MB Quantum
didn't bother with neither of the 2 85 Megs Partitions.

Oliver Heun
Solution Software
www.uni-mainz.de/~heuno000

Get into the opposition.

# 5283. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc3306$e9b98080$LocalHost@snapper.dial.pipex.com>
Source record: 125591

Paul Womar <News1@pwomar.demon.co.uk> wrote in article
<19970316131908254@pwomar.demon.co.uk>...
> SNAPPER <snapper@dial.pipex.com> wrote:
>
> > Paul Womar <Paul@pwomar.demon.co.uk> wrote in article
>
> > > If it generated NEW code then great, but that's not what you are
> > > suggesting is it and lets be honest, plugging numbers into a program
> > > like the one that you suggested via an actual algorithm that used the
> > > number and only the number to generate said code would not be
possible
> > > for a VERY long time and I would risk ever.
> >
> >
> > NEW... hmmm, that's another thing isn't it?
> >
> > Is anything ever new? The potential has always been there even before a
> > NEW thing was made or invented for it to exist.
>
> This is all geting to theoretical for me, do the really big numbers
> exist even though nobody has ever though of them, do any numbers
> actually "exist"?
>
> > > Ah of course the copyright law that protects intellectual proerty is
> > > stupid because you can't steal their work, I get you.
> >
> > Why do you people always assume that someone's trying to STEAL
> > something?
> >
> > A bit cynical and negative isn't it?
>
> Not really, Copyright law is there to protect the rights of ownership ie
> to prevent theft of your works, therefore if you say it is "stupid" then
> the obviouls implication is that you believe that it should be OK to
> steal their work.
>

** If you check back, I never said it *was* "stupid".

You seem fond of saying it though...

I merely*implied* that that it could be "more sensible".

This is due to the original copyright laws being based around
printed material and other pre "computer-age" stuff.

The copyright laws probably allowed more magnetic stuff to
be "legally" stolen, due to it's antiquated nature.

But really I think you've missed my original point, which was not
"how to steal things" -as you seem to think...

So, please stop mis-quoting me, to fit your sanctimonious argument!

Argue with what people *said* and not what you *think* they said, or
would like them to have said.

> > And anyhow, who'd give a damn if TOS did get stolen? It wanted
> > binning anyway...

>
> I would for one.

*Well Paul. It's a noble cause you fight.
* But there are more important things to worry about.
* The rapidly approaching extinction of the whales
*and elephants, to name just a couple.

> You seem to think that it's shit but also agree that
> people actually want it so surely it's good enough to buy?

*I suppose I'd have to agree that people want it, but then
*people also want Kylie Minogue records too....
*Wether they're good enough to buy is a different thing, down
*to personal opinion I suppose.

> It was a very good OS at the time and it still fares well now, it of
course did
> need a fiar bit of development and that exists pretty much in the form
> of Magic.
>

* Magic_pc.os, I suppose, not the real thing...

> --
> To reply to this message there is no need to remove anything
> from my email address, clever that!
>

# 5284. Re: Zip disks between st and pc

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HCRTAJAFUP@data.rhein-main.de>
Source record: 125592

In <332b7696.2872084@news.injersey.com> Yogi wrote:

>Is there a way to use a zip disk from an ST on a PC and vice versa?

ST with SCSI hostadaptor (Parity !) PC with SCSI controller.

Regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 5285. Re: anyone know how to make a modulator for 1040 STF

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HCRTAJALUP@data.rhein-main.de>
Source record: 125593

>This is my first posting to this newsgroup so please don't flame me if I
>ask a stupid question, I have an old atari 1040 STF without a built in

We don't have stupid questions here :-)

>modulator is there any way I could build one? I live in the U.K. so it
>would need to work with the PAL system. If there is no way of doing this
>is there any way I could connect it to a PC monitor?

Open your 1040, have a look to the backside of the mainboard.
If you found an empty space like:

```
------ connectors---- -connectors---
| |
| * |
```

Keybord

"*" That's the point for an internernal Modulator ( PAL or NTSC )

If you HAVE that empty space: Ask Brad Koda / BEST-Electronics C.A
for an simple internal PAL-Modulator. Make sure he have PAL!
(I think he have NTSC..)

Have a look to some solderpoints in that free space..
Like: 1 2 3 4 ( or also )

If you take a module, wire the same points to the 1040 board.

I hope that's all. I will ask my schematics if you found problems.
Ask a friend with a "licenz to solder" :-) if you can't do that by yourself!

Regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 5286. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: News1@pwomar.demon.co.uk
Message-ID: <19970317193601963 4@pwomar.demon.co.uk>
Source record: 125594

Damien Burke <damien@jetman.nojunkmail.demon.co.uk> wrote:

> On 16 Mar 97 23:21:24 +0500, hoggett@airtime.co.uk (Bill Hoggett) wrote:
>
> >I dunno, I was just posing the question. It seems Atari boo-boo-ed. That
> >leaves the legal issue in very murky waters...
>
> Not really, a copyright notice is a copyright notice. No arguing with that
> until the copyright expires, which it won't do for a good few decades.

Nobody is arguing what the Copyright notice but what restrictions does
it have exactly? Plenty of Freeware software is freely distributed and
still the copyright is held by the owner, what exactly are the
conditions accociated with a copyright?

-- To reply to this message there is no need to remove anything from my
email address, clever that!

# 5287. Re: Newsie Offline

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5gk8f0$m71@nnrp1.news.primenet.com>
Source record: 125595

```
On 17 Mar 1997 16:56:42, Stuart Shaw wrote:
>When I use newsie ofline to read my news it puts
>a tick next to the messages read but I can't
>find anyhitng in the readme.doc telling me
>HOW to keep them marked read when the window is closed or
>how to delete them when they have been marked read!
>Can anyone help?
>
Press the delete key. Delete will delete the file and index entry.

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari
```

# 5288. Re: Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5gk8oa$mo3@nnrp1.news.primenet.com>
Source record: 125596

```
On 17 Mar 1997 16:56:40, Stuart Shaw wrote:
>>: Try getting the new version - it's at
>>:http://www.primenet.com/~rojewski/newsie70.zip - and see what happens.
>
>I tried to get that but I had YET another problem :((
>My Cab.ovl is a VERY old one and when I put on 1.21 Cab
>doesn't download the pages! My OLD cab.ovl always
>makes cab bomb :( I think the old version is 1.1
>Is it my Cab setup or the StiK which is causing these problems!
>
Use the Open URL... menu entry and NEWSie will retrieve the file. You
don't need CAB (or CAB.OVL) to get files from the web.

John
*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari
```

# 5289. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: stik@flinny.demon.co.uk
Message-ID: <858624158_OASIS_@flinny.demon.co.uk>
Source record: 125597

In article <514_All@Sea>
All@Sea (All@Sea) said:-

>I'd agree with that, progress reports would be most welcome. Even if it's to
>say it will be xx weeks before the next release we wil at least know ;-)

Problem is that people get busy and things happen.. its not like 9-5
every day programming.. its when people have time.. Next release as
and when its ready basically :)

Nick.

--

----------Nicholas Flintham----------
--------Nick@Flinny.demon.co.uk --- nflintham@cix.compulink.co.uk--------
----------Http://www.flinny.demon.co.uk----------

# 5290. Re: MIDI-Sound-LIGHT S/W

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: afn14016@freenet.ufl.edu
Message-ID: <5gjpnk$aaj@huron.eel.ufl.edu>
Source record: 125598

You can use your Atari computer to control Light shows or any MIDI device.
Notator ow from Emagic will control any MIDI device, including MIDI mixers and light consoles.
I used it to control a MIDI mixer and it worked great.
Notator has a MIDI learn function that works very well, you set the program into learn mode and turn the consoles SW or fader to transmit a message. This message will now be transmited by the fader it was assigned to. The fader's motion will be recorded by the programs sequencer and you can do any needed editing.

Raymond

# 5291. Re: TT video enhancement, video cards

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Nima Montaser <Nima.Montaser.1p66@nortel.ca>
Message-ID: <332DB344.2E95@nortel.ca>
Source record: 125599
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

Brett Nair wrote:

Hi,

> OK - I know that the TT uses a non-standard VGA output. What
> are the fixes and what are the drawbacks?

Not quite true. TT uses a normal VGA output (640x480 in 16 colors),
but also offers the sort of non standard resolutions (TT High, TTlow
and the ST versions!!)

> 1. Is there a software fix for the video mode? Is it
> software compatible?
No.

> 3. I know that one can use a graphics card such as CRAZY
> DOTS and the NOVA card(s). Can I still use my previous
> video modes? Will my software be compatible? What about
> MagiC and NVDI? If I choose not to get NVDI ET4000, can I
> still use NVDI to load my fonts?

Nova graphics cards are the most compatible cards for ATARIs. They are
also very fast. Nova cards work beatifully in conjunction with Magic
NVDI (for Fonts only, you don't need a software accelerator for the 64/
32bit version of the Nova ).
Nova cards are basically compatible with any well behaving GEM
applications.
Just about any recent productivity and utility software (except games)
work great on the Nova.

For more info on the Nova cards, please contact Homa Systems House
(613)722-0901 or on the web page

http://www.magma.ca/~nima

Nima Montaser

**********

My opinions are strictly my own, and not that of my employer!

**********

# 5292. 1040ST printer Problem

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: krobb@adelaide.on.net
Message-ID: <332cd677.3996717@news.adelaide.on.net>
Source record: 125600

Am trying to get a 1040ST up and running for a friend. I am totally ignorant to the workings of this machine which runs on a version of Gem. The printer is a Star LC24-30 colour and so far I have only managed to get plain txt printed with no bold, underline etc using the two basic Epson drivers supplied with ST Word. Can anyone help me with this
Please reply to krobb@adelaide.on.net
Thankyou

# 5293. Re: Atari Computing Magzine

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: sammcgee@crl.com
Message-ID: <5gl0qn$qod@crl13.crl.com>
Source record: 125601

Mike Kerslake (publish@zetnet.co.uk) wrote:

: I don't know if I am missing anything, but there never seems to be much
: discussion about Atari Computing magazine in this area!

Trolling for props, eh? Well, I'll bite. Great Mag! You Brits really know how to pull off a classy publication. Here are my comments in random order:

1) Keep it black on white. If I want to look at color pictures I'll buy a Hustler. (or other Mag heavy on the pink:)

2) More Q and A. You could fill it half with these and I'd be happy. But don't.

3) Tell the status of previewed software. Example: is Freedom 2 available now? This month? This year?

4) Where is all this great shareware reviewed hiding? Many (most?) Atarians don't have a local PD shop.

5) Add programming tutorials like in ST Review. R.I.P.

That's a start.

Sam

# 5294. Re: A few E-Mail addresses...

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <5FD6yZk.dpj@delphi.com>
Source record: 125602

Ronald J. Hall <thechyld@pcc-uky.campus.mci.net> writes:

> I still don't have an E-Mail for Roger Burrows/ExtenDos Pro though... Are

How about: r.burrows1@genie.geis.com
It works for me.

Dana @ STReport International Online Magazine

# 5295. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: lebech@post3.tele.dk
Message-ID: <5gkc8f$cbk$2@news.inet.tele.dk>
Source record: 125603

I am really tired of replying to lamers like you!!!

>> It is : TOS 1.02 (I think it has to be a german rom-file) so if
>> you have it please let me know! This rom-file it so old so
>> please do not make a fuzz about it.

RT> Judging from the X-Newsreader header, you make a regular habit of this=
=
RT> sort of thing.

Ok since when is it a crime to use unregistered software????

RT> Buy a copy of TOS, or get lost. Thieves are not welcome.

Yeah they are pretty easy to get!! Ok I will go to my Atari Store
tomorrow and get a rom :*/**/!! really funny!!

moron!

## 5296. Spectre 3.1? David Small?

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@DreamSoft.com>
Message-ID: <332E0723.155E@DreamSoft.com>
Source record: 125604

Hello Dave Small;

Or anyone with a TT030...
Dave if you read this is it still possible to get a copy of
Spectre 3.1 for the TT030. I have moved from the 1040STf
to the Atari TT030. As you well know the Spectre 3.1 version
uses the FAST TT ram.... Any help here?

Thanks to Dave or anyone else on this?

RClaunch@DreamSoft.Com
--
/|\ =-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=/|\
fuji LIVES! fuji LIVES! fuji LIVES! fuji LIVES!
/|\ =-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=/|\

# 5297. Re: StarGlider

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: daymon@mammoth.psnw.com
Message-ID: <5gkgcq$j4g@alpine.psnw.com>
Source record: 125605

>>>Geez, I am gonna be SO glad when spring break is over and the
>>>cheapskates^H^H^H^H^H^H^H^H^H^Hstudents go back to class and stop
>>>cluttering the newsgroups with "warez" requests.
>>
>>You forget, students are less likely to post during a break, not more,
>>because
>>of free net access at their institution.
>
>
>Normally, I would tend to agree, but it seems this past week has seen a
>rash of young puppies with no money and highly acquisitive habits...

Now hold on, guys! In defense of the poor guy who originally posted, all he was asking was if anyone knew if either of the Starglider games were available for download anywhere -- a reasonable request since they are very old games and perhaps they were released into PD as some older software sometimes is, or in demo form. He wasn't asking for a free handout necessarily! It can be very hard to find older software, or any Atari software for that matter! It is extremely rude interject the idea of piracy into an innocent question and blast the guy for it! And then to just stereotype students (I am a college student) as young, moneyless, pirating cheapskate rejects out to steal as much stuff as they can on the net is totally appalling!!! Yes, students tend to have less money (go complain to the people who set the high costs of a college education about that), and of course we're going to cut corners wherever we can to save money and ask if there's a possibility of something being free that we want or need. That doesn't give anyone the right to slander us! I'm sure, unless you never went to college (in which case you have no right to make these interjections), that you've been here and know what we're going through. So please stop making these rude and uncalled for remarks about this poor guy! Besides, even if someone requests something that's illegal not knowing it's piracy, it's much more appropriate and productive to let them know about it in a friendly, matter-of-fact way than to get on your high horse and spew your knowledge of legality at them! Now I'll get off my high horse and let you respond! :)

Mike Freeman
daymon@psnw.com

# 5298. Re: Papyrus 5 demo

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <332E0C1B.568D@cadvision.com>
Source record: 125606

Magnus ...

> > >BTW. Why does they always release the demo versions as selfextracting
> > >archives? I _HATE_ it as I can't ceck it before I get home. I dislike
> > >anyone who releases selfextracting archives. :-((((
> >
> >
> > Copy the TOS file to *.ZIP and you can extract it with WinZip.
>
> Interresting, but not of much use if you use a Unix box is it? :-(

Is there no ZIP utility for UNIX? The *.TOS file is nothing more than a
ZIP file which has been converted with the ST Zip tools to a
self-extracting archive. It can be renamed to a ZIP file and opened
with any ZIP utility.

Keith

# 5299. Re: Live midi performance s/w needed for Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31749_please@no.spam.mail.here.mettav>
Source record: 125607

*Hi Gerry*, on 12 Mar 97 you wrote: ...respect, brethren

s>
s> julian@connexus.apana.org.au (Julian Gifford) wrote:
>> Is there any midifile player that will allow loading up about 10 midis
>> to be used as backing tracks for an Atari ST for live performance work?
>> There needs to be very little time inbetween songs in order to keep the
>> people on the floor.
>>
s> There was such a product, a complete Midi player for live work, using
s> just an ST (no screen needed).You could load up as much midi files as
s> memory would allow, & selection was via the numeric keypad.
s>
s> I forget the company's full name, I think it was "Hands on <something>"
s> They were in the UK. They used to advertise in the UK music magazines.

Yup, I remember this vaguely. It'd run even without a monitor, because all
the electronics at shows would often interfere with monitors.

If it was Hand On, then all O have is a phone number for them:

Hands On MIDI Tel: +44 (0)1705 783100

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5300. TT modem 2 bugs

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31751_please@no.spam.mail.here.mettav>
Source record: 125608

*Hi Martin*, on 13 Mar 97 you wrote: ...respect, brethren

q>
q> Having just bought myself a TT, I wanted to use Modem 2 with STiK. It
q> seems that clicking on "save" in modem.cpx does not store the baud rate
q> as expected and that i cannot access the 38.400, 76.800, 153.600 rates
q> modem 2 offers from its CPX so this doesn't help much. Was there ever a
q> newer version of the cpx or a bug fix for this, so the settings are
q> remembered and so I may finally access the higher baudrates in a
q> positive way?

I'm in exactly the same position as you, having now got a TT, and I got a
little worried when I read your message. But I needn't have...

I don't use the Modem.cpx because it's well known to be absolutely useless.
Instead I use HSModem7 for a start.

More importantly, the baud rate is set in DIAL.SCR

BAUD_RATE = 38400

The modem port is set in DEFAULT.CFG

SERIALPORT = Modem 2
CDVALID = TRUE

I logged onto my ISP and everything went just fine.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 5301. Poll: What kind of hd backup do you use?

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31743_please@no.spam.mail.here.mettav>
Source record: 125609

*Hi Mike*, on 11 Mar 97 you wrote: ...respect, brethren

m>
m> I'm don't have any way of backing up my hard drive except for floppies.
m> I've heard good things about Diamond Back 3. I have heard of Turtle.
m> What kind of hardware? Tape backup? Zip? Syquest removable? What
m> handlers would I use for these hardware devices? I am using ICD's
m> handler now. Would it work with these devices? For that matter, what
m> is the best hard drive handler? I have heard of HDDriver. Who makes it
m> and how new is it?

I've seen that you've had lots of answers already but I'll just mention one
or two things that haven't been covered.

Of the freeware software that's been mentioned (Turtle), there's also Vault
and Key (backup and restore respectively) which was pretty good -possibly
better than Turtle. You may want to look at Unturtle as well.

GEMAR, which is shareware, gets a lot of votes from those who use tape
streamers. Very high quality program from what I've seen, but a bit like
ConNect - you either like it or not, however good it may be.

Zips and Syquests don't need anything more than an up-to-date hard disk
driver (ICD or HDDriver), but Tape backup needs Diamond Back software or
Gemar to control the streamer properly - Vault, Turtle or even Kobold isn't
designed for that.

HTH

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 5302. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31746_please@no.spam.mail.here.mettav>
Source record: 125610

*Hi Derryck*, on 10 Mar 97 you wrote: ...respect, brethren

HS>> Software RIPing is possible through Ultrascript on the ST, which uses
HS>> clones of the standard 35 fonts, or more recently using Ghostscript
HS>> from Compo (a snip at 200+ukp!).
DC> Oops! (g)

Argghh...!!! B^{)

DC> You meant to type "...Composcript from Compo". Ghostscript is the GNU
DC> freeware version found on various ftp sites.
DC>
DC> I bought a shrink-wrapped copy from one of the Atari shows last year
DC> for 5UKP...

Yup - quite right. I hada bit of a mad one when I wrote that <g>

By some amazing coincidence I picked up Composcript last Thursday as well...

B^{)

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 5303. Re: .WMF to convert

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31774_please@no.spam.mail.here.mettav>
Source record: 125611

Hi Ryan,

r> Roy Goring <rgoring@REMOVE_TO_REPLYzetnet.co.uk> wrote:
>> Are there any programs that will convert .WMF to .JPG or .GIF?
>> I don't mind if it is in stages, as long as I get there :-)
r>
r> WMF is "Windows MetaFile," a vector format.. I don't know of any
r> programs on the atari that can read them. Your only way to do this
XChange from the FaST Club (in the UK) will convert the WMF's into Calamus
Vector format (CVG) or into the OL files used by Ouline Art, but the result
will be in monochrome.

Once in CVG, there are other progs that will produce an IMG bitmap, and from
there something like Imagecopy will produce a JPG or GIF.

But still only in B&W I'm afraid.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

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# 5304. Q: SCSI ZIP on Mega 2 ST .. how?

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31778_please@no.spam.mail.here.mettav>
Source record: 125612

Yo! Derryck Dude!

Whilst under caution Derryck said to Officer Steve :~)

<buzz>> <distort><crackle>

Radio 5, Long Wave... 8~))

n>>> I know this has been ans a zillion times, but how, exactly, do I use
n>>> my new SCSI ZIP on my Atari Mega2 ST. What do I need and where does
n>>> it go?

SS>> You'l also need something like a LINK II plugged between it and the
SS>> ACSI port on your ST. Also some Software to partition the disks.
DC> Also some means of powering the Link, if there isn't another device on
DC> the same SCSI chain providing term. power then the questioner will also
DC> need to arrange for a 5V feed to the appropriate pin on the ZIP.

How much are these ZIP Doohikie's these days. What about those Syquest?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= MOUSE.SYS Not found in system folder, Eaten by CAT.COM???.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

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# 5305. anyone know how to make a modulator for 1040 STF

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31777_please@no.spam.mail.here.mettav>
Source record: 125613

FROM: SSweet@mettav.demon.co.uk
SUBJ: anyone know how to make a modulator for 1040 STF

gm> This is my first posting to this newsgroup so please don't flame me if
gm> I ask a stupid question, I have an old atari 1040 STF without a built
gm> in modulator is there any way I could build one?

Simply put, No!!. theres' some big ass design technuiqes used in RF design.

gm> I live in the U.K. so it would need to work with the PAL system. If the
gm> is no way of doing this is there any way I could connect it to a PC
gm> monitor?

OK, you can buy one from the likes of Maplin for about a fiver.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Wife and Dog missing, presumed abducted,.....
Substancial reward offered for information leading to return of Dog.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

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# 5306. PC_DITTO..

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Yunior <jleon@ona.fi.umag.cl>
Message-ID: <Pine.D-G.3.94.970317211358.11929A-100000@ona.fi.umag.cl>
Source record: 125614

Como hago para poder accesar mi disco duro ( EZ135 ) al Pc_Ditto???

Saludos
Javier Leon M. ( Yunior: En IRC y los Muds.. )
jleon@ona.fi.umag.cl
Punta Arenas
Chile

Ps: My English is very poor and bad :( Spanish is my first lenguage.

# 5307. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703172310.a63550@ka2.maus.de>
Source record: 125615

AJ>How does using the old GEMDOS make it non-premptive?

That's not what I meant. I'd like to say that MagiC is much faster and totally reentrant. It is a hard contest for hardware that's not 100% fine. Damned, why don't you understand German :-)))

AJ>MiNT will not preempt supervisor mode processes.

Like MagiC. But you can do AES-calls within an interrupt and things like that with MagiC which is impossible to do with TOS.

Regards
Goetz

# 5308. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <332d62df.0@lagoon.idirect.com>
Source record: 125616

On 15 Mar 1997 03:05:37, Rich Tietjens wrote:

>I finally broke down and installed PPPkit 1.4 last night and I must report
>that it works VERY well - reasonably fast, stable, and (most important) I
>can actually connect with my ISP again. Tonight I'll be trying GlueSTiK
>(gluestik-0_02b2.zoo) to see if NEwsie and whatnot will work - if not, I'll
>have to install Oasis 1.35 again, I suppose. Anyhow, now that I see what
>little needs to be done to make PPPkit work, I'll be writing a simple setup
>program to make it simpler for people to add the specific information for
>their own ISPs - that way, instead of locating and manually editing 3 or 4
>text files, you can just unpack PPPkit, run the installer, and then run
>setup in GEM to plug in the info.
>

YES! Please do - I'd had nothing but trouble trying to get PPPKit
up and running. The install prgram will be MUCH appreciated in this
part of Canada.

>I'll still probably buy Termite when it comes out, though.

I'm going to the Atari shows in Britain in April, so hopefully I'll
be able to pick it up there myself.

# 5309. TOS dump on GEMulator

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31739_please@no.spam.mail.here.mettav>
Source record: 125617

*Hi Richard*, on 10 Mar 97 you wrote: ...respect, brethren

c>
c> Say... I think dumping your TOS into a file - straight from ROM - does
c> not produce a file such as TOS.IMG. Am I right in assuming that TOS.IMG
c> is a special kind of executable file, not just a straight TOS dump?

I don't think it is an executable. It needs some form of TOS loader tobe
able to use it AIUI.

I'm interested to hear whether there's any generic TOS loader, because I've
now got hold of a TOS 3.06 that I'd like to try with my TOS 3.01 here -no
loader though...

Btw - I seem to have a problem with UVK v6.9 crashing on the system status
screen on this TT - any ideas why? Will the trick of holding both shift keys
still work with this version?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 5310. Re: Wanted: Atari ST memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31742_please@no.spam.mail.here.mettav>
Source record: 125618

*Hi Shiuming*, on 11 Mar 97 you wrote: ...respect, brethren

l>
>> As I've told Frido already, if a memory board is available for the Mega
>> STe I will certainly buy it. Any other takers? Of all Atari machines,
>> the one crying out for extended memory expansion capability is the Mega
>> STe - what you might call the top-of-the-range of 68000-based Ataris.
l>
l> Absolutely - 4Mb is comfortable so far, but if I could take it higher I
l> would certainly buy more. There was a guy on this group who has a 10Mb
l> board in his Mega STE but it required a lot of soldering and track
l> cutting :-/
l> Perhaps all the people who would like a Mega STE memory expansion
l> should mail aixit and let them know. It could maybe also be beneficial
l> to people who use ordinary STEs.

This si a good idea, even though my own personal circumstances have changed -
I now have a TT!

My Mega STe is likely to go on sale as soon as I've confirmed I've got
everything transferred over properly and I clear up what sort of package I
have available for sale.

Nevertheless the situation will remain just as true for the new owner and
I'll ensure that the information I have is transferred over.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 5311. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31748_please@no.spam.mail.here.mettav>
Source record: 125619

*Hi Ken*, on 12 Mar 97 you wrote: ...respect, brethren

m>
>> Doesn't ordinary TOS do that just as well? Personally, I always keep a
>> floppy in the drive (actually it's my HDDriver master disk!) just in
>> case of emergencies. It's not a problem is it?
m>
m> Yikes!
m> Wouldn't you feel safer if you kept a 'backup' of your HD Driver floppy
m> in the a: drive? I would. :^}

Naahh... I'm hard as nails, me... <g>

I keep it write-protected FWIW... [rummage] it's now write-protected B^{)

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 5312. Johnathon Lawrence

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31745_please@no.spam.mail.here.mettav>
Source record: 125620

*Hi Mike*, on 11 Mar 97 you wrote: ...respect, brethren

m>
m> Does anyone have an email or whatever address for Johnathon Lawrence
m> (software author for the artpad)?

No but perhaps you could try through Paul Glover at the FaST Club who
distribute some of his software. stclub@cox.compulink.co.uk.

I believe Jonathan lives in London if that's of any use...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 5313. Re: Where in U.S. to buy Link96?

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703172334.a65163@ka2.maus.de>
Source record: 125621

```
RN>Ok, I know I need a Link96 to use my SCSI ZIP drive on my ST2 but
RN>where can I get one in the U.S.? Tried Toad on the net .. no luck.
RN>
RN>What software is required also? Apparently all this stuff is made in
RN>Germany, so where do we get it?

Send an EMail to norwiecz@aol.com / http://members.aol.com/NorWiecz. Norbert is
the developer of the Link96. I suggest to use HDDRIVER, very reliable and fast
(and comes in a bundle with your Link96, if you want).
```

Gr��e
G�tz

# 5314. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703172347.a65165@ka2.maus.de>
Source record: 125622

L>Seriously? Why? I have a PowerUp2 installed as well as an FX card,
L>and both work fine

I think it isn't a good idea to use the Falcon out of its specification. And that is exactly the only thing a speeder does. If you use an Afterburner with no bus clock modification it is a fine thing. But never tune your car without checking your brakes. The Falcon is designed to work with an 68000/16MHz, the 68030 was added to the design later.

Regards
Goetz

## 5315. PPP available soon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <332c8d2233af6b4@sn.no>
Source record: 125637

How far down the road is a usable PPP setup "for the rest of us"?
I know that MiNT can be used, but so far I haven't had any good experiences with it regarding the rest of my setup on my STe, though I'll be trying to install the "KEMD/KGMD" setup.

I haven't been able to get CAB working online even though I've used version 1.5 together with STik 1.12 and cab.ovl 1.21 -I belive they're all the latest versions.

As I don't have a SLIP account, but rather a choice between PPP and terminal emulation I've tried it with TIA (The Internet Adapter) which is a SLIP emulator which can be used via terminal logins.
All I get is a "resolving host" message which keeps going on forever. I can't even exit the program or anything (the funny thing is that the computer hasn't frozen, because I can access the menues in CAB, though they're all greyed out). But the only way to exit is to reset the machine.

I've also tried STik together with "Finger" and MgFTP, so apparently the problem is with the connection and/or STik.

Anyway... I'm wondering if someone out there has any facts about PPP for the ST- I've heard enough rumours (for a long time), but nothing more than that. I for one don't know any provider which supplies SLIP- at least not without having to pay extra. Just about everybody uses PPP these days, and some providers (luckily for me) still has options for terminal emulation (VT-100 etc).
So why has STik been developed for SLIP systems then? Does everybody but me have access to SLIP?

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5316. Re: Problems with "Oasis" files

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <332c8d2033ae563@sn.no>
Source record: 125638

On Fri 14-03-97 18:59, Ted Parrett (tparrett@parrett.fast.co.za) wrote:

>I suggest you try the version 1.35 which uses NOS instead of ICE. I have
>been using it for 18 months and it really is very reliable once you have
>configured the startup file required by NOS. I also tried Oasis v2.1 and
>although I did get it to work, it was extremely slow and quite unreliable. I
>gave up in the end and whilst I really hope the programmers get it right
>they have been trying for so long I'm beginning to think they will give up.
>If you try v1.35 and have a problem with NOS email me and I'll try and help.

I've downloaded Oasis 1.35 now, but haven't really had the time to try it
out properly, but so far it seems a lot better than version 2 (which
*looks" better visually, but so what when it won't work!).
For the time being I'm just looking into what's available out there, but
I'm not going to put too much effort into it all. It all seems pretty
complicated and not entirely free of bugs and problems, all these Internet
packages...

For the time being I'm happy with a terminal setup which I log into my
provider's UNIX machine with (using "Connect") where I download/upload
SOUP offline packets used together with "Okami" to read/write messages
offline.

>I have on several occasion tried to access your web page but Cab always
>seems to give me a 'Title Missing' error Any ideas

Strange.... I have titles in all my pages, and they should conform to HTML
2 and 3.2 standards as I've tested them.
I don't use CAB myself (haven't been able to make a connection and franky
I've given up- I'm going to wait until a PPP setup comes along for STik).
Do you have access to another computer with another browser? How about
using "Lynx" (though you only get text)? I use it every day through my
provider's UNIX system. Works great.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5317. STiK Config stuff

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: dogmeat@fog.net
Message-ID: <5gi48o$d4j$1@news.wco.com>
Source record: 125639
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

Dear Friends!

I remember postings dealing with STik configuarations, especially that several of the protocols are no longer needed. Please find my DEFAULT.CNF file below, and email me or post any suggestions. (I am writing because STik and Newsie occasionaly bomb, and because ever since I made some earlier changes FORECAST and TELNET refuse to run...)

On a related matter. I have tried to get STiK to work as a MagiC App folder/executible desk accessory. It loads into memory, but cannot be summoned (i.e. the interface to dial doesn't appear). What's the best way to utilise STik under a multi-tasking OS?

```
Here's the fileALLOCMEM = 512000
SERIALPORT = Modem 2
CDVALID = TRUE
DIALFILE = dial.scr
CLIENT_IP = 0.0.0.0
TTL = 64
PING_TTL = 255
MTU = 1006
MSS = 212
PKT_SIZE = 236
DFB_SIZE = 580
PROTOCOL = 0
RCV_WND = 2012
UP_RESPONSE = 2
SESSIONLOG = ON
USERNAME = dogmeat
HOSTNAME = fog.net
FULLNAME = Brett Nair
PROVIDER = 206.155.44.1
#type your POP3 server address below
POPSERVER = fog.net
#type your smtp address also
SMTPSERVER = fog.net
NAMESERVER = 206.155.44.10
NAMESERVER0 = 206.155.44.3
IRCNICK = dogmeat1
IRCSERVER = irc.warnerbros.com
IRCPORT = 6667
IRCPONGMSG = Slow isn't it?
#IRCLOG = OFF
```

```
#IRCLOG2 = OFF
POP_USERNAME = dogmeat@fog.net
POP_PASSWORD =
POP_MAILBOX = monster\mail
#SMTP_MAILPATH = spool\mqueue
SMTP_HOSTNAME = fog.net
```

And the DIAL.SCR

```
BAUD_RATE = 38400
HANGUP = ATH
PREFIX = ATDT
INIT = ATZ
CONNECT_WAIT = 45
REDIAL_DELAY = 20
PHONE_NUMBER =
PHONE_NUMBER =
SUCCESS = CONNECT
FAILURE = BUSY
FAILURE = NO CARRIER
FAILURE = NO DIALTONE
FIND = login:
RESP =
WAIT = 0
FIND = assword:
RESP =
WAIT = 0
FIND = ) to
RESP = $GET_IP
WAIT = 0
```

Thanks for all your help!

--
Brett Nair - dogmeat@fog.net

"Holy the lone juggernaut! Holy the vast lamb of the middle-class!
Holy the crazy shepards of rebellion! Who digs Los Angeles *IS* Los Angeles!"
- Allan Ginsberg, "Introduction To Howl"

## 5318. TT video enhancement, video cards

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: dogmeat@fog.net
Message-ID: <5gi4ta$d4j$2@news.wco.com>
Source record: 125640
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

All:

With all the great and useful add-on boards, accelerators and video-fixes available for the Falcon 030, what options are their available for the TT? I am especially interested in video enhancements.

OK - I know that the TT uses a non-standard VGA output. What are the fixes and what are the drawbacks?

1. Is there a software fix for the video mode? Is it software compatible?

2. Is there a hardware fix that doesn't change the video modes, but allows greater resolutions and the video output (i.e. the cursed 4/5ths screen)?

3. I know that one can use a graphics card such as CRAZY DOTS and the NOVA card(s). Can I still use my previous video modes? Will my software be compatible? What about MagiC and NVDI? If I choose not to get NVDI ET4000, can I still use NVDI to load my fonts?

4. In regards to acceleration of the chip, are there other ones available than the CaTTamaran? Why does this have a reputation for being buggy? Why can't I 'plug-in' an 040 or 060 chip?

Thanks for any replies. Please email me or post for all of our mutual edification.

--
Brett Nair - dogmeat@fog.net

"Holy the lone juggernaut! Holy the vast lamb of the middle-class!
Holy the crazy shepards of rebellion! Who digs Los Angeles *IS* Los Angeles!"
- Allan Ginsberg, "Introduction To Howl"

## 5319. ST disk Images?

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: aa860@chebucto.ns.ca
Message-ID: <5giflc$7fk@News.Dal.Ca>
Source record: 125641

What are ST disk images and why does Pacifist need them? Do Ineed to make images from my disks before putting them on a hard drive and loading them from there? The Pacifist documentation seems to assume I know all about his, while the imgbuild program has no documentation at all! What does it all mean?

---
Steven Slater "Come Over Hear!"
aa860@chebucto.ns.ca Mon. 8-9PM
6209 Allan St CKDU 97.5 FM
Halifax, NS B3L 1M8
Canada
chebucto.ns.ca/~aa860/ my site
is2.dal.ca/~ckdufm/ CKDU-FM's site
www3.ns.sympatico.ca/mysterio/ellipsis/ my band!
"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

# 5320. Re: Auto Folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31741_please@no.spam.mail.here.mettav>
Source record: 125642

*Hi Keith*, on 10 Mar 97 you wrote: ...respect, brethren

n>
n> chrisTiaN...
n> Once you move the programs out of the AUTO folder to some temporary
n> location, you _must_ DELETE the old AUTO folder. Otherwise, if you're
n> copying the same programs back into the AUTO folder, they simply are
n> written back to the same sectors as the old copies and the FATs are
n> simply updated.

Yes. Alternatively (and perhaps more wisely) the old AUTo folder should be
renamed to something like AUTOX.

n> If you have XBoot you can rearrange the execution order. You can use
n> AUTOSORT.PRG as well.

Yes, I've had to use XBoot rather than Autosort because it allows more
programs to be listed - my Auto folder is a bit over-full...

The last version of Autosort I had was v4.1 - was there anything more recent?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 5321. Wild & Wacky Auction (Going Twice!!!!)

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970317042100.XAA27553@ladder01.news.aol.com>
Source record: 125643

AUCTION NOW IN GOING ONCE, GOING TWICE, GONE STAGE
Place your bids before you miss out on these spectacular rarities!!!!

---

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
15th.
One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
---
---

Atari "Centipede" T-Shirt (Brand New) $25 polira G1
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $11 mnementh
G1
Atari "Centipede" hanging multi-piece mobile (Brand New) $15 digitpress G1
Atari "Millipede" hanging multi-piece mobile (Brand New) $15 digitpress G1

Atari red "Kite" (Brand New) $4 mnementh G1
Atari Service Center Ice Scrapper $6 J.Kock G2
Atari Grey Service Center Coffee Mug $10 cstrong G2
Atari "Power Without the Price" Balsa Wood Glider $3 J.kock G2
Atari Red with Gold Lettering Pen holder $11 fenris G2
Atari Laser Art solid wood paper holder (Brand New) $10 mderolle G2
Atari solid Brass Belt Buckle (Brand New) TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

---
---
BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $52 mnementh G1

Activision OINKERS:
Activision RIVER RADIERS:
Activision GRAND PRIX DRIVING TEAM:
Activision SUB CLUB:
Activision SPIDER FIGHTERS:
Activision TRAIL DRIVE:
Activision EXPLORERS' CLUB:
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM:
Activision MEGAMANIACS:
Activision FLYING ACES:
---
---
Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash G2
---
---
Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11 G2
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11 G2
Antic June 1983 Vol 2, Issue 3 $2 tmw11 G2
Antic July 1983 Vol 2, Issue 4 $2 tmw11 G2
Analog Computing October 1986 $1.50 tmw11 G2
Hi-Res Magazine Premiere Issue $5.00 slapdash G2

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

## 5322. Re: magic problems

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31740_please@no.spam.mail.here.mettav>
Source record: 125644

*Hi Petter*, on 10 Mar 97 you wrote: ...respect, brethren

p>
>> Maybe they just changed the version number so that they could rake in
>> all those p&p charges?
>>
>> If it's important enough to bugfix, recompile and make available for
>> the distributors, how come it isn't important enough to write half a
>> dozen lines about what benefit the improvement brings (if any at all)?
p>
p> Here are the most recent changes to NVDI - cut from ATOS 9701:
p> (Sorry, german only)

Excellent Petter. Thanks very much. Here's my Ruftraded translation:

Btw, I've got WDialog v1.11 (the mention of v1.92beta seems to be a typo?)
and COPS v1.05, but I've only got PATCH_NV.TTP v1.02 which handles v3-v4.10
of NVDI - has anyone got a location of v1.03 ?

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Since the last mailing in the March 1996 issue we got several small updates
with version 4.11 (the current version is NVDI 4.11 r7). Here's a listing of
the innovations:

Release r4:
The 'Querdruck' (printer driver?) of the Atari-Laser functions again. In
order to get no problems on 'getunten' STs with alternative RAM as well
(e.g. PAK 030 with Fast-RAM), the driver memory explicitly demands to be
run from ST-RAM.

Release r5:
The 'skalierende' (scaling?) variant of the raster functions became
corrected for the case that, with a Bitmap in memory, the destination in
the Bitmap-description (MFDB) was not passed with Null. The error can
either be rectified with PATCH_NV.TTP (V1.03) or a disk monitor:

Search:

3e 2d 00 0c 3d 47 01 dc-53 47 ce ed 00 08 de 47
3d 47 01 da ce ed 00 06-2d 47 01 de

and replace with:

49 ee 01 dc 3e 2d 00 0c-38 87 53 5c ce ed 00 08
de 47 3d 47 01 da ce ed-00 06 28 87

PATCH_NV.TTP (V1.03) can be found with the current NVDI-GUIDE as well as
the provisional description of the new system-wide Print-dialog (WDIALOG
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

v1.92beta).

In the printer drivers miscarriages could come with the output at the
start of the second page, if the application output exclusively with
raster functions, no clipping-rectangle were placed _and_ if insufficient
memory was available, after the printer-bitmap was directly built up.
These problems could occur with Signum and Script.

Release r6:
A crash while working with the NOVA graphics cards-VDI was rectified, that
would appear if text was rotated and with the attributes Border and
Underline output (so that the underline from more than just one line
continued).

By popular request the default mouse acceleration is now turned off. The
COntrol Panel Server COPS and a new version of the Window Dialog routine
(WDIALOG 1.11) are included.

Release r7:
The Routine for very complex Bezier-strokes (in the case that more
coordinates would be generated than would really be passed in the VDI-
internal arrays) is corrected. If main memory is still available, memory
will be allocated for best possible display, instead of to reduce the
Bezier-quality.

The Fonts & Caches CPX now no longer unintentionally changes the mouse
form. If a computer has more than 32 MB free memory no more negative sizes
are given.

The new COPS version (1.05) will be included.

**********
This word-by-word exchange from a German document, with some adjustments
for German idiom, was made with a registered version of Ruftrade2.
**********

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 5323. Re: Newsie Trouble

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31750_please@no.spam.mail.here.mettav>
Source record: 125645

*Hi Gary*, on 13 Mar 97 you wrote: ...respect, brethren

g>
g> Stu@shaw1.demon.co.uk (Stuart A Shaw) wrote:-
g>
>> I go to connect to host when I first run in Newsie. I then go to read
>> off line and it starts downloading c.s.a.s. Sadly it then changes its
>> name to "up" and then I have to resubscribe to c.s.a.s and then all my
>> news files is in "up".. Why does it change name??
>> Can anyone help??
>> REMEMBER please reply by Email!
g>
g> I will reply in email, but thought that everyone ought to know about
g> this (demon users anyway). Newsie used to have a *big* problem with
g> messages returned by the Demon news server. This has been fixed in
g> later versions, try 0.70. This is now available (supposedly, I haven't
g> tried it) from:
g> http://www.primenet.com/~rojewski/
g>
g> N.B. Newsie still won't work with Demon for Email!!

This isn't the problem similar to the one I had where I was forced to use an EMail address of celerypatch@celerypatch.compulink.co.uk to get it to work, is it?

Something related to Demon (and old CiX accounts) that allowed multiple usernames or summat. Yes, it seemed to be a Newsie bug from what little I know...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 5324. Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31744_please@no.spam.mail.here.mettav>
Source record: 125646

*Hi Nicholas*, on 11 Mar 97 you wrote: ...respect, brethren

b>
b> I have an STFM with TOS 1.2 and an STE with 1.62. I have made a TOS
b> image of the 1.62 ROM. How can I make the STFM boot with the 1.62 TOS
b> image ? Does the ST check on the boot disk in search of a TOS file ?
b> How should I name the file so that the ST recognizes it ?
b>
b> Another question:
b>
b> The STFM has a 6 chip version of the TOS 1.2. Can I put the 2 chip 1.62
b> version in two of the sockets and have the STFM recognize them by
b> setting a jumper on the board? Or will I have to write the two chip
b> 1.62 onto 6 EPROM chips ? How would I do that?

I don't know the answer to your questions tbh, but perhaps it's worth noting
that TOS 1.4 and below is on a 192K chip, while TOS 1.06 and 1.62 which
support the specific ST hardware of an STe are on 256k chips. Does this make
a difference?

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 5325. Re: Q:Postscript sys for GDOS??

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31747_please@no.spam.mail.here.mettav>
Source record: 125647

*Hi Steve*, on 10 Mar 97 you wrote: ...respect, brethren

t>>>> As far as I know, the PostScript module for NVDI only allows the use
t>>>> of PostScript fonts. I'd love to be corrected, but I'm pretty sure
t>>>> it doesn't allow actual PostScript output.
SS>>>
SS>>> I just checked the instruction book for my NVDI, and it states...
SS>>>
SS>>> "In this version NVDI incorporates Speedo and Truetype vector font
SS>>> scalers. An optional postscript type 1 module is also available.
SS>>> together with the new printer and image drivers.
HS>>
HS>> That's correct, but using and printing with Postscript type 1 fonts
HS>> is not the same as postscript output.
SS>
SS> I realise that, I wasnt distinguishing between the two, just quoting
SS> the bible if it helped.

As usual the "bible" leaves more unsaid than anything else. I think Theo's
'problem' was pretty clear in the quote shown above and the NVDI manual's
answer doesn't even attempt to answer it.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 5326. Re: Auto Folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: molin@smurfy.tcimet.net
Message-ID: <molin.858573871@smurfy.tcimet.net>
Source record: 125648

> n> If you have XBoot you can rearrange the execution order. You can use
> n> AUTOSORT.PRG as well.

>Yes, I've had to use XBoot rather than Autosort because it allows more
>programs to be listed - my Auto folder is a bit over-full...

There's also a program called DIRSORT at umich which can manipulate a full-screen list of AUTO files.

# 5327. Re: Tos-Q?

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gijs6$pp9$5@nadine.teleport.com>
Source record: 125649

```
On 16 Mar 1997 00:37:03, Kim Lebech wrote:
>Hello.... I just cut this from a TOS.img (spanish :)
>
>
>(This is 1.4)
>----------------------------
>Copyright =BD 1985,86,87,88,89
>Atari Corporation
>Digital Research, Inc.
>Reservados todos los derechos
>
>
>Hmmm from 1985-1989 - does this mean that this rom copyright expired
>in 1990?? and that it can be spread?? =
>please educate me :)

Copyright runs for 50 years after the death of the author, or 50 years
before renewal is required in the case of a corporate owner; so, in the
year 2040, if someone hasn't renewed copyright before then, TOS 1.4/ES
(Espanol) will become public domain.
```

# 5328. Re: anyone know how to make a modulator for

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gijrq$pp9$2@nadine.teleport.com>
Source record: 125650

On 15 Mar 1997 19:52:44, "Gavin L Malpass" wrote:
>Hi there,
>
>This is my first posting to this newsgroup so please don't flame me if I
>ask a stupid question, I have an old atari 1040 STF without a built in
>modulator is there any way I could build one? I live in the U.K. so it
>would need to work with the PAL system. If there is no way of doing this
>is there any way I could connect it to a PC monitor?

For the modulator, I know Radio Shack has stores in Deutschland, and I'm sure there are lots of other places where you can buy a ready-to-use modulator; just connect the appropriate leads from the ST's monitor jack to the modulator's input.

However, if you have a PC monitor that can handle 15.75 kHz (or that neighborhood) horizontal sync, get the multisync FAQ from my ftp site and build yourself an adapter - the rez will be much better than even a fine Grundig TV set.

# 5329. Re: StarGlider

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gijsl$pp9$8@nadine.teleport.com>
Source record: 125651

On 16 Mar 1997 21:13:56, "R!win" wrote:
>Hello
>
>Can anyone guide me to a site where i can d/l Starglider 1 or 2 ? I'm
>desparate to play those games again....

No. Software piracy is a civil offense - and it's especially offensive to software authors who read the newsgroups. If you're so damn' desperate, offer to BUY someone's used Starglider or - and here's a really NOVEL idea - contact one of the remaining Atari software dealers and buy and BRAND-NEW copy! Wow! Honesty! What a great new concept!

Geez, I am gonna be SO glad when spring break is over and the cheapskates^H^H^H^H^H^H^H^H^H^Hstudents go back to class and stop cluttering the newsgroups with "warez" requests.

# 5330. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gijrm$pp9$1@nadine.teleport.com>
Source record: 125652

On 15 Mar 1997 19:38:38, Scott Bigham wrote:
>
>GlueSTiK is actually up to 0.02b4 now. Versions before 0.02b3 won't
>work with recent versions of CAB.OVL (*very* recent versions of CAB.OVL
>don't work yet with any version of GlueSTiK, but I've added some bits to
>0.02b4 which I hope will help me to track down the problem).

Thanks, Scott. According to the readme, I have 0.02b1 so I guess I'd
better update - but it /is/ working, go figure...

# 5331. Re: 1.04, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gijrv$pp9$3@nadine.teleport.com>
Source record: 125653

On 16 Mar 1997 17:00:48, Kim Lebech wrote:

> >> This rom-file it so old so please do not make a fuzz about it.
> 
> PW> "Sorry officer that car was at least 10 years old, surely that makes=
> PW> it OK to steal it.". Don't think so moron.
> 
>What is wrong with you guys???

I dunno what's "wrong" with Paul, but as a software developer for the Atari paltform (and a contract employee of Intel), I can tell you that what's wrong with /me/ is that I hate software thieves. You want TOS 1.02? Buy an ST with the TOS ROMs in it, or get the owner of the ST to sell you jsut the ROMs. That's the only legal way to get them without going through a retailer.

>????? I think there is
>a little difference between a car and a rom-file.

The only difference is that the police don't usually come into your home and check your software license. Stealing is stealing, and no matter what mealy-mouthed lies you tell, stealing software is still stealing. Copying software and giving it away without the permission of the copyright holder is stealing; at least that's how the courts view it, even in the dk domain.

> If not maybe I will
>take a ride in my amiga-rom3.0 tonight.

I'll bet the pins will hurt when you shove that ROM up your fundament.

>Give me a German Tos 1.02 rom-file so I can try my little ST-emulator on
>my little amiga1200!!!

No. And any further requests for software piracy will be cancelled. Apparently tele.dk is a rogue site, perhaps your postmaster doesn't care about illegal activities going on at his domain, but after tonight, he can't claim he doesn't know.

# 5332. Re: ACCEPT MAJOR CREDIT CARDS !!!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gijsg$pp9$7@nadine.teleport.com>
Source record: 125654

On 16 Mar 1997 14:30:25, Adrian Bridgett wrote:
>takecards@answerme.com wrote:
>[spam deleted]
>
>It's CyberPromotions again. IMO there should be a permanent UDP (Usenet
>Death Penalty) against this prats. I'm suprised they don't get mail-bombed
>out of existence.

Their Web server has been knocked down at least once. Count on it
happening again soon.

Meanwhile, consider helping with the battle gainst spam on the fornt
lines - in the newsgroups. The following was written for PC users, but
it works even better for Newsie users, since we can insert anything we
want in the message headers (just have to do it manually):

You can cancel spam with any newsreader that allows you to define extra headers
(if you don't know what this means, you probably shouldn't be trying to cancel
spam yet; come back in six weeks). Newsreaders that definitely allow this
include Tin (using Pico as the editor), NewsXpress and Agent/Free Agent;
"newreaders" that don't work for this purpose include anything written by
MicroSoft, and Netscape. If you use any other newsreader, please let me know
what you find out.

Step 1 is to go to the setup portion of your newsreader and add 2 extra headers to
the "compose" part dealing with newsgroup postings. You need a Control: header
(put it right after Subject: if you can) and X-Cancelled-By: (which should be
followed by your email address). So you should now have these two new headers:

Control:
X-Cancelled-By: me@wherever.com

Step 2, when you want to cancel an article, do a follow-up and in the
subject line (after erasing the original subject) put:

cmsg cancel <copy the message-id here>

And really do copy the message-ID (should be found in the first line of
the message body if you have message quoting turned on) into that location,
including the pointy brackets.

You also need to add "control" to the list of newsgroups.

Then copy that whole line, except for the "cmsg" into the Control: header.

Finally, delete the entire message body and put in one line explaining why
it's being cancelled ("commercial sex spam" is always a good reason, as is
"MMF spam").

Now you have a message that looks something like:

```
From: me@somehere.NO.SPAM.com
Newsgroups: control,alt.spam.must.die
Subject: cmsg cancel <1234567@ladder01.aol.com>
Control: cancel <1234567@ladder01.aol.com>
X-Cancelled-by: me@somewhere.com

Commercial sex spam.
```

Now you know how to cancel spam. Do it! And tell other people how to do this; the more people who are cancelling spam, the better!

The Reverend Rich Tietjens
Spam Hater

# 5333. Re: help whith stik and ppp

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gijs3$pp9$4@nadine.teleport.com>
Source record: 125655

On 16 Mar 1997 13:06:53, Miguel Angel Fernandez Roiz wrote:
>hello:
>
>I need help by config my stik software.
>where is documentation this program.

It should have been in the archive with STiK.

>exist software ppp protocol for atari st ?

PPPkit14.zip is at my ftp site (see URL below) and I think I have
GlueSTiK there also. You need GlueSTiK to use the other various
applications with the PPP kit.

# 5334. Re: 14MB falcon upgrade and external keyboa

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gijsq$pp9$9@nadine.teleport.com>
Source record: 125656

On 16 Mar 1997 14:42:24, Wes Nakamura wrote:
>
>Hi all,
>
>I'm having trouble trying to upgrade my 4MB falcon to 14MB. I have a
>RAMGizmo, which takes 4 30-pin SIMMs. I also have 2 sets of SIMMs: the

<SNIP>

Since the 4mb SIMMS sorta kinda work, and I think there are some jumpers on the RAMgizmo, I would suspect you have not remembered to reconfigure before trying the 1mb SIMMs. Also, use a new (not used!) pencil eraser to clean the contact patches on the edge of the SIMMs before installing - oxidation acts as a semi-conductor, causing voltage loss and signal degradation where the SIMMs meet the sockets.

>Also, can anyone point me to the pinouts for the keyboard connector on
>a falcon and the corresponding pins on an external keyboard's phone
>jack? I have a Mega ST keyboard that I'd like to use, so I'd like to
>build my own connector.

See alt.binaries.atari for the MegaBrd2.Zip archive - basically, you need to connect only 5 pins on the Falcon's keyboard jack to the 6-pin phone jack (Radio Shack part #279-420 in case that helps - you can remove the actual jack from the housing with some care and, in my case, run the wires out through the mouse port opening so the connector is hidden under the Falcon's case). The following numbers are from the back side of the RJ-11 connector with the lock-notch at the top, and from the "keyed" end of the Falcon keyboard plug (should be a yellow wire there on an old ST - I forget what color it is on my Bird).

RJ-11 Falcon
1 4*
2 4*
3 6
4 5
5 1 and 8*
6 1 and 8*

* - note that pins 1 & 2 are tied together on the RJ-11,
as are pins 5 & 6.

I just did this to Fearless Leader (my Falcon) tonight and am using a MegaSTe keyboard to type this article.

# 5335. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gijsa$pp9$6@nadine.teleport.com>
Source record: 125657

On 16 Mar 1997 14:39:51, Kim Lebech wrote:

>From: lebech@post3.tele.dk (Kim Lebech)
>Newsgroups: comp.sys.atari.st
>Subject: 1.02, please.!
>Date: 16 Mar 1997 14:39:51
>Organization: Smart buks, med knapper i skridtet..
>Lines: 10
>Message-ID: <5ggtvv$1bgc$1@news.inet.tele.dk>
>NNTP-Posting-Host: ppp34.ko.tele.dk
>Mime-Version: 1.0
>Content-Type: text/plain; charset=iso-8859-1
>Content-Transfer-Encoding: quoted-printable
>X-FTN-To: all
>X-newsreader: Spot 1.3a Unregistered
>X-mailer: NetGate 1.3a (Amiga; TCP/IP)
>
<SNIP>
>
>It is : TOS 1.02 (I think it has to be a german rom-file) so if
>you have it please let me know! This rom-file it so old so
>please do not make a fuzz about it.

Judging from the X-Newsreader header, you make a regular habit of this
sort of thing.

Buy a copy of TOS, or get lost. Thieves are not welcome.

# 5336. XEST magazine in print: March issue

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <5gikvh$8as@News.Dal.Ca>
Source record: 125658

Those of you on the Atari User Gropups exchange list, It is printed, folded and stapled as of 7:00Pm last night. Mailing out to all of you on the list this week.

John S. Gray
Editor/publisher

# 5337. PPPkit14 (was Re: PPPLink14 and me) and Callum <G>

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5giope$dh$4@nadine.teleport.com>
Source record: 125659

On 16 Mar 1997 17:34:34, Callum Baird Lerwick wrote:
>6On 14 Mar 1997 leslieh@valis.worldgate.com wrote:
>
>> :) ). Now, I have two questions/concerns - 1) I use a 33.6 modem, and the
>> maximum speed I can set HSModem to that will connect with the modem is
>> 38400. This bites, as I can use the TIA setup at 115,200 or 57,600 baud. I
>> also believe that the modem is sending stuff too fast for the computer to
>> receive at 38,400.
>
>How about some basic stuff...
>
>You neglected to say what model Atari you're using. Are you sure its set up
>to communicate faster than 38400? A stock ST or non-Mega STe can not*
>communicate faster than 19200bps. I think if you set one of these to
>38400bps, you'll actually be running at sub-300bps speed...
>(150bps anyone? :)
>
>On a MegaSTe or TT you must not* use Modem1, you must use Serial1 or
>somesuch... (not too familiar with anything newer than a MegaST... :P )
>
>On a Falcon, you should be OK. You should also note that just about every
>model of the ST has problems of some kind with serial ports. You should be
>running HSmodem no matter what... :)

Use Modem2 on the MegaSTe and the Falcon at 57600 (or 115200 if your
modem can handle it; my Hayes can, my Supra can't).

On the TT, use Serial2 - the Modem2 port doesn't have any "standard"
rates higher than 38400. And if you're on a TT, get used to using
FastSerial and the associated CPX instead of the goofy stuff that Atari
called a "modem" CPX. <G>

# 5338. Re: Zip disks between st and pc

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <332CFD53.27A7@ooc.de>
Source record: 125660

Yogi wrote:

> Is there a way to use a zip disk from an ST on a PC and vice versa?

If you run HDDRIVER on your Atari in combination with MagiC 5 or Big-DOS
you can directly access DOS compatible partitions up to 2 GByte. Without
Big-DOS or MagiC 5 the maximum size for DOS compatible partitions is 32
MByte.
Note that you only can exchange media that are DOS compatible. So you
have to create them with DOS or with HDDRUTIL (->HDDRIVER). With
HDDRUTIL you can create DOS compatible partitions on your Atari.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 5339. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: dvaltd@dvaltd.demon.co.uk
Message-ID: <332D0BE9.77E2@dvaltd.demon.co.uk>
Source record: 125661

Anthony Jacques wrote:

> How does using the old GEMDOS make it non-premptive? Unless Magic is unlike
> mint in an important respect this doesn't make any difference as the OS
> (ie. GEMDOS) runs in supervisor mode and MiNT will not preempt supervisor
> mode processes. I guess this is what you mean, but a lot of programs rely
> on this behaviour so I would be supprised if it was not so in Magic.

It certainly is so. That is why you cannot multitask while Lattice is
compiling for example.

Regards
Martyn

# 5340. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5gj47k$5rt@m1.cs.man.ac.uk>
Source record: 125662

In article <19970315001923400007@pwomar.demon.co.uk>, Paul@pwomar.demon.co.uk (Paul Womar) writes:
>Are you sure about this? I heared that the main reason that Intel
>called the Pentium rather than the 586 was because tehy couldn't legally
>protect numbers being used by other competitors.

That certainly was the reason... but I have also read that Atari had some kind of legal protection on the number 400 (the name of one of its earliest 8-bit computers), and that IBM wanted a 400 of its own and had to pay Atari an undisclosed sum to get it!

---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 5341. Re: Tos-Q?

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E76n7s.5B4@gazette.stortek.com>
Source record: 125663

In article <5ggsi4$18tg$1@news.inet.tele.dk>, lebech@post3.tele.dk (Kim Lebech) wrote:
>Hello.... I just cut this from a TOS.img (spanish :)
>
>
>(This is 1.4)
>----------------------------
>Copyright =BD 1985,86,87,88,89
>Atari Corporation
>Digital Research, Inc.
>Reservados todos los derechos
>
>
>Hmmm from 1985-1989 - does this mean that this rom copyright expired
>in 1990?? and that it can be spread?? =
>please educate me :)
>
>
>bye..
>
>

No, Those are the dates at which the copyright was declared. Copyright only expires after a certain date, depending on your local copyright laws and the copyrighted media. (I think it is 20 years for software here in France).

That spanish TOS image is still under copyright.

Nicholas Bales, Toulouse, France

# 5342. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvu3maki97.fsf@emw.ericsson.se>
Source record: 125664

rsg0910@iglou.com (Robert Goodwin) writes:

> 
> Magnus Kollberg (emwoll@emw.ericsson.se) wrote:
> 
> : Just one word. You are truly crazy. :-)
> 
> If you think Mike's crazy, take a look at me. I have the same broken
> Falcon he does, and the kicker is that we both have the same problem. No
> video, thing refuses to boot up, that sort of thing. I'm seriously
> considering sending him my main board to him for testing.

Maybe he could set up a repair center then? :-)

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 5343. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvsp1uki60.fsf@emw.ericsson.se>
Source record: 125665

jacquesa@cs.man.ac.uk (Anthony Jacques) writes:

> >Wrong. MagiC checks for the IDE drive, not for the floppy. There is a patch for
>
> Well it sounds to me as if the above poster is speaking from experience!

My copy of MagiC 5 does most certainly check for a floppy. :-)

//Magnus Kollberg
--
+--------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+--------------------------------------+

# 5344. Re: Papyrus 5 demo

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvrahekhi9.fsf@emw.ericsson.se>
Source record: 125666

awood@f030.demon.co.uk (Andrew Wood) writes:

> > Didn't work for me either.
>
> It _did_ work for me (and very well!)
>
> You _are_ downloading it as a BINARY file aren't you ?

Ofcourse I did, atlest I think I did. I do use Netscape as I
can't use any other program of some strange reason and I have never
had any problems before. :-)

BTW. Why does they always release the demo versions as selfextracting
archives? I _HATE_ it as I can't ceck it before I get home. I dislike
anyone who releases selfextracting archives. :-((((

//Magnus Kollberg
--
+---------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+---------------------------------------+

# 5345. Re: Auto Folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: "Thomas A. Lamparty" <lamparty@concentric.net>
Message-ID: <332D2521.7F46@concentric.net>
Source record: 125667

please@no.spam.mail.here.mettav wrote:
>
> n> If you have XBoot you can rearrange the execution order. You can use
> n> AUTOSORT.PRG as well.

There is another one that is a little better than autosort, it's in the
Utilities directory of umich also and named foldrsrt.lzh, main thing is,
it is not limited to the Auto folder, it can sort any folder

>
> Yes, I've had to use XBoot rather than Autosort because it allows more
> programs to be listed - my Auto folder is a bit over-full...
>
> The last version of Autosort I had was v4.1 - was there anything more recent?
>

--
Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (330)792-2580
TT 4+4 Meg 32 Mhz 280 M HD 14.4k bps | 24hrs 14.4k bps v32 SupraFax
Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 5346. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: All@Sea
Message-ID: <514_All@Sea>
Source record: 125668

charly@stud.uni-hannover.de was murmering to All ...

Hiya Thorsten ...

>> Hopefully a new upgrade will be released soon.
>>
c> How long we have to wait? Maybe the STiK crew can announce from
c> time to time what they are doing and what new things are planned.
c> I think many people are interested in.

I'd agree with that, progress reports would be most welcome. Even if it's to say it will be xx weeks before the next release we wil at least know ;-)

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 5347. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: All@Sea
Message-ID: <515_All@Sea>
Source record: 125669

charly@stud.uni-hannover.de was murmering to All ...

Hiya Thorsten ...

>> Hopefully a new upgrade will be released soon.
>>
c> How long we have to wait? Maybe the STiK crew can announce from
c> time to time what they are doing and what new things are planned.
c> I think many people are interested in.

I'd agree with that, progress reports would be most welcome. Even if it's to say it will be xx weeks before the next release we wil at least know ;-)

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 5348. NVDI: halftones print too fine, big pics are blank

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCROBGUQUp@tos.ak.planet.gen.nz>
Source record: 125670

I am using NVDI 4.11 to print to an Atari SLM804 laser printer on an Atari TT030 machine.

The software I am printing from includes Kandinsky 2.5 and Papyrus 4 (demo).

I have two problems with the printing:

* In both Kandinsky and Papyrus (I haven't tried any other software) any fill patterns other than black come out with an incredibly fine halftone pattern. My SLM804 (which must be at least 8 years old) has some trouble printing these fine halftones. They come out very light and in bands.

In the past, I have had NVDI printing much coarser halftones, which come out very well on my SLM804.

Unfortunately, I can't figure out what I did to make NVDI use coarser halftoning. Any ideas as to how this is done?

Does anyone else successfully print coarser halftones with NVDI 4?

* In Papyrus, large pictures do not print.

Any picture which is anywhere near a full A4 page in size just doesn't print - only white space is printed when I use NVDI in Papyrus. When I switch Papyrus to use it's inbuilt SLM804 driver, rather than the NVDI driver, the large pictures print perfectly.

Small pictures print without any problem in either case.

I have about 40MB (virtual) RAM available, so I don't think the RAM can be the problem. What else could be causing this problem?

Any ideas on what is causing the above problems, or how to fix them, would be much appreciated.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 5349. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970317124750.18129E-100000@pallas.amp.uni-hannover.de>
Source record: 125671

On 11 Mar 1997, Thorsten Meier wrote:

> Well it is commercial now, you can buy it from application systems
> heidelberg. Watch their web page at http://members.aol.com/ashinfo
> and read the last ash news. It costs 30-50 DM.

I do not know the original post, but reading the subject line, I'd say this is nonsense. STiK is not commercial, and never will be. In fact, adding features goes rather well recently. STiK is getting PPP and all sorts of other things.

Cheers Peter

---
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---

# 5350. Re: StarGlider

Newsgroup: comp.sys.atari.st
Date: 1997-03-17 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <332d3ec0.16658701@news.demon.co.uk>
Source record: 125672

On 17 Mar 1997 05:12:53 GMT, atari@teleport.NO.SPAM.com (Rich Tietjens) wrote:

>Geez, I am gonna be SO glad when spring break is over and the
>cheapskates^H^H^H^H^H^H^H^H^H^Hstudents go back to class and stop
>cluttering the newsgroups with "warez" requests.

You forget, students are less likely to post during a break, not more, because
of free net access at their institution.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 5351. Re: ST Format (was: Warez)

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: !ynoT
Message-ID: <33300a40.49633987@news.airtime.co.uk>
Source record: 125473

>On Fri, 7 Mar 1997 19:38:44 GMT, skr@dcs.ed.ac.uk (Steven Rodgers) wrote:

>>> >Their March 1997 issue was the pits.
>> ~~~~~~~~~~
>>Duh, STF is extinct bumwipe....

sheeesh.......NO sense of humour or wot! hmmm WAKEY WAKEY!

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
Keeper of the STOS FAQ:::Joint Keeper of STOS File Site

Let's have a Heated Debate -- Mrs Merton 1997

# 5352. Re: NVDI driver for stylus

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <332e238e.0@lagoon.idirect.com>
Source record: 125474

On 16 Mar 1997 09:08:51, J David Klimchak wrote:
>Hi, I just got lucky & stumbled into a demo model of Epson's Stylus Pro
>(720 dpi color inkjet) printer. It works great with the pagestream stylus
>driver I downloaded from UMich. However, I can't find a driver for NVDI
>(version 3.02). Or, in a pinch, I could use a speedo driver (version 4
>&5) as this is mainly for atari works docs. Anyone know where I should
>look for one?
>

I think the newest version of NVDI (4) supports the Epson Stylus
printer. I'm upgrading it on Wedsnday through Chris Krowchuk, so I can
check it out and find out if it has the new drivers......

## 5353. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Thomas_Much@ka2.maus.de
Message-ID: <199703190100.a65200@ka2.maus.de>
Source record: 125475

GW>There is a new CAB optimezed version of Texel, that together with a
GW>software called OLGA can directly bestarted out of CAB. OLGA and the
GW>new TEXEL together are able to create and edit complete WEB-PAGES.

ROTFL.

That's rubbish.

If CAB displays a file that solely contains a HTML table and Texel
exports this file again, OLGA tells CAB to update its page.

Texel is a spreadsheet software that can export HTML tables.
Nothing less, nothing more. It is definitely not a web editor...

bye, Thomas
(the other 50% of the Texel team - back home from CeBIT)

# 5354. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703182204.a65179@ka2.maus.de>
Source record: 125476

```
GW>I don't mean the old version. There is a new CAB optimezed version of
GW>Texel, that together with a software called OLGA can directly
GW>bestarted out of CAB. OLGA and the new TEXEL together are able to
GW>create and edit complete WEB-PAGES.

Definitely: no. Texel can save spreadsheets as HTML tables and it can open URLs
via CAB but it is *not* designed to create and edit complete web pages.

Regards
Goetz
(Texel-Team)
```

# 5355. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703182015.a65168@ka2.maus.de>
Source record: 125477

[WBDAEMON]

JESJ>Be careful with that one!
JESJ>MagiC crashed before wbdaemon flushed it cache. Boom!

That's the price for speed :-) You'll have this problem with every write cache.

JESJ>Try running it in single-mode and the figures will be much more
JESJ>consistent.

Hehe ... but I don't want to test the single mode but the multitasking mode :-)

JESJ>but I've always found GEMDOS to be very fast and reliable.

But not the memory allocation and disk routines. Copy thousands of files with plain TOS and plain MagiC and you'll see (so I hope - MagiC is the best accellerator for my Falcon and 520ST).

Regards
Goetz

# 5356. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703182202.a65178@ka2.maus.de>
Source record: 125478

MK>Could be, but I can't realy say that I have noticed any difference.
MK>Atleast not on a 040 as I have now.

Hm. On my 68040 I can not use anything else than MagiC (Apple Macintosh with MagiCMac). I think the 68040 is so fast (even with TOS) that it is very hard to *see* any difference in speed between MagiC and TOS. But do some benchmarks and you'll see.

MK>Well if you don't worry about losing data you could use WBDaemon, but
MK>I would not.

I /do/ worry. But I never lost data while using the WBDAEMON.

MK>You should realy try AES 4.1 on a 040. It's _realy_ fast. You wont
MK>belive it.

I know. I tried N.AES on a 060 :-) But I also tried MagiCMac on a 200MHz PPC 604e :-))

Regards
Goetz

# 5357. Re: using VGA cards

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703182154.a65177@ka2.maus.de>
Source record: 125479

CWS>Is it possible to adapt a VGA card from a 386 for use in an Atari
CWS>Mega ST4? I already use a VGA monitor with the help of a small
CWS>adapter (originally meant for a multisync monitor).

It is possible if it is an ET 4000 ISA card but you have to be experienced in soildering and things like that. There is a (german) project called "VoFa" which is an adapter for ISA graphic cards. And you have to buy NVDI ET4000.

Regards
Goetz

# 5358. Re: StarGlider

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gl8ur$gke$3@nadine.teleport.com>
Source record: 125525

On 17 Mar 1997 22:25:30, Mike Freeman wrote:
>>>>Geez, I am gonna be SO glad when spring break is over and the
>>>>cheapskates^H^H^H^H^H^H^H^H^H^Hstudents go back to class and stop
>>>>cluttering the newsgroups with "warez" requests.
>>>
>>>You forget, students are less likely to post during a break, not more,
>>>because of free net access at their institution.
>>
>>Normally, I would tend to agree, but it seems this past week has seen a
>>rash of young puppies with no money and highly acquisitive habits...

(Sorry, I can't figure out what to clip and still make sense from the
balance)

>Now hold on, guys! In defense of the poor guy who originally posted, all
>he was asking was if anyone knew if either of the Starglider games were
>available for download anywhere...

That's true enough - but considering the discussion that has been taking
palce in ehre for that past week or two, it's hard to understand why
anyone would do that unless they were either (1) totally clueless; (2)
trying to start a(nother) flameware; or (3) both. Not impossible, of
course, just difficult.

> -- a reasonable request since they are
>very old games and perhaps they were released into PD as some older
>software sometimes is, or in demo form. He wasn't asking for a free
>handout necessarily!

Agreed. I /may/ have been precipitous - but, to paraphrase someone else
who has been active in the copyright discussion, I didn't accuse "the
poor guy," you simply assumed that I was referring to him specifically
(actually, I was - but my words aren't /proof/ of that, so if I wanted
to weasel out of it like "someone else" tried to do, I was all set for
it. <G>).

> It can be very hard to find older software, or any
>Atari software for that matter! It is extremely rude interject the idea of
>piracy into an innocent question and blast the guy for it!

A little thought makes it possible to ask such a question WITHOUT giving
the appearance of piracy, such as, "can anyone tell me if Mercenary and
Merc II have been released as freeware or PD software, and if so, where
I can download them?" In a world full of crooks, taking care to
seperate one's self from them requires constant effort.

>And then to
>just stereotype students (I am a college student) as young, moneyless,
>pirating cheapskate rejects out to steal as much stuff as they can on the
>net is totally appalling!!!

Now, now, in this case I most certainly did NOT mean to imply that all students are pirates, and my words cetainly weren't chosen to express that. It's just that the baby hackers seem to come out of the woodwork just about the same time that the classes close for a couple of weeks, and some of the recent posts carried ".edu" or ".ac" in their addresses or nntp posting hosts. Draw your own conclusions; I know the "endless September" is /not/ an urban myth.

>Yes, students tend to have less money (go
>complain to the people who set the high costs of a college education about
>that), and of course we're going to cut corners wherever we can to save
>money and ask if there's a possibility of something being free that we
>want or need. That doesn't give anyone the right to slander us! I'm sure,

If you really feel you've been slandered, I have two bits of advice for you (1) sue me, and (2) get a thicker skin; people are going to be expressign opinions you don't like for the rest fo your life, adn some of them will be deliberately insulting. I wasn't - but it's impossible to say ANYTHING without someone /choosing/ to be offended.

>unless you never went to college (in which case you have no right to make
>these interjections), that you've been here and know what we're going

Pardon me, but I have the right to make any interjections I choose where the topic of copyright is concerned. This is a public forum, and I am a software author. The connection is left as an exercise...

>through. So please stop making these rude and uncalled for remarks about
>this poor guy! Besides, even if someone requests something that's illegal
>not knowing it's piracy, it's much more appropriate and productive to let
>them know about it in a friendly, matter-of-fact way than to get on your
>high horse and spew your knowledge of legality at them! Now I'll get off
>my high horse and let you respond! :)

A week ago, we had someone come in here and ask for pirated copies of TOS. Several people tried to explain in civil terms that what was being requested was illegal, and were told to "fuck off;" the next request (from a different source, also in an academic domain) stated right up front that he knew it was copyrighted, but he figured that sicne it was "old" it didn't matter any more. If you one is bitten once, one tends to shy away from petting strange animals; bitten twice, one becomes actively hostile.

Don't take it personally, Mike, you're a long-time poster here and I think everyone considers you a good citizen. It's the latecomers who are either ignorant (which is curable but the patient has to be willing to be cured) or rude (which is also curable, but it requires surgical removal of the offensive rude person).

# 5359. Re: ATARI 286/30 ,HDD Controller failure.

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gld9h$jmb$1@nadine.teleport.com>
Source record: 125526
Cross-posted to: alt.binaries.atari,comp.sys.atari.st

On 16 Mar 1997 21:59:14, "Peter de Jong" wrote:
>from: padj@euronet.nl
>>
>>
>> Who can tell me how to solve the following problem:
>>
>> One ATARI 286/30 keeps on giving the same failure when
>> starting up: HDD Controller failure.
>>
>> The harddisk setting can be changed in the AMI BIOS (1993),
>> but it does not feature an auto-detection option.
>>
>> I tried all 31 Mb HD types but the failure stills appears during
>> the boot sequence.
>>
>> The only thing I know about the HD is the number ST225.

Technically, this is a non-compliant article, but since I'm the moderator, who's gonna complain? <G>

The ST225 is a Seagate 20mb MFM hard drive; go to www.seagate.com and you can find specifications for all of their drives (I don't have multitasking installed right now or I'd do it for you).

Your BIOS can't do auto-detection becasue MFM hard drives are non-intelligent - they must be completely controlled, while IDE drives have a minimal onboard intelligence which lets them tell the BIOS what they are, and they handle some of their own control tasks.

It's possible that the onboard MFM controller has actually failed; if, after putting in the correct parameters, it still reports failure, I'd suggest getting an inexpensive IDE controller card (just ISA, nothing expensive) and an IDE hard drive.

I'm directing followups to comp.sys.atari.st - this isn't an ST, but it's Atari, so that will do for the moment.

# 5360. XEST magazine in print: March issue

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <5gl6q7$out@News.Dal.Ca>
Source record: 125527

XEST magazine, the official newsletter of the Nova Scotia Atari Computer Users Group, has just gone to print with Vol. V #3, the March 1997 issue. Those of you on the User Groups Newsletter exchange list, and you know who you are, we are mailing you copies out this week.

If this is a duplicate plese excuse. My NEWS server still doesn't show the article 24 hours after I posted it.

John S. Gray
editor/publisher
Duncan's Cove NS Canada

# 5361. Re: using VGA cards

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E788FJ.Hxq@iglou.com>
Source record: 125528

Stephane ACOUNIS (acounis@lpnp16.in2p3.fr) wrote:

: Have a look at ftp://ftp.uni-giessen.de/atari/hardware

One minor correction. You'll get an error when you try to get in.

ftp://ftp.uni-giessen.de/pub/atari/hardware

That'll do it. Just visited it. Nice site.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 5362. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E7884F.HpG@iglou.com>
Source record: 125529

Damien Burke (damien@jetman.nojunkmail.demon.co.uk) wrote:

: The obvious thing to do is ask Atari for permission to distribute it.
: My mail to postmaster@atari.com bounced, oddly enough... and I haven't
: been bothered to investigate other avenues of contact.

It's not quite odd... I did a whois atari.com, and the contact is ahelbush@jtscorp.com, Alan Helbush, who is the admin, tech, and zone consultant. When I whois jtscorp.com, the ahelbush account becomes the billing contact. Who's the admin, tech, and zone consultant? Netcom Interactive, domreg@netcomi.com, of course. I wouldn't say it's unusual, for Netcom to be their feed.

Now, what do we know about Alan Helbush, besides what we know about him above, that he works at JTS?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 5363. Cancelling spam (was Re: ACCEPT MAJOR CREDIT CARDS !!!!!!)

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gl8uj$gke$2@nadine.teleport.com>
Source record: 125530

On 17 Mar 1997 18:29:39, Paul Womar wrote:
>Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:
>
>>
>> You can cancel spam with any newsreader ...
>>
>> You also need to add "control" to the list of newsgroups.
>
>I don't know much about cancelling stuff but what is control.cancel for?
>Should cancels not go there also/instead?

control and control.cancel are both "pseudo" newsgroups - control is
more universal, but both should be accepted at any major ISP.

# 5364. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <332e5494.1518520@news.demon.co.uk>
Source record: 125531

On Mon, 17 Mar 1997 19:36:01 +0000, News1@pwomar.demon.co.uk (Paul Womar) wrote:

>Nobody is arguing what the Copyright notice but what restrictions does
>it have exactly? Plenty of Freeware software is freely distributed and
>still the copyright is held by the owner, what exactly are the
>conditions accociated with a copyright?

Surely in the absence of any other information you simply can't copy it without
the copyright holder's written permission, and that's all there is to it?
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 5365. Re: STiK Config stuff

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5glku3$315@scanner.worldgate.com>
Source record: 125532
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

E-mail me (or post here, I guess, if no one objects) with both your settings (minus the password, obviously. :) ), and the information on the settings for your provider. I can't promise anything, but I can try...

Leslie

# 5366. Re: PPPLink14 and me

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5glkhu$315@scanner.worldgate.com>
Source record: 125533

Callum Baird Lerwick <lerwick@freenet.msp.mn.us> wrote:
: 6On 14 Mar 1997 leslieh@valis.worldgate.com wrote:

: > :) ). Now, I have two questions/concerns - 1) I use a 33.6 modem, and the
: > maximum speed I can set HSModem to that will connect with the modem is
: > 38400. This bites, as I can use the TIA setup at 115,200 or 57,600 baud. I
: > also believe that the modem is sending stuff too fast for the computer to
: > receive at 38,400.

: How about some basic stuff...

: You neglected to say what model Atari you're using. Are you sure its set up
: to communicate faster than 38400? A stock ST or non-Mega STe can not*
: communicate faster than 19200bps. I think if you set one of these to
: 38400bps, you'll actually be running at sub-300bps speed...
: (150bps anyone? :)

I am, indeed, using a Falcon, specifying the exact same stuff for both
SLIP and PPP with SLIP working well set to 115,200/57,600, and PPP working
well at 38,400 (I set it to both the appropriate numbers and the replacement
numbers (e.g. 57,600 and <whatever the rate to fool the system into doing
57,600 is>) - neither work for MiNTNet. I can go to 57,600 using FSerial, but I do prefer
HSModem.

: On a MegaSTe or TT you must not* use Modem1, you must use Serial1 or
: somesuch... (not too familiar with anything newer than a MegaST... :P )

: On a Falcon, you should be OK. You should also note that just about every
: model of the ST has problems of some kind with serial ports. You should be
: running HSmodem no matter what... :)

Running STalker under singleTOS with HSModem is a bad idea. (Of course,
running STalker under MagiC with HSModem is a good idea, as it works great).

: This is all basic stuff that You Should Know Already. (TM) :)

Yep, I knew all this, but thank you for attempting to help me with this
anyway.

Leslie

# 5367. Re: PPPkit14 (was Re: PPPLink14 and me) and Callum <G>

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5gll8j$315@scanner.worldgate.com>
Source record: 125534

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

: Use Modem2 on the MegaSTe and the Falcon at 57600 (or 115200 if your
: modem can handle it; my Hayes can, my Supra can't).

: On the TT, use Serial2 - the Modem2 port doesn't have any "standard"
: rates higher than 38400. And if you're on a TT, get used to using
: FastSerial and the associated CPX instead of the goofy stuff that Atari
: called a "modem" CPX. <G>

I'm sorry about not mentioning the machine type, I'm using a Falcon, and 115,200 works under TIA, nothing works under SLIP (my IP and me work and work but... :) ), and HSModem won't allow faster than 38,400 under MiNTNet for me.

Leslie

## 5368. macbongo

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Jared Holzman <holzman@cleo.murdoch.edu.au>
Message-ID: <01bc3375$3b21eac0$0f02000a@holzman.murdoch.edu.au>
Source record: 125535

I am looking for a copy of macbongo or related product to run on gemul8r.
please reply via email
TIA
holzman@cleo.murdoch.edu.au

# 5369. ATARI RETIALER GONE OUT OF BUSINESS. SELLING EVERYTHING IN STOCK

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: modemkid@gate.net
Message-ID: <332e072c.638055@news.gate.net>
Source record: 125536

Atari retialer gone out of business is selling everything in stock. 1000's of ST software titles (mostly games) & some hardware. I have no list's, make out your wants and email me at modemkid@gate.net or call me between the hours of 1pm - 9pm est at 561-464-0019. Ask for Gary. Most items are one of a kind. Quantities are limited, act now before your wants are gone. First come, First serve.

# 5370. Re: Auto Folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: "chrisTiaN.a.h." <godpup@ix.netcom.com>
Message-ID: <332E929E.65F@ix.netcom.com>
Source record: 125537

dear atari addicts...

thanks for the help regarding the re-ordering of files in my auto folder.
i basically just used NeoDesk's No Sort option, and reordered the files.
still think that after you re-sort your files, you should be able to
sort the others by name, date, etc... (while keeping your auto files in
the order you want them) be a nice option. on with the show...

chrisTiaN
--
" Winners don't do drugs...They just sell them. "

# 5371. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvohchk1xy.fsf@emw.ericsson.se>
Source record: 125538

Goetz_Hoffart@ka2.maus.de (Goetz Hoffart) writes:

>
> MK>In which area is MagiC faster?
>
> AES, VDI, GEMDOS. Much faster than TOS.

Could be, but I can't realy say that I have noticed any difference.
Atleast not on a 040 as I have now.

> MK>If I use GEM-Bench wich isn't the best program to judge this,
>
> Uuuh. Copy 1000 files with SingleTOS and MagiC (with WBDAEMON installed), do
> redraws, open dialogs and so on: MagiC is faster. GEMBench is a funny
> programme, it doesn't show me the same percentage if I use it twice with the
> same configuration.

Well if you don't worry about losing data you could use WBDaemon, but
I would not. I still can't find MagiC faster. Maybe a little, but not
that much faster as you say. You should realy try AES 4.1 on a 040.
It's _realy_ fast. You wont belive it.

> MK>On a regular Falcon the difference between MagiC and TOS is so small
> MK>that you doesn't realy notice it.
>
> What? I hate it to use TOS on my Falcon because everything is so
> slow.

I hate to use TOS becuse I can't multitask .Other than that, TOS feels
faster to me.

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 5372. Re: ST disk Images?

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: !ynoT
Message-ID: <332f6329.6852151@news.airtime.co.uk>
Source record: 125539

On 17 Mar 1997 04:00:44 GMT, aa860@chebucto.ns.ca (Steven Slater)
wrote:

>What are ST disk images and why does Pacifist need them? Do Ineed to make

Pacifist does not (at this time) use your actual drive A, the
physical real life Drive A, so think of the images as pretend drive A,
this actualy works well as you can make as many as you like, you can
have all these in your pacifist folder and swich between them at the
press of a couple of buttons, you can use them for drive B as well,
Once you have the desktop up you can access the image as you would
drive A, simply click on the icon and your image is there, you can
delete, copy, save to etc, just like a normal drive A..:)

>images from my disks before putting them on a hard drive and loading them
>from there? The Pacifist documentation seems to assume I know all about

Well I never knew what one was until I got Pacifist, its all in the
accompanying doc files?

>his, while the imgbuild program has no documentation at all! What does it
>all mean?

Again there is documentation for image build but have to admit I got
the hang of it through trial and error as apposed to the file,

Ok to use the imagebuild,

Use from DOS or a DOS window,

Get yourself in the flder where the imagebuild.exe is

Put your ATARI disk in drive A, this does not have to be formatted for
the PC to read, odd formatted disks also work,

now type

imagebuild/read /auto /name steves.st

*** exactly as above with the gaps... you can change the word steves
to anything you want, some people dont put the word *name*, they
think that was an instruction....like I did originally :) ***

imagebuild will then READ the disk in A and AUTOmatically get the disk
configurations etc, and will save it with the fileNAME steves.st

IF the disk in drive A has a auto folder then on running pacifist your
game/app or whatever will auto run :)

Is that a little clearer,, also you may want to ask in
comp.emulators.misc as this is after all PC software?:)

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
Keeper of the STOS FAQ:::Joint Keeper of STOS File Site

Let's have a Heated Debate -- Mrs Merton 1997

## 5373. Re: StarGlider

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: !ynoT
Message-ID: <333066a6.7744805@news.airtime.co.uk>
Source record: 125540

On 18 Mar 1997 05:24:43 GMT, atari@teleport.NO.SPAM.com (Rich
Tietjens) wrote:

>of them will be deliberately insulting. I wasn't - but it's impossible
>to say ANYTHING without someone /choosing/ to be offended.

Amen :(

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
Keeper of the STOS FAQ:::Joint Keeper of STOS File Site

Let's have a Heated Debate -- Mrs Merton 1997

# 5374. Re: Pacifist

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970318052721.25375A-100000@sparkie.gnofn.org>
Source record: 125541

On Fri, 14 Mar 1997, Mike Weber and Chris Tabacco wrote:

So it takes two a?holes to post your crap to a newsgroup?

->Anyway I didn't ask for your opinion so please shut up.

This newsgroup stuff is all new to me but I can see (read) a jerk when I
see one. If you read this you have to send me $10 :-)

Dave

```
_____
/ /
|||||||||||||||====]: dbg01@gnofn.org
\____\
```

# 5375. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Frank Charlton <frank@tachyon.demon.co.uk>
Message-ID: <01bc3396$078b1e40$a258989e@tachyon.demon.co.uk>
Source record: 125542
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Marcel Durieux <hollywood.sound@skynet.be> wrote in article
<01bc2fbf$60cae560$2f05eec3@marcel>...
> Hello,
> how can I connect a 850 atari drive at my PC to make image from my own
> disks?

If you mean the old 8-bit stuff, check out http://www.emulators.com/ - home of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as selling XFormer cables to do the thing you want, they have plans available to build your own cable.

ATB, Frank.

## 5376. Trucker

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: mats.sandstrom@leonardo.skelleftea.se
Message-ID: <332F14B4.6848@leonardo.skelleftea.se>
Source record: 125543
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

have anyone seen the C code for the old atari game trucker?

if so, could you please email it to me..

mats.sandstrom@leonardo.skelleftea.se

# 5377. Re: TOS ROMs & Copyright in General (new angle!)

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: aixit@aol.com
Message-ID: <19970318132000.IAA16921@ladder01.news.aol.com>
Source record: 125544

Im Artikel <N.031597.143314.85@wxs1-4.worldaccess.nl>, cronos@worldaccess.nl (Richard Karsmakers) schreibt:

> What if...
> we took SNAPPERs program and it would make all possible 192 Kb big programs
>just by making all the different numbers....you would be creating all
>possible
>different 192 Kb-sized programs for all different computer systems. You are
>the
>owner of the intellectual copyright. So if Microsoft's Windows 2000 core
>module
>just happened to be 192 Kb (fat chance of it being so compactm, but hey),
>Bill
>Gates would have to *buy* the copyright off you - no doubt for a lot of
>money.
> Still, all this money wouldn't even come *close* to allowing you to buy the
>storage media to store all these 192 Kb program files on...

If he is able to store each of this programs in only one quark,
there are not enough quarks in the whole univers to store
every of this programs.

Fridolin

F.Heyer
FH@aixit.com

aixit GmbH
Hansmannstr. 19
52080 Aachen
FON 0241 9519230
FAX 0241 9519225
http://www.aixit.com
email
sales@aixit.com
TOS2WIN@aixit.com

# 5378. Re: Help! transforing web downloads files from pc to an Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5gmb81$rk2@m1.cs.man.ac.uk>
Source record: 125545

```
In article <3327CA1A.1A0E@elec.iuta.u-bordeaux.fr>, b2b3@elec.iuta.u-bordeaux.fr writes:
>Sam Ellis wrote:
>
>> Just use any DOS formatted disk, and make sure it is double
>> density (unless your ST has a high density drive).
>
>I don't think STs can bear HD disks,even with a HD drive...

If you've upgraded your machine to have an HD floppy-drive of
course it supports HD disks.

Anthony

--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
Hey! KP SACK 0.5 is released! (our bug was a '= -1' missing)
-----------------------------------------------------------------------
```

# 5379. Re: Inferno SuperOS 1.0 -- realtime networking OS with only 1MB memory requirem

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: njb03@wumpus.its.uow.edu.au
Message-ID: <5gkq1i$o58$1@wumpus.its.uow.edu.au>
Source record: 125546
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.mac.advocacy

Zane@sanity.com writes:

>While all this sounds swell and fantastic...why are you posting it on the Amiga
>news groups??? If it don't run on an Amiga???

>>Lucent Technologies introduces Inferno SuperOS 1.0; real-time network
>>operating system provides powerful platform for multi-purpose multi-system
>>applications development

>>FOR RELEASE: MONDAY, MARCH 10, 1997

>>Murray Hill, N.J. -- Lucent Technologies' Inferno Network Software business
>>today announced Inferno SuperOS 1.0 -- a real-time network operating system
>>(OS) that provides a software infrastructure for developers to create
>>distributed network applications.

>>Inferno 1.0 provides end-to-end connectivity over the public telephone
>>network, the Internet, corporate networks, cable television and satellite
>>broadcast. With Inferno, networking and security protocols are built in the
>>OS, and applications run unchanged across any communications network or
>>device.

>>The product has a very small memory footprint, allowing it to act as a
>>stand-alone OS on information appliances and run as an application on
>>network elements -- such as servers, routers and switches -- using UNIX or
>>Microsoft NT platforms.

><smipped>

Hmmm....sounds like "Versit". Versit is an open connection standard for
connecting anything <-> anything. What is happening in the comunications
biz is that the P(A)BX manufacturers are setting up their boxes so that
the available bandwidth can not only be used for voice, but data as well.

This is the way things are heading. So it would be nice if Amy gets a way
of conecting (as I imagine it will through the use of external networking
products...)

Nathan
<njb03@wumpus.cc.uow.edu.au>

## 5380. Export/Unitor and Cubase

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: gstamant@cedep.com
Message-ID: <332ebfc5.1519774@news.cedep.com>
Source record: 125547

Can someone please tell me if Export and Unitor are compatible with Cubase?

Merci :)

Guy St-Amant, Montreal
gstamant@cedep.com

# 5381. Re: PPPkit14 (was Re: PPPLink14 and me)

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gmdqq$a0a$6@nadine.teleport.com>
Source record: 125548

On 18 Mar 1997 08:54:43, <leslieh@valis.worldgate.com> wrote:
>
> I'm sorry about not mentioning the machine type, I'm using a Falcon, and
>115,200 works under TIA, nothing works under SLIP (my IP and me work and
>work but... :) ), and HSModem won't allow faster than 38,400 under MiNTNet
>for me.

I have both HSmodem7 and FastSerial in my AUTO folder on the Falcon -
it seems to help. Can't use the Fast_ser CPX, but that's OK. Order of
battle: DRVIN.PRG, then FAST_SER.PRG, and finally SCC.PRG or ESCC.PRG (I
have an ESCC).

My DEFAULT.CFG for STiK (which of course I'm not using, since I have
MiNTnet working) looks like this:

```
ALLOCMEM = 150000
SERIALPORT = Modem 2
CDVALID = FALSE
DIALFILE = dial.scr
CLIENT_IP = 0.0.0.0
TTL = 64
PING_TTL = 255
MTU = 576
PKT_SIZE = 256
DFB_SIZE = 1580
RCV_WND = 11680
UP_RESPONSE = 2
USERNAME = Atarinet Portland
FULLNAME = atari
HOSTNAME = teleport
NAMESERVER = 205.198.190.100
IRCNICK = atarinet
IRCSERVER = irc.blackened.com
IRCPORT = 6667
```

and my DIAL.SCR (which in theory is not used):

```
BAUD_RATE = 57600
HANGUP = ATH
PREFIX = ATDT
INIT = ATZ
CONNECT_WAIT = 60
REDIAL_DELAY = 20
PHONE_NUMBER = 220-1016
SUCCESS = CDWAIT
FAILURE = BUSY
```

```
FAILURE = NO CARRIER
FAILURE = NO DIALTONE
FIND = login:
RESP = atari
WAIT = 0
FIND = assword:
RESP = that's a secret
WAIT = 0
FIND = IP address:
RESP = $GET_IP
WAIT = 0
```

## 5382. Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: ci086@FreeNet.Carleton.CA
Message-ID: <5gmet0$2pq@freenet-news.carleton.ca>
Source record: 125549

I have the following software for sale. Prices are in Canadian
dollars--I would prefer to sell locally (Ottawa, Ontario)--and
shipping is extra. Multiply by 80% for US price.
E-mail if interested.
Thanks,
Bill

Software:
$20 each:
HiSoft BASIC, ver. 2
UltraScript ST-1, PostScript interpreter for printing on laser,
ink jet and dot matrix printers, with the UltraScript Type collection

$15 each:
Calamus 1.09N
Fleet Street Publisher 3.0

$10 each:
Diamond Edge, for hard disk management, optimization, diagnostics,
and data recovery, Oregon Research Associates
Diamond Back II, hard disk backup and restore software,
Oregon Research Associates
MultiDesk Deluxe, accessory manager, CodeHead Software
NeoDesk 3, replacement desktop software, Gribnif Software
CYBERPAINT 2.0
Spectrum 512
GFA Draft Plus, 2-Dimensional CAD program

$5 each:
Master CAD, for 3-D design
GFA Raytrace
SEURAT, ver. 2.0, paint program
Mug Shot!, Wiz Works
MVG: MultiViewer Graphica, bit image editor, manipulator and viewer,
with MVG Modules Disk #1 (tools for MVG)
G+PLUS, ver. 1.2, GDOS replacement, CodeHead Software

$2 each:
STyle 1.0, image manipulation, Zocra Technologies
STipple 1.0, ST image file viewer, Zocra Technologies
STalker 2.0, terminal emulator, Strata Software
Word Search Creator and Crossword Creator II, word puzzle creation utilities

Take all the software for $35.

Books:
COMPUTE!'s Technical Reference Guide, Atari ST
Vol. 1: VDI
Vol. 2: AES
$3 each

The Atari ST Book $1

# 5383. Re: PPPkit14 (was Re: PPPLink14 and me) and Callum <G>

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970318111402.818B-100000@usr02.primenet.com>
Source record: 125550

On 18 Mar 1997 leslieh@valis.worldgate.com wrote:

> I'm sorry about not mentioning the machine type, I'm using a Falcon, and
>115,200 works under TIA, nothing works under SLIP (my IP and me work and
>work but... :) ), and HSModem won't allow faster than 38,400 under MiNTNet
>for me.
>
>Leslie
>
>
Hi until recently the maximum speed with mintnet was 38400.
But someone released a patch for you to recompile pppd and few other
utils. Giving you up to 230k :))))
(file available on the mint mailing list).

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 5384. Re: ST Format (was: Warez)

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: damien@jetman.demon.co.uk
Message-ID: <332eddcf.1604732@news.demon.co.uk>
Source record: 125551

On Fri, 7 Mar 1997 19:38:44 GMT, skr@dcs.ed.ac.uk (Steven Rodgers) wrote:

>In article <3325ad66.6096296@news.airtime.co.uk>, !ynoT writes:
>> On Mon, 03 Mar 1997 10:17:06 GMT, gmiller@inca.co.nz (Gaven Miller)
>> wrote:
>>
>> >TIVEGAS (tivegas@aol.com) wrote:
>> >> St format SUCKS!
>> >
>> >True.
>> >
>> >Their March 1997 issue was the pits.
> ~~~~~~~~~~
>Duh, STF is extinct bumwipe....

Much like your sense of humour and brain then...
--
Damien Burke

# 5385. Re: Using TOS image file on a real ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Yves Gablin <gabliny@ufrima.imag.fr>
Message-ID: <332ED3F2.51C4@ufrima.imag.fr>
Source record: 125552

Randy Kwak wrote:
>
> There was a program called TOSLOAD for use with the ICD host adapter.
> a TOS 1.4 machine so that I could run games that would only run under
> TOS 1.0. I don't know if it would load higher TOS'es (never tried it).
>
Exactly !
It seems to be exactly what I'm looking for !

Hello,
Where can I find this TOSLOAD ?

Thanks.

--
Yves Gablin : gabliny@ufrima.imag.fr

# 5386. Re: Current Notes email address?

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <332ec3a89c6230@sn.no>
Source record: 125553

On Fri 14-03-97 17:10, Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:

>I am trying to contact the Current Notes magazine, but the old *@io.org
>addresses are no longer valid.
>
>What is the current address?
>
>An email reply would be much appreciated.

Does that mean this URL is no longer valid either?

http://www.io.org/~hcarson/cnpage.htm

If there's a new URL and someone knows it, please post it here so I can
update that link on my page.
(Obviously I don't know their email address, sorry Mario).

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5387. need ST repair

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Greg Malick <tiger@hgea.org>
Message-ID: <332EBD37.686D@hgea.org>
Source record: 125554

Aloha,
Can anyone recommend a repair person in Honolulu that can fix our Atari St? It won't boot up and the yellow pages don't have any listings.
Mahalo,
Greg & Alice

# 5388. Re: anyone know how to make a modulator for

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Dan <daniel.baker@lineone.net>
Message-ID: <01bc33d5$c43b4300$272849c2@daniel.baker>
Source record: 125555

Could you let me know the address of the ftp site where the FAQ is located?
Thanks.

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote in article
<5gijrq$pp9$2@nadine.teleport.com>...
>
> if you have a PC monitor that can handle 15.75 kHz (or that
> neighborhood) horizontal sync, get the multisync FAQ from my ftp site
> and build yourself an adapter - the rez will be much better than even a
> fine Grundig TV set.
>
>
>

# 5389. FS: Spectre GCR W/ROMS $50

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-1803970806560001@i536.oro.net>
Source record: 125556

Includes Spectre GCR Cartridge, 128k ROMS, Floppy Cable, and User Guide.
$50 plus freight.

Tom

# 5390. Re: TOS ROMs & Copyright in General (new angle!)

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: SNAPPER <snapper@dial.pipex.com>
Message-ID: <01bc33db$86907600$LocalHost@snapper.dial.pipex.com>
Source record: 125557

aixit@aol.com wrote in article
<19970318132000.IAA16921@ladder01.news.aol.com>...
> Im Artikel <N.031597.143314.85@wxs1-4.worldaccess.nl>,
cronos@worldaccess.nl (Richard Karsmakers) schreibt:
>
> > What if...
> > we took SNAPPERs program and it would make all possible 192 Kb big
programs
> >just by making all the different numbers....you would be creating all
> >possible
> >different 192 Kb-sized programs for all different computer systems. You
are
> >the
> >owner of the intellectual copyright. So if Microsoft's Windows 2000 core
> >module
> >just happened to be 192 Kb (fat chance of it being so compactm, but
hey),
> >Bill
> >Gates would have to *buy* the copyright off you - no doubt for a lot of
> >money.
> > Still, all this money wouldn't even come *close* to allowing you to buy
the
> >storage media to store all these 192 Kb program files on...
>
> If he is able to store each of this programs in only one quark,
> there are not enough quarks in the whole univers to store
> every of this programs.
>

But, it is relatively easy (if VERY time consuming) for a fairly simple
program to produce every combination, ie the program itself would be
quite small, but, -time needed, unbelievable at todays cpu speeds....

Still, it could search for a particular program (-long series of numbers)
and prove that IT , 'knew' (or had within its capacity), that
program,-before-
said program was copyrighted! Still would take a *long* time...

I believe some 'FRACTAL' equations are being used for similar purposes.
Also for packing, which (I believe) is also related in some ways to current
topic. Snapper.

# 5391. ICD Link 2

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Ade@finitive.demon.co.uk
Message-ID: <858708634_OASIS_@finitive.demon.co.uk>
Source record: 125558

Hello World, oh and the rest of you!

Just a question I want answering, that no body seems to know the
answer to, but many could probably have their own idea over....

How come System Solutions charge 20quid more for the ICD Link 2 than
EVERYBODY else ?

bugger is no-one else has got one atm :(
well sorry SS your not getting my money I'll wait a few days more and
get one from one of the three other companies that are selling it
20quid cheaper than you :P

BTW anyone want an old GE-soft adaptor that will quite happily talk to
Hard Drives but not a CD-Rom, going cheap ;)

Ade.

--

---------------------------------------------------------------------------
ade@finitive.demon.co.uk
For something different ....
http://www.finitive.demon.co.uk/
---------------------------------------------------------------------------

# 5392. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: News1@pwomar.demon.co.uk
Message-ID: <19970318213527351765@pwomar.demon.co.uk>
Source record: 125559

Damien Burke <damien@jetman.nojunkmail.demon.co.uk> wrote:

> On Mon, 17 Mar 1997 19:36:01 +0000, News1@pwomar.demon.co.uk (Paul Womar)
> wrote:
>
> >Nobody is arguing what the Copyright notice but what restrictions does it
> >have exactly? Plenty of Freeware software is freely distributed and
> >still the copyright is held by the owner, what exactly are the conditions
> >accociated with a copyright?
>
> Surely in the absence of any other information you simply can't copy it
> without the copyright holder's written permission, and that's all there is
> to it?

Quite possibly, but does nayone actually know, I'll have a dig around on
the Web in a moment and see if I can find out what limitations there are
although I wouldn't think they were too dissimilar to the standard
software licences that are so popular now.

-- To reply to this message there is no need to remove anything from my
email address, clever that!

# 5393. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: News1@pwomar.demon.co.uk
Message-ID: <19970318213529351857@pwomar.demon.co.uk>
Source record: 125560

SNAPPER <snapper@dial.pipex.com> wrote:

> Paul Womar <News1@pwomar.demon.co.uk> wrote in article
> <19970316131908254@pwomar.demon.co.uk>...
> > SNAPPER <snapper@dial.pipex.com> wrote:
> >
> > > Paul Womar <Paul@pwomar.demon.co.uk> wrote in article
> >
> > Not really, Copyright law is there to protect the rights of ownership ie
> > to prevent theft of your works, therefore if you say it is "stupid" then
> > the obviouls implication is that you believe that it should be OK to
> > steal their work.
> >
>
> ** If you check back, I never said it *was* "stupid".

I appoligise for attributing that as a quote however you said that you
found the current copyright laws not to be sensible {not a direct quote]
in my mind 'stupid' is the opposite of 'sensible'.

> I merely*implied* that that it could be "more sensible".

There was no implication, it was very clear cut.

> This is due to the original copyright laws being based around
> printed material and other pre "computer-age" stuff.
>
> The copyright laws probably allowed more magnetic stuff to
> be "legally" stolen, due to it's antiquated nature.

I don't know enough to comment on the original copyright laws but I
expect they have been updated, infact I'm pretty sure something happened
around 1988 that tigtened them up for computers. Admittedly before the
time of some TOS versions.

> > > And anyhow, who'd give a damn if TOS did get stolen? It wanted
> > > binning anyway...
>
> > I would for one.
>
> *Well Paul. It's a noble cause you fight.

Thank you.

> * But there are more important things to worry about.
> * The rapidly approaching extinction of the whales
> *and elephants, to name just a couple.

There are more important things to worry about but that is no reason to ignore the smaller problems, you don't ignore traffic offences because there are murders out there, you don't ignore pet-theft because there are rapists about etc.

> > You seem to think that it's shit but also agree that
> > people actually want it so surely it's good enough to buy?
>
> *I suppose I'd have to agree that people want it, but then
> *people also want Kylie Minogue records too....
> *Wether they're good enough to buy is a different thing, down
> *to personal opinion I suppose.

Crpa analogy IMHO. The people that do buy Kylie's records DO think they are good and they also buy them! They don't buy them and think they are crap. The awful 'argument' dragged up here is that they want the Images, email them ASAP if you have them, tell them it's wrong and "Why do you care it's a pile of shit anyway." is they type of retort often seen here.

>
> > It was a very good OS at the time and it still fares well now, it of
> course did
> > need a fiar bit of development and that exists pretty much in the form
> > of Magic.
> >
>
> * Magic_pc.os, I suppose, not the real thing...

According to you "the original wanted binning anyway" and Magic is certainyl better, I've not seen how the PC version performs though.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5394. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: News1@pwomar.demon.co.uk
Message-ID: <19970318213530351963@pwomar.demon.co.uk>
Source record: 125561

Kim Lebech <lebech@post3.tele.dk> wrote:

> I am really tired of replying to lamers like you!!!

Umm yeah, like anyone has said anything in the least bit lame except
you! At least most people here can use punctuation properly.

> >> It is : TOS 1.02 (I think it has to be a german rom-file) so if you
> >> have it please let me know! This rom-file it so old so please do not
> >> make a fuzz about it.
>
> RT> Judging from the X-Newsreader header, you make a regular habit of
> this RT> sort of thing.
>
> Ok since when is it a crime to use unregistered software????

When the licence says so. I don't know the particular case for your
newsreader but many programs require you to register after X days, if
this number of days has passed, you have broken the licence and the law.

> RT> Buy a copy of TOS, or get lost. Thieves are not welcome.
>
> Yeah they are pretty easy to get!! Ok I will go to my Atari Store
> tomorrow and get a rom :*/**/!! really funny!!

Why is that funny? What's wrong with your Atari store, if you don't
have one then what's wrong with mail order?

> moron

Pretty odd to sign yourself off "Moron", you should really get help with
your lack of self esteem.

-- To reply to this message there is no need to remove anything from my
email address, clever that!

# 5395. Re: Atari Printing

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858711846_OASIS_@swampdog.demon.co.uk>
Source record: 125562

In article <332DCA1A.C00@nt.com>
charles_gamble@nt.com said:-

>I own a 1 MB Atari STE without a second floppy disk or a hard drive.
>I am looking for a good word processing package that can print different
>sizes of the one font without the expense of buying a second floppy
>drive or a hard disk to install GDOS. I already have PROTEXT 4.3 which
>has its own printer drivers, it has one font but you can only get the
>one size. Is it possible to get a package which can print fonts of
>different sizes without GDOS? I need an inexpensive package. Any help
>is appreciated.

Write-On can do this. It was given away on an ST Format cover disk - I
dunno which issue. It was designed for mono displays but will run in
medium, although you can't seen many lines at once!

Btw, you should be able to get the old GDOS (1.1 iirc) working with a
few fonts in any case.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 5396. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858709258_OASIS_@swampdog.demon.co.uk>
Source record: 125563

In article <332D0BE9.77E2@dvaltd.demon.co.uk>
dvaltd@dvaltd.demon.co.uk said:-

>Anthony Jacques wrote:
>
>> How does using the old GEMDOS make it non-premptive? Unless Magic is unlike
>> mint in an important respect this doesn't make any difference as the OS
>> (ie. GEMDOS) runs in supervisor mode and MiNT will not preempt supervisor
>> mode processes. I guess this is what you mean, but a lot of programs rely
>> on this behaviour so I would be supprised if it was not so in Magic.
>
>It certainly is so. That is why you cannot multitask while Lattice is
>compiling for example.

You can with Mark Williams C. You can even run multiple copies of it!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 5397. ImageBuild instructions (Was Re:ST disk Images?)

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Mrmaddog@Microserve.com
Message-ID: <97031863764@microserve.com>
Source record: 125564

From: aa860@chebucto.ns.ca (Steven Slater)

>What are ST disk images and why does Pacifist need them? Do Ineed to make
>images from my disks before putting them on a hard drive and loading them
>from there? The Pacifist documentation seems to assume I know all about
>his, while the imgbuild program has no documentation at all! What does it
>all mean?

Disk images are files which ae virtual disks with the programs and
files to be run on Pacifist or any other emulator. (This is normal)

I suspect that in a number of DOS programs, there is text which is
printed out when you enter a parameter in the command line(which is
stupid because you don't know what it is without reading the text).

I loaded the program in my text editor and found the instructions at
the bottom. Just remove it from the garbage and you have a doc file!
:)

If anyone is interested, I can post the instructions on here and
maybe the emulation newsgroup as well

<<All solicitation, automatic or manual, is subjected to a fee of >>
<<$500. Any e-mail sent from hotmail.com is grounds for lawsuit!!>>

Eric Noss
a.k.a
Mr. Maddog

mailto: MrMaddog@microserve.com

# 5398. Re: STiK Config stuff

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858711636_OASIS_@swampdog.demon.co.uk>
Source record: 125565

In article <5gi48o$d4j$1@news.wco.com>
dogmeat@fog.net (Brett Nair) said:-

> On a related matter. I have tried to get STiK to work as a MagiC
> App folder/executible desk accessory. It loads into memory, but
> cannot be summoned (i.e. the interface to dial doesn't appear).
> What's the best way to utilise STik under a multi-tasking OS?

As an accessory. Under Magic 2 you can launch it direct from the
desktop and the menu entry will appear. I have not tried it with
recent betas though so I dunno if it will still work. In any case,
STiK is migrating into a TSR so this problem will be moot!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

## 5399. Help.....logic audo

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: djmatik <djmatik@bellsouth.net>
Message-ID: <332F28A5.28A3@bellsouth.net>
Source record: 125566
Cross-posted to: alt.steinberg.cubas,comp.sys.atari.st,maus.midi,fido.ger.flea,rec.music.makers.sy

I need some help with logic audo...

is there a recording level when recording sample...?
every time I sample the output is low why ?

# 5400. Re: BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Mrmaddog@Microserve.com
Message-ID: <97031864449@microserve.com>
Source record: 125567

From: !ynoT

>UPDATE:Billy Boy All ATARIs (ST,STe,TT,Falcon) Min 1 meg
>Page now includes updates on the platform game, plus a screen shot:)

Great, keep us posted when it's ready for instant download :)

>UPDATE:News of next Game project, a Tempest 2000 Clone ?

Coolll!!!!

For far, the one ST game with a T2K feel is Frantick but there's
nothing 3D in it. Any plans to use the CAD 3D routines from the
Machine Language collection for the webs?

<<All solicitation, automatic or manual, is subjected to a fee of >>
<<$500. Any e-mail sent from hotmail.com is grounds for lawsuit!!>>

Eric Noss
a.k.a
Mr. Maddog

mailto: MrMaddog@microserve.com

## 5401. ST Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: aa860@chebucto.ns.ca
Message-ID: <5gn5p9$917@News.Dal.Ca>
Source record: 125568

Thanks for the reply Tony. There didn't seem to be much documentation
witht he versions I downloaded of Pacifist and imgbuild. I'll try looking
closer to the source.

---

Steven Slater "Come Over Hear!"
aa860@chebucto.ns.ca Mon. 8-9PM
6209 Allan St CKDU 97.5 FM
Halifax, NS B3L 1M8
Canada
chebucto.ns.ca/~aa860/ my site
is2.dal.ca/~ckdufm/ CKDU-FM's site
www3.ns.sympatico.ca/mysterio/ellipsis/ my band!

"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

# 5402. Re: PPP available soon?

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858708192_OASIS_@swampdog.demon.co.uk>
Source record: 125569

In article <332c8d2233af6b4@sn.no>
hallvart@sn.no (Hallvard Tangeraas) said:-

>As I don't have a SLIP account, but rather a choice between PPP and
>terminal emulation I've tried it with TIA (The Internet Adapter) which
>is a SLIP emulator which can be used via terminal logins. All I get is
>a "resolving host" message which keeps going on forever.

I dunno anything about TIA but usually the "resolving host" problem is
usually due to an incorrect setting for NAMESERVER.

>I can't even exit the program or anything (the funny thing is that the
>computer hasn't frozen, because I can access the menues in CAB, though
>they're all greyed out). But the only way to exit is to reset the
>machine.

It does this whilst waiting for cab.ovl to return whatever Cab asked
it for. In turn cab.ovl may be waiting for STiK.

>I've also tried STik together with "Finger" and MgFTP, so apparently the
>problem is with the connection and/or STik.
>
>Anyway... I'm wondering if someone out there has any facts about PPP
>for the ST- I've heard enough rumours (for a long time), but nothing
>more than that. I for one don't know any provider which supplies SLIP-
>at least not without having to pay extra. Just about everybody uses
>PPP these days, and some providers (luckily for me) still has options
>for terminal emulation (VT-100 etc).
>So why has STik been developed for SLIP systems then?

It is much less complex than PPP. PPP is being worked on though.

>Does everybody but me have access to SLIP?

It seems not. ;-(

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 5403. Conner CP30200

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970318202625.29943A-100000@moose.erie.net>
Source record: 125570

I'm trying to format a Conner 30200 (213 Meg) for use on an Atari 1040STe. I'm using an AdSCSI+ host adapter. The Drive is recognized by ICDBOOT 6.5.5 Pro and also by the IDCHECK program, but it will not format. The SCSI identification also include SUN 2070 or something similar, so I assume this drive was originally delivered in a Sun work station.

The drive spins up okay, but when you go to format it, the busy light goes on and stays on and there is no aubidle evidence of the heads moving. The terminating resistors are in (although I've tried it with them out also.) and there is nothing else on the SCSI or ACSI bus. THe SCSI ID has been set to 0 and 1 with the same results.

I'm going to check the drive out on my Mac at work, but in the mean time, if anyone has any suggestions.....

# 5404. Re: ACCEPT MAJOR CREDIT CARDS !!!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <858725002_OASIS_@nordnet.fr>
Source record: 125571

[courtesy copy of this post sent to cited author via email]

In article <5gijsg$pp9$7@nadine.teleport.com>
atari@teleport.NO.SPAM.com (Rich Tietjens) said:-

>You can cancel spam [...]

No, sorry, this is not the correct way to cancel spam. First, there are precise rules to know what is spam (and EMP/ECP/MMF), and what is censorship. Second your technical explanations are false, if we follow your advice the spam would not be cancelled on all servers, and extra traffic would be generated, so in some cases the cancels will take more bandwidth than the spam...

I wrote some time ago an article <855151800_OASIS_@nordnet.fr> in reply to a post by you in this group about cancels, you obviously didn't receive it?

>You also need to add "control" to the list of newsgroups.

No, not at all. Control is not a real newsgroup, it is not shared between servers if they are well configured, it is sometimes named control.cancel or even another name, it doesn't exist at all on some servers using another way to store control messages, and it can lead to wrong distribution of a cmsg to servers not carying the original group(s).

>From: me@somehere.NO.SPAM.com

No, the cmsg will be refused by servers configured to verify if the sender is allowed to cancel. Such an unused cmsg will only use bandwidth and disk space in addition to the spam.

There are also other points to follow to make a good and efficient cancel message, like a special Message-ID (to avoid duplicate cancels by 173 cancellers for only one little spam) and something I can't remember with the "Path:" header.

>Now you know how to cancel spam. Do it! And tell other people how to do
>this; the more people who are cancelling spam, the better!

Don't do it like this. Read the cancel FAQ. Read RFC 1036. Read son of RFC 1036. Read news.admin.net-abuse.* groups. Then don't spread this knoweledge too widely as it could be used by bad guys for bad things (clearly don't explain it in a newsgroup ;-). And if you find the cancel FAQ tell me where, I can't find it...

Bye! Bruno.
--

```
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -===- A happy Falcon owner from France -===- */
```

# 5405. Re: ICD Link 2

Newsgroup: comp.sys.atari.st
Date: 1997-03-18 00:00:00 UTC
From: !ynoT
Message-ID: <332f0936.49367530@news.airtime.co.uk>
Source record: 125572

On Tue, 18 Mar 97 18:10:34 GMT, Ade@finitive.demon.co.uk (Ade) wrote:

>How come System Solutions charge 20quid more for the ICD Link 2 than
>EVERYBODY else ?

How much they chargin then? bet they don't beat Ladbrokes, remember
them?, still going and still ripping ATARIans off (IMHO ahem!) trying
to say that anything you want for the ATARI has to be more expensive,

a 520meg SCSI hardrive plus ICD..340ukp can't be right!

>BTW anyone want an old GE-soft adaptor that will quite happily talk to
>Hard Drives but not a CD-Rom, going cheap ;)

Ive heard cables go BZZZ and Crackle, but never Cheap!, thats little
chickens what do that innit?

Hey arn't you the guy wiv the turtle virus! hehehehehe

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
Keeper of the STOS FAQ:::Joint Keeper of STOS File Site

Let's have a Heated Debate -- Mrs Merton 1997

# 5406. Q: SCSI ZIP on Mega 2 ST .. how?

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31949_please@no.spam.mail.here.mettav>
Source record: 125423

*Hi Steve*, on 16 Mar 97 you wrote to *Derryck Croker*: ...respect, brethren
SS> How much are these ZIP Doohikie's these days. What about those
SS> Syquest?

Speak to Al Goold at STAG. They've got some contacts at Syquest in Scotland
and they've even had them come over and demo the machines at a UG meeting.
Apparently there are some Atari owners on the Syquest staff, so they ought to
be able to help pretty well.

Also, some of the guys at the STAG meeting (!) immediately bought Syquests
after the demonstrations they were given - that must say something.

I don't have one myself...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 5407. TT video enhancement, video cards

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31951_please@no.spam.mail.here.mettav>
Source record: 125424

*Hi Brett*, on 18 Mar 97 you wrote: ...respect, brethren

d>
d> With all the great and useful add-on boards, accelerators and video-
d> fixes available for the Falcon 030, what options are there available
d> for the TT? I am especially interested in video enhancements.

Matrix, Nova or Crazy Dots VME graphics cards. I use the latter.

d> OK - I know that the TT uses a non-standard VGA output. What are the
d> fixes and what are the drawbacks?

The VGA is standard AFAICS. Certainly, when I plugged the SVGA into it the
picture was fine for TT-low and TT-med and the ST resolutions. You must be
talking about the TT-High res, which only sems to be available (as standard)
using an ECL compatible monitor (TTM194).

d> 1. Is there a software fix for the video mode? Is it software
d> compatible?

It's a hardware thang.

d> 2. Is there a hardware fix that doesn't change the video modes, but
d> allows greater resolutions and the video output (i.e. the cursed
d> 4/5ths screen)?

Graphics cards...

d> 3. I know that one can use a graphics card such as CRAZY DOTS and the
d> NOVA card(s). Can I still use my previous video modes?

If you disable the REDIRECT software and install a an ASSIGN.SYS that doesn't
call the alternate screen drivers, then you don't have to remove the card to
switch back to standard resolutions. Of course, you have to re-attach the
monitor to the normal VGA port...

d> Will my software be compatible?

Depends on the software frankly. Some does and some doesn't. Generally it's
fine for the stuff I run.

d> What about MagiC and NVDI? If I choose not to get NVDI ET4000, can I
d> still use NVDI to load my fonts?

Yes. There'll be dedicated software screen drivers for whatever card you
get, but generallyspeaking you lose some flexibility with the resolutions on
your card AIUI.

In the adverts for NVDI4 I noticed that it states that NOVA-VDI is now
built-in, so you wouldn't need a new version of NVDI AIUI. Not sure if this
is also the case with ET4000...

Magic is no problem at all.

d> 4. In regards to acceleration of the chip, are there other ones
d> available than the CaTTamaran? Why does this have a reputation for
d> being buggy? Why can't I 'plug-in' an 040 or 060 chip?

Dunno about that. I'd like to hear some comments on this myself.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

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# 5408. URL for Bad Mood page ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: paz@wile.demon.co.uk
Message-ID: <858797102_OASIS_@wile.demon.co.uk>
Source record: 125425

Hi all :)

Just a quickie (oo-er, wahay, etc., etc. :) ). Can anyone tell me the URL for
the Bad Mood website please ?

Cab crashed and ate my hotlist :( and I can't bleedin' remember it !

Thanks,

See Ya,
Paz.

--

_/_/_/ _/_/_/ _/_/_/_/_/ Email Paz@wile.demon.co.uk |||
_/ _/ _/ _/ _/ WWW http://www.wile.demon.co.uk/ |||
_/_/_/_/ _/_/_/_/ _/ / | \
_/ _/ _/ _/ IRC #atari Falcon030
_/ _/ _/ _/_/_/_/_/ #WiLDHEARTS Motorola Inside

# 5409. Q: SCSI ZIP on Mega 2 ST .. how?

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31954_please@no.spam.mail.here.mettav>
Source record: 125426

<weeeooooooww>

Message incoming from Steve to Derryck...<bang!>

Hi Steve!

n>>>> use my new SCSI ZIP on my Atari Mega2 ST. What do I need and where
SS>>> You'l also need something like a LINK II plugged between it and
DC>> Also some means of powering the Link, if there isn't another device

SS> I personally think thats a dumb ass design cock up, its hardly a stand
SS> alone device as it stands, and isnt designed to be chained with other
SS> devices is it. Can the mechanism be removed from the case and put in
SS> another case.??
Dumbass, cheapo design.

Putting it into another case wouldn't do any good as you'd still need to mod
the PCB to feed the 5V if I have the right end of the stick.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

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# 5410. Re: Atari Computing Magzine

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31957_please@no.spam.mail.here.mettav>
Source record: 125427

FROM: SSweet@mettav.demon.co.uk
SUBJ: Atari Computing Magzine

s> 3) Tell the status of previewed software. Example: is Freedom 2
s> available now? This month? This year?

Its not yet available, thats why i get ticked off hearing it mentioned, i
want it bad. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Help I'm modeming... And I can't hang up!.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 5411. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33323f41.6296133@news.demon.co.uk>
Source record: 125428

On 19 Mar 1997 10:25:26 GMT, jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:

>Of course, you could email webmaster@atari.com (given on the WWW pages)
>which will get passed on to (or read by) John Skruch of JTS, who has
>dealt with my copyright / distribution request...

What request was this, if you don't mind me asking? And the result?
--
Damien Burke (to reply, remove the 'nojunkmail' part from my address)
Atari ST/PacifiST page: http://www.jetman.demon.co.uk/st/index.html

## 5412. Atari Printing

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31952_please@no.spam.mail.here.mettav>
Source record: 125429

*Hi Charles*, on 18 Mar 97 you wrote: ...respect, brethren

cg>
cg> I own a 1 MB Atari STE without a second floppy disk or a hard drive. I
cg> am looking for a good word processing package that can print different
cg> sizes of the one font without the expense of buying a second floppy
cg> drive or a hard disk to install GDOS. I already have PROTEXT 4.3 which
cg> has its own printer drivers, it has one font but you can only get the
cg> one size. Is it possible to get a package which can print fonts of
cg> different sizes without GDOS? I need an inexpensive package. Any help
cg> is appreciated.

I'm trying to remember the situaton wrt a base machine like this. I thik
that unless your printer contains fonts that Protext v4.3 can access and
switch then you're stuck. I tried to do this with v4.3 but either the
printer drivers weren't adequate or the printer itself didn't hae the
capability.

One of the purposes of GDOS was to enable this soort of thing to be done. If
you want to do this you'll have to bite the bullet to some extent. I'd say
that it is possible on a dual floppy setupwith GDOS and maybe a little more
RAM, but otherwise I'd struggle to suggest a way.

Perhaps you could ask if anyone is selling Calamus v1.09N cheaply on a second
hand basis? This might do it of you call the fonts from a virtual drive B...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 5413. Re: ATARI WaReZ

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33333f9b.6386466@news.demon.co.uk>
Source record: 125430

On Wed, 19 Mar 1997 15:23:33 GMT, !ynoT wrote:

> Someone with plenty of free web space,Theres a lot of DEMON customers
>with 5 meg sat there doing nothing?, Make a

I was about to say no Demon customer would do this because of certain
restrictions on bandwidth, but what happens when these limits are breached
would merely make the site even more annoying and that's what you want... :)
--
Damien Burke (to reply, remove the 'nojunkmail' part from my address)
Atari ST/PacifiST page: http://www.jetman.demon.co.uk/st/index.html

# 5414. Re: WEB Pages

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33343fe8.6464065@news.demon.co.uk>
Source record: 125431

On Wed, 19 Mar 1997 15:23:37 GMT, !ynoT wrote:

> Any site anywhere in the world will do,

Well, www.geocities.com would seem to be fine... or angelfire perhaps.
--
Damien Burke (to reply, remove the 'nojunkmail' part from my address)
Atari ST/PacifiST page: http://www.jetman.demon.co.uk/st/index.html

## 5415. Re: StarGlider

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <332f7971.8803648@news.injersey.com>
Source record: 125432

On 18 Mar 1997 05:24:43 GMT, atari@teleport.NO.SPAM.com (Rich
Tietjens) wrote:

-
-
-Don't take it personally, Mike, you're a long-time poster here and I
-think everyone considers you a good citizen. It's the latecomers who

-are either ignorant (which is curable but the patient has to be
willing
-to be cured) or rude (which is also curable, but it requires surgical

-removal of the offensive rude person).
-
-
Nice to see that Rich has appointed himself in charge of ethics not
only here on comp.sys.atari.st but also on the lesser read
comp.sys.atari.8bit

Yes, you may ignore this message.

# 5416. Re: Papyrus 5 demo

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvlo7kj8jn.fsf@emw.ericsson.se>
Source record: 125433

hallvart@sn.no (Hallvard Tangeraas) writes:

> >> > Copy the TOS file to *.ZIP and you can extract it with WinZip.
> >>
> >> Interresting, but not of much use if you use a Unix box is it? :-(
> >
> >Is there no ZIP utility for UNIX? The *.TOS file is nothing more than a
> >ZIP file which has been converted with the ST Zip tools to a
> >self-extracting archive. It can be renamed to a ZIP file and opened
> >with any ZIP utility.
>
>
> Sure there is. I use UNIX when I get online and to unzip a file I just
> type: unzip file.zip
>
> I've also heard that some systems use the format: zip -x file.zip

Sure there is. I use it daily, but it doesn't like selfextracting
archives. :-(

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 5417. MIDI sequencer

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Rolf Nilsson / RONI MUSIC <roni@mbox317.swipnet.se>
Message-ID: <3330525C.2C31@mbox317.swipnet.se>
Source record: 125434

Affordable sequencing

It's amazing the things you come across at times Little treasures just lurking out there to be found....

I first read about Sweet 16 on the internet, in the comp.sys.atari.st. newsgroup. Big deal, another ad. Demos available. OK, I'll give it a try. Well, I'm impressed! I found a good MIDI sequencer at a reasonable cost.

Sweet 16 will work in any resolution on any Atari ST, TT or Falcon. This is great because not everyone has a mono monitor. I tested it out on my Mega STE with a mono screen. There are two versions for testing. A DEMO and a LITE version. The LITE does not have all the functions that the DEMO has but it does allow saving song files. (But not MIDI files) The DEMO does not allow saving at all but does have all the functions anbled. I will review the DEMO.

NOTE: Sweet 16 does not have any score editing or printing features. I emailed RONI music and they said that this is not in the pipeline because this would add greatly to the cost and not that many people wanted it. (I'm not so sure about that. It would be a nice option.)

Sweet 16 DEMO is a 16 track MIDI sequencer. It is very similar to Notator. It has a 'Pattern 'mode and a 'Song' mode to compose with. In 'Pattern' mode you can make up different patterns and link them up to make a song. eg. Intro, verse, chorus, verse, chorus, end. Song mode is continous recording of each track.

The main page has plenty of information and features. It shows the 16 tracks and shows all the usual features like naming tracks, transposing, muting, soloing, MIDI activity etc. etc. It is quite comprehensive and easy to use. (In other words I didn't have to read the manual:-) Hit the mixer button and there is a really good 16 track mixer that allows easy mixing of your file. It reatures volume, pan, reverb, chorus, solo, muting, snapshots, quantising, program change, and all this in real time.

Hit the EDIT button on the main page and you can choose between a Piano Roll editor or an Event Editor. Here's where you can manipulate data to your hearts content. (I won't go into detail:-) There's heaps more! All MIDI functions and filters etc. Remixing and mixdown of tracks... too amny things to cover here. Get the DEMO and find out for yourself.

The cost is USD 49.95. This includes a 50 page manual.

SUMMARY

If you need a very inexpensive sequencer and you don't need scoring, then Sweet 16 is well worth getting. It is also available for the PC. This means that there will be ongoing support and development. That's very important in the Atari world!

Check out RONI Music on the internet.

email: roni@mbox317.swipnet.se

Web Page http://homel.swipnet.se/~w-11396

--

# 5418. Re: ImageBuild instructions (Was Re:ST disk Images?)

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33305d11.2470032@news.demon.co.uk>
Source record: 125435

On Wed, 19 Mar 1997 11:58:11 GMT, damien@jetman.nojunkmail.demon.co.uk (Damien Burke) wrote:

>Anyway I've had several requests for a 'How to use Image Build' page to go along
>with my 'How to use PacifiST' bit so I'll knock that up tonight and stick it on
>http://www.jetman.demon.co.uk/st/index.html

...and it's now up. Hope it helps.
--
Damien Burke (to reply, remove the 'nojunkmail' part from my address)
Atari ST/PacifiST page: http://www.jetman.demon.co.uk/st/index.html

# 5419. Mega ST Keyboard

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Mark Burmeister <pearl@deskmedia.com>
Message-ID: <333072C9.2C18@deskmedia.com>
Source record: 125436

I found a used keyboard for my Mega ST but have not been able to get it to work. The keyboard came without a cable, and I have tried an R11 and R12 (I believe that's right, 4 and 6 conductor phone cords) cable without success, although the computer does stop its no-keyboard beeping. The power light on the keyboard also does not light, key punches aren't recognized, and the mouse is not recognized. I would appreciate any information on finding/making a workable cable or finding out if the problem is elsewhere.

# 5420. Re: 14MB falcon upgrade and external keyboa

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: stevebj@wr.com.au
Message-ID: <858765075.769042@nachos.wr.com.au>
Source record: 125437

On 16 Mar 1997 14:42:24, Wes Nakamura wrote:

Hi all,

I'm having trouble trying to upgrade my 4MB falcon to 14MB. I have a RAMGizmo, which takes 4 30-pin SIMMs. I also have 2 sets of SIMMs: the first is a set of 4 70ns 4MB non-parity SIMMs that used to be in a TT, the other is the set of 4 1MB SIMMs that originally came in the TT. Both sets worked flawlessly in the TT. The original 4MB falcon memory board, which is what's in the falcon now, also works flawlessly.

When I use the 4MB SIMMs in the falcon, things appear to work normally, except the display has some irregularities, mostly thin multi-colored vertical lines. It seems to run all right, although I haven't left it running long enough to see if it would crash. It passes the initial memory test with no problems.

The 1MB SIMMs really screw up the display: it ends up with about 4 horizontal copies of the initial Atari bootup logo, except they're cut in half vertically. The internal IDE hdd also started to go crazy, so I turned the machine off right away.

Is the falcon more picky about memory than the TT? If the fact that the memory worked in a TT means it should work in a falcon, where can I get a replacement board that can use these SIMMs?

If the fact that the memory worked in a TT doesn't mean anything, and so either the memory or the board is at fault, where can I get a reasonably priced board that's guaranteed to work?

In short, any suggestions? Unfortunately I don't have another falcon, a different ram board, or other SIMMs to test with. Obviously I'd like to use as much as the equipment I've already got if possible.

Also, can anyone point me to the pinouts for the keyboard connector on a falcon and the corresponding pins on an external keyboard's phone jack? I have a Mega ST keyboard that I'd like to use, so I'd like to build my own connector.

Wes.

Hi Wes.
You can't use TT ram on a falcon. You need to get a new ram board like the 16meg board from Wizztronics and insert a 72pin 16meg simm into it. It fits in nicely to where your 4 meg board goes.
regards
Steve

```
-------------------------------------
| Steve Brownjohn (aka) The Balz |
| Email: stevebj@wr.com.au |
| You have been conversing with an |
| ATARI FALCON 030--A real Computer |
-------------------------------------
```

# 5421. query - adding a new hard drive Atari STFM

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: mark@bluemark.demon.co.uk
Message-ID: <33304c79.9726852@news.demon.co.uk>
Source record: 125438

I am enquiring on behalf of a friend who owns an atari STFM and would like to add a hard drive to it.

I am not an ST owner myself so am totally unfamiliar with Atari hardware but extremely familiar with PC hardware and software.

Any information anyone may have about the drive types which should be used, the interface on the back of the unit, cabling etc would be gratefully received.

If possible please email me direct rather than respond to this newsgroup as I am very oversubscribed to groups these days!!!

Many thanks in anticipation of your assistance.

Mark
email: mark@bluemark.demon.co.uk

## 5422. All those in need of PacifiST & Image Build help...

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <33325d97.2604303@news.demon.co.uk>
Source record: 125439
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.emulators.misc

...should take a look at
http://www.jetman.demon.co.uk/st/index.html

And feel free to make any comments if I've not been clear enough or you think
I've missed something out.
--
Damien Burke (to reply, remove the 'nojunkmail' part from my address)
Atari ST/PacifiST page: http://www.jetman.demon.co.uk/st/index.html

# 5423. Re: BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Mrmaddog@Microserve.com
Message-ID: <97031975038@microserve.com>
Source record: 125440

From: !ynoT

>Did you notice the TT and Falcon but :) without the need for two
>programs like Diamond Ice did? Clever bloke that Anthony Jacques with
>his compiler programs hehehe....

Yeah, Anthony's new STOS programs virtually solved all compatiblity
problems. That's great! :)

>>For far, the one ST game with a T2K feel is Frantick but there's
>he whats that?, tell me more please Eric..

It's a game by Dave Munsie. You just move a blaster around on this
bar in the middle of the screen and shoot the baddies up and down.
The way the graphics and sound effects are reminds me of T2K.

>>nothing 3D in it. Any plans to use the CAD 3D routines from the

>Nooop, I am going to cheat instead :)) you will see ,anyway good
>programming is measured by how far you can cheat the system
>limitations:)

Well let me know how you finally get to cheat the 3D bit, I'm hoping
to add a bit of it on a level in my game project :)

<<All solicitation, automatic or manual, is subjected to a fee of >>
<<$500. Any e-mail sent from hotmail.com is grounds for lawsuit!!>>

Eric Noss
a.k.a
Mr. Maddog

mailto: MrMaddog@microserve.com

# 5424. Re: ImageBuild instructions (Was Re:ST disk Images?)

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Mrmaddog@Microserve.com
Message-ID: <97031974862@microserve.com>
Source record: 125441

From: damien@jetman.nojunkmail.demon.co.uk (Damien Burke)

>Image Build when run with no parameters tells you what it does and what
>parameters to use.
>
>That this is beyond most people is quite amazing to me; are that many people
>running it from Win95 and having the window close on termination??

No, I think people are so used to using an OS which makes reading a
text file much easier than something designed in the freaking 70's :)

In any case, good programming also consist of proper documentation.
This I have always believed in.

BTW, I'll check out your site right now sine I like to go on a
Pacfist web page that doesn't take forever to load :)

<<All solicitation, automatic or manual, is subjected to a fee of >>
<<$500. Any e-mail sent from hotmail.com is grounds for lawsuit!!>>

Eric Noss
a.k.a
Mr. Maddog

mailto: MrMaddog@microserve.com

# 5425. Re: ATARI WaReZ

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <3330AD11.7217@wwa.com>
Source record: 125442

!ynoT wrote:
>
> On Thu, 20 Mar 1997 04:37:29 GMT, Neeps@neeps.com (Aengus Jankowsky.)
> wrote:
>
> >the only problem with this is that pretty much any idiot (although I
> >may be wrong) knows how to configure their browser to ignore graphics
> >and display links as text.,,
>
> Then maybe the plan of each page of so many options, most of which
> could mean one thing or another, that they eventualy get back to the
> main menu and then try again, could still keep them busy for hours?
>
> Anyway it was just a thought in a mischevious mood as usual hehehe
> someone make take it up:)
>
> Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
> ATARI Programmer:http://www.airtime.co.uk/users/stosser
> Keeper of the STOS FAQ:::Joint Keeper of STOS File Site
>
> Let's have a Heated Debate -- Mrs Merton 1997

I have 10 megz of space that is not in use. If anybody would like to
make this "image" page, do so and I will let you use the space. Email
me if youre interested.

seeya
information IS free
screw copyrights
nobody is loosing money as the ST isn't even being made anymore.
there
I'm done

# 5426. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <3330AA68.2567@wwa.com>
Source record: 125443
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Frank Charlton wrote:
>
> Marcel Durieux <hollywood.sound@skynet.be> wrote in article
> <01bc2fbf$60cae560$2f05eec3@marcel>...
> > Hello,
> > how can I connect a 850 atari drive at my PC to make image from my own
> > disks?
>
> If you mean the old 8-bit stuff, check out http://www.emulators.com/ - home
> of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
> selling XFormer cables to do the thing you want, they have plans available
> to build your own cable.
>
> ATB, Frank.

What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
got against the good old 8bit?

# 5427. Mega + Moniterm + Turbo030

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: fsctc@lerc.nasa.gov
Message-ID: <5gqe10$23p@bass.lerc.nasa.gov>
Source record: 125444

For sale:

Mega2+2
w/ Turbo030 @40MHz +4MB 32-bit RAM
(installed by Jim Allen of Fast Technology)
Moniterm monitor w/ MegaST board.
original SM124 monitor.
Quantum Lt375 (375 MB SCSI 11ms) driven by ICD host adapter

MultiTos installed. All software included. Sell as whole system.
Developer software, GNU C, etc.
$350.

Contact me at fsctc@lerc.nasa.gov by email. Thanks.

Clarence
--
---
Clarence Chang, Ph.D. | phone: 216-433-8561 fax -3000
NASA Lewis Research Center | email: fsctc@bass.lerc.nasa.gov
Cleveland, Ohio 44135 | Combustion Branch (5830)

# 5428. Re: Export/Unitor and Cubase

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970319030525.23006F-100000@sparkie.gnofn.org>
Source record: 125445

On Tue, 18 Mar 1997, Guy St-Amant wrote:

->Can someone please tell me if Export and Unitor are compatible with
->Cubase?

Both work with Cubase on a ST, but not on a Falcon. This info is from the
Toad catalog.

Dave

```
_____
/ /
|||||||||||||||====]: dbg01@gnofn.org
\____\
```

# 5429. Re: Current Notes email address?

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <332febcc.0@island.idirect.com>
Source record: 125446

On 18 Mar 1997 17:40:16, Hallvard Tangeraas wrote:
>On Fri 14-03-97 17:10, Mario Becroft (mbecroft@tos.ak.planet.gen.nz) wrote:
>
>>I am trying to contact the Current Notes magazine, but the old *@io.org
>>addresses are no longer valid.
>>
>>What is the current address?
>>
>>An email reply would be much appreciated.
>
>
>Does that mean this URL is no longer valid either?
>
> http://www.io.org/~hcarson/cnpage.htm
>
>
>If there's a new URL and someone knows it, please post it here so I can
>update that link on my page.
>(Obviously I don't know their email address, sorry Mario).
>
What's happened is that the service provider we at Current Notes relied on
for at least the last year - Internex Online - went under in January, swallowed
by a US provider that cut off SLIP access and gave the users one month to
change over to their current service. As you can tell, we've had to scramble
to get new providers (ironically, you CAN still access the web page, though
it hasn't been updated in some while).

Here's the current addresses:

Howard Carson - lrhc@interlog.com
Robert Boardman - redfrog@outer-net.com
Dan Dreibelbis (me) - dreibel@idirect.com

## 5430. How to copy file from PC to ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Stephane Landier <slandier@icon.co.za>
Message-ID: <332FABF1.13D9@icon.co.za>
Source record: 125447
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

I have a RS323 NULL MODEM cable with 3 wires. I can't manage to make it work with Ghostlink. Is there another way to transfer files from my PC to my FALCON ?

Thanks,

Steph

# 5431. Re: Mega STE, 10 MB memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199703192011.a60373@do2.maus.de>
Source record: 125448

P> s> Well there is a VME slot memory board to take your Mega STE to 10
P>MB.
P> s> ~~~~~~~~~~~~~~~~~
P> s> Martin_Wevelsiep@ac2.maus.de (Martin Wevelsiep) designed the board.

P>one) before, but if it used the VME port it always loked to me like it
P>partially defeated the object of one of the main causes for lack of
P>memory was due to setting aside up to 1Mb for screen RAM using a
P>graphics card with that same port.

P>Now, if there was some form of thru-port it would become interesting
P>again...

Martin's ram card does *not* use the VME slot, its internal. But I would
recommend to install a PAK with FRAK instead because with a FRAK your ST
can have up to 64 megs of FastRAM.

Tschuess
Frank

## 5432. Mega St For sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Stephen Woolf <wolf@eagle.ca>
Message-ID: <01bc3428$af89a160$d0a5bace@Pwolf>
Source record: 125449

I have a Mega St 2 for sale with tons of software make me a real offer

Steve ..............wolf@eagle.ca

# 5433. Re: Where in U.S. to buy Link96?

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HCTSBAATUP@data.rhein-main.de>
Source record: 125450

In <3329d07e.10832451@news.supernews.com> Ron wrote:

>What software is required also? Apparently all this stuff is made in
>Germany, so where do we get it?

Have a look to my homepage, you found a lot of links.
AND you four a link to Norbert Wieczorek, thats the men with the LINK96 :-)

http://members.aol.com/NorWiecz

or ask him self:

Nor@Wiecs@aol.com

Software: HDDriver 6.21 / SCSI-TOOLs

Regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

# 5434. Re: Tell me about ASH's Phoenix

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: All@Sea
Message-ID: <546_All@Sea>
Source record: 125480

Goetz_Hoffart@ka2.maus.de was murmering to All ...

Hiya Goetz ...

GH> listing and quantity of all products and so on. Phoenix 5.0 supports
GH> OLGA.

I can't get OLGA to work here ;-(

I followed the instructions to install it but using Cab and Everest (both
supposed to support OLGA) nothing happened .... maybe it was me but I doub

--

Send email replies to :algy@allatsea.demon.co.uk (Antony Lacey)

Floating around aimlessly at All At Sea.

# 5435. Netscape for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970319012001.UAA23481@ladder01.news.aol.com>
Source record: 125481

Hello,

Can anyone tell me if I can run any version of Netscape on an Atari ST (most likely a MegaST)? I have a PowerMac, and I know Netscape takes up a lot of memory for ver. 3. If there's not way, does anyone one know if there's one comprable to that?

If so E-mail me at one of the following addresses.

AntBBaker@AOL.com
AntBaker@Myst.Hub-BBS.com

Thanks.

# 5436. Re: need ST repair

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gno5q$86b$19@nadine.teleport.com>
Source record: 125482

On 18 Mar 1997 08:05:11, Greg Malick wrote:
>Aloha,
>Can anyone recommend a repair person in Honolulu that can fix our Atari
>St? It won't boot up and the yellow pages don't have any listings.

Hmmmm, probably John Perez (U of Hawaii, I think) could answer that -
but you might find it simpler to simply buy a used ST or STe these days,
and keep the old one for parts. 'puters are advertised in here every
day, it seems.

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email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

# 5437. Re: Atari Computing Magzine

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gno5m$86b$18@nadine.teleport.com>
Source record: 125483

On 17 Mar 1997 19:05:59, Sam McGee wrote:
>Mike Kerslake (publish@zetnet.co.uk) wrote:
>
>: I don't know if I am missing anything, but there never seems to be much
>: discussion about Atari Computing magazine in this area!

Well, that could be a good thing - I remember a whole LOT of flames
about ST Format...

>Trolling for props, eh? Well, I'll bite. Great Mag! You Brits really know
>how to pull off a classy publication. Here are my comments in random order:
>
>1) Keep it black on white. If I want to look at color pictures I'll buy a
> Hustler. (or other Mag heavy on the pink:)
>
>2) More Q and A. You could fill it half with these and I'd be happy. But
> don't.

You sure that's not T&A? <G> (See #1 if anyone is confused.)

BTW, Q&A can be submitted via email - either direct to me, or from my
Web site, with "Q&A Submission" in the subject line, if you please.

>3) Tell the status of previewed software. Example: is Freedom 2 available
> now? This month? This year?
>
>4) Where is all this great shareware reviewed hiding? Many (most?)
> Atarians don't have a local PD shop.

In North America, there are quite a few AtariNet and NeST BBSes which
provide PD and shareware - even more in Europe, I think. Mine (to toot
my own horn) is STarship, at 503-244-2870; 4 CDs and 4 gigs of hard
drive (with 4 more in reserve in case the drive fills up or soemthing).

>5) Add programming tutorials like in ST Review. R.I.P.

Unless I'm confused (even more than usual, that is), Joe already got
someone to do a series on programming; I recall an article in #3.

----------http://www.teleport.com/~atari----------
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email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 5438. FS- Atari-The Big List

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: fangdn@mindspring.com
Message-ID: <332f616f.611371@news.mindspring.com>
Source record: 125484

Following For Sale:

SLM804 Atari Laser Printer, recently changed drum, works great!
Asking $100.

Sc1224 Atari Color Monitors, factory 'refurbished', original
box/docs. $55; Used, good condition. $45

PCM124 Atari PC Monitor, new, 9pin connector, original box, asking
$50.

***SCSI TOWER: 6 SCSI devices in all, wired together in one 'new'
tower case with power supply/fan. Has single 50 Pin connector on back
for ICD LINK 2 SCSI Adapter, included, with cable. Recently
constructed by Alex Yu at ATY Computers. Here's whats inside:
85MG Seagate HD, Sony CDU-541 CD Drive, ICD 155MB Tape Drive(5 extra
tapes + ICD backup software), 540MB FUJITSU HD(NEW), 50MG
Seagate(NEW), another 50MG Seagate.
***Tower will boot automatically to any ST/STE without internal hard
drive. Full instructions to install to a MEGA ST/STE/TT with internal
hard drive. ICD driver software and ExtenDOS PRO software included!
***ASKING $550

1040 STF's, 1MG, good, used condition. $65

Jaguar Game System with CD Player, 2 Controllers, Raiden, Highlander
CD, Braindead 13 CD, Tempest 2000 Soundtrack CD, Blue Lightening CD,
MYST DEMO CD, Vid Grid CD. Like new, all original packing/doc's.
Asking $150.

ALBERTT VIDEO CARD, for MEGA STE or TT. Display 1024x768, 16 colors
from a palette of 4096. Dover Research. In box with driver software
and install instructions. $125.

AEROCHOPPER Remote Control (R/C) Aircraft/Helicopter Flight
Simulator/Trainer. Includes actual 'FUTABA' "CONQUEST" 4 Channel
controller(just like the one you fly with!). Controller plugs into
the cartridge slot on an Atari ST. Software, manual and original box
included. Excellent Condition. Brilliant program for a 1 MG Atari.
Asking $125.

Buyer pays shipping costs. Ship from New York, USA. US and Canada
customers only, please!
software list to follow...

fangdn@mindspring.com

# 5439. Re: Mega STE, 10 MB memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31832_please@no.spam.mail.here.mettav>
Source record: 125485

*Hi Jan*, on 14 Mar 97 you wrote: ...respect, brethren

s>
s> On Feb 28/97 Ken Macdonald wondered about a memory upgrade (>4 MB) for
s> the Mega STE.
s>
s> Well there is a VME slot memory board to take your Mega STE to 10 MB.
s> ~~~~~~~~~~~~~~~~
s> Martin_Wevelsiep@ac2.maus.de (Martin Wevelsiep) designed the board.

Thanks for the information Jan. I had heard about this board (or a similar
one) before, but if it used the VME port it always loked to me like it
partially defeated the object of one of the main causes for lack of memory
was due to setting aside up to 1Mb for screen RAM using a graphics card with
that same port.

Now, if there was some form of thru-port it would become interesting again...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5440. Re: Atari Laser Printer spares

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <31841_please@no.spam.mail.here.mettav>
Source record: 125486

<buzz><distort><crackle>

Message incoming from Aces@whatnext.demon.co.uk to All...<fizzz>

>>> I am looking for a new drum for my
>>> printer and would love to know
>>> of any alternate sources for one

>> The 605 drum is compatible with MANNESMAN TALLY MT905DM

A> The MT906 drum set even has the page counter....

Yep, but I'm told that it's possible to modify the original counter so that
it no longer prevents the printer from working once it reaches 10,000 copies,
with some track cuts in the counter (I don't have the details I'm afraid).

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5441. FS-Atari Big List Cont...

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: fangdn@mindspring.com
Message-ID: <332f6883.2423722@news.mindspring.com>
Source record: 125487

Following Software Titles For Sale:

Atari CD Master/Audio Cd Master 4
includes following drivers:
INFOPEDIA v2.0, TIME Almanac 90's, Time Almanac 95, UFO 1 & UFO 2,
Space Missions, 1995 Auto Almanac, MPC Wizard v2.0
includes following CD's:
Time Almanac 90's, Time 95 Almanac, UFO 2, Space Missions, MPC Wizard
v2.0, INFOPEDIA v2.0. Above can be used with a MEGA STE or TT with
appropriate video card(Crazy DoTTs, NOVA). Asking $125 for the lot!

SARA CD Driver for Grolier's CD Release 6, CD included: $50

ST FORMAT MAGAZINES. August '95 thru September '96(final issue).
Includes 'cover disks' and 'wonder disks' for all issues, 14 issues in
all, 28 floppies, asking $100.

ST Informer Magazine, May '96 with welcome Disk and PD disk #97. $5

Productivity software: Original boxes and doc's included:

X-BOOT v 3.10: $10
UltraScript-2disks-by Atari for MEGA's:$5
PhotoShow STE v2.3 w/ Photokina Portfolio Player CD-It's All
Relative:$5
Data Diet 1.0:$10
Regent Word II Word Processor:$5
EZ Test Writer v1.52:$5
PageStream 2.2 SE & PageStream Assistant:$40
Hard Disk Sentry-ChroMagic:$15
LottoDDS-Missionware:$10
SPEED GDOS 5:$35
Winning Pictures Viewer/4MG & Color Monitor required-Its All
Relative:$5
Cyrel Serial Mouse Manager:$5
Multi-Desk-Unlimited Desk Accessory Power!:$5
Neo Desk 3 v3.02 & 3.01/3.02/3.03 to 3.04 upgrade patch program & Neo
Desk Accessories Vol. all for $20.
Mouse Boot v3.d-SRL SYS:$5

G A M E S : Make an offer unless price is listed.
All have original box & doc's.

MOEBIUS-Origin System
Warship-SSI
LED Storm-Capcom
Read-A-RAMA-2 diks

Eliminator-Hewson
Last Duel-Capcom
Transputor-AS
Phantasm-Exocet
Karateka-Broderbund
International Ice Hockey-Impulze
Goldrunner II-Microdeal
Pac-Land-Grand Slam
Zero Gravity-Microdeal
Devon Aire-Epyx
Roadwar 2000-SSI
The Pawn-Rainbird
Championship Wrestling-EPYX
Planet of Lust-Free Spirit, TOS 1.0 Only
Stare Quake-Terrific Software
Prime Time-First Row
Dive Bomber-EPYX
Carrier Commander-Rainbird
Battlezone-Atari
Alcon-Taito
Renegade-Taito
Arkanoid-Taito
Swiftar-Accustar
The Sentry-Firebird
Mercenary-Datasoft
Project Neptune-EPYX
MetroCross-EPYX
Battleship-EPYX
Pinball Wizard-Accolade
Final Assault-EPYX
StarGlider-Rainbird
F15 Strike Eagle-Micropose
Jewels Of Darkness-Firebird
Silicon Dreams-Firebird
Typhoon Thompson
Red Lightening-SSI
Hollywood Hustler-Desert Star***$20 (excellent program)
Dragon Scape-Free Spirit
Substation-Chro-Magic***$15
Mixed Up Mother Goose-Sierra***$15
B-17 Flying Fortress-Micropose***$20
Wishbringer-Infocom
Space Quest-Sierra
The Black Cauldron-Sierra/Disney***$10
Fun School 3***$15
Zynaps-Hewson
Dog Fight-Micropose***$20
Crash Garrett

Late arrival: 'Leadman Hard Disk Drive Casing: HD6A. Mount 2 5 1/4" hard drives. 60 W power supply, DC12V Cooling Fan, AC Inlet, Switch, red LED power indicator. Fuse & Fuse holder. 395x175x130mm. Like new, in original box..$35.

Buyer pays shipping. Ship from New York, USA. US and Canadian customers only, please! Dan F.
fangdn@mindspring.com

# 5442. Re: Help.....logic audo

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: trax@collegeleboeuf.qc.ca
Message-ID: <5gnosq$bfv$1@wagner.spc.videotron.ca>
Source record: 125488

On 18 Mar 1997 18:43:33, djmatik wrote:

>I need some help with logic audo...
>
>is there a recording level when recording sample...?
>every time I sample the output is low why ?
>.

You can try the Logic User's website; you can subscribe to a mail group that might be able to help you. You can find a link to it from http://www.emagic.de .

Unfortunately, I don't think Logic Audio Atari is still being supported by Emagic.

Good Luck!

Stephen Angelini / trax@cedep.com

# 5443. Re: anyone know how to make a modulator

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gnjeg$453$1@nadine.teleport.com>
Source record: 125489

On 18 Mar 1997 19:50:31, "Dan" wrote:

>Rich Tietjens <atari@teleport.NO.SPAM.com> wrote in article
><5gijrq$pp9$2@nadine.teleport.com>...
>>
>> if you have a PC monitor that can handle 15.75 kHz (or that
>> neighborhood) horizontal sync, get the multisync FAQ from my ftp site
>
>Could you let me know the address of the ftp site where the FAQ is located?
>Thanks.

Sure, Dan. Sorry, I didn't realize my sig file had gotten misplaced.

Go to ftp://ftp.teleport.com/users/atari - the filename is multsynq.faq

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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 5444. Using a PC monitor with ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: cocker@enterprise.net
Message-ID: <332f7f9c.5926066@news.enterprise.net>
Source record: 125490

Does anyone now of a way to use my STE with a Pc SVGA Monitor.
I would also like to connect ST to PC and use the PC hard drive.

Thanks Ian

# 5445. Re: Spamblock Ineffective!

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: csilver@kendaco.telebyte.Spam.This.com
Message-ID: <5goa4p$s5d@news.telebyte.com>
Source record: 125491

Message-Id: <Pine.SGI.3.91r.970316162232.27217G-100000@freenet> Callum wrote:

>> My guess is the next step will be to look for words like "spam" or
>>"remove" in email addresses and remove these words as well (YMMV).

>I've been thinking if making my address show up as:
>lerwick@fErAeTenSePtA.MmsApN.DmnD.IuEs! :)
>I suppose the ultimate fix would be to put an address like
>look@my.sig.fool! in the From: line, then write your real address with a
>BUAF in your sig... (kinda like mine...)

Hi Callum,

Very creative. "Eat spam and die", eh? I wonder what Hormel would think of that! Of course the trick is to use an effective spamblock, but have the NG readers be able to understand your real e-mail address. If you put your e-mail address anywhere in the header OR the text message the bulkmailers will find it ;)

I was thinking of getting "nasty" with the most obnoxious spammers, but that's NOT in my nature nor do I want to stoop to their level...

However, I don't think Government regulations are the answer either. I know there are literally millions of people fed up with spamming. So a little creative programming may be the answer; both legal and effective.

As my programming experience is limited to Fortran IV, I think a few "Night Class Courses" are inorder for me :) Most bulkmailers use similar prgs and Windoze, so I'm sure there are cracks in the software that can be exploited.

Wouldn't it be ironic if an Atarian developed this software? "Nasty" or otherwise; It would be a BIG market...

Thanks to ALL for their posts on this subject.

Charles


___ __
|~~_____/~~__ |
------------------------------------ |___ ------ )-+
csilver@kendaco.telebyte.Spam.This.com 0'--- ~~~| /~~ |
---------------------------------------- (*)

# 5446. Re: StarGlider

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7A73G.2Ku@gazette.stortek.com>
Source record: 125492

In article <5gjmro$epb$3@nadine.teleport.com>, atari@teleport.NO.SPAM.com (Rich Tietjens) wrote:
>
>On 17 Mar 1997 12:57:06, Damien Burke wrote:
>>On 17 Mar 1997 05:12:53 GMT, atari@teleport.NO.SPAM.com (Rich Tietjens) wrote:
>>
>>>Geez, I am gonna be SO glad when spring break is over and the
>>>cheapskates^H^H^H^H^H^H^H^H^Hstudents go back to class and stop
>>>cluttering the newsgroups with "warez" requests.
>>
>>You forget, students are less likely to post during a break, not more, because
>>of free net access at their institution.
>
>
>Normally, I would tend to agree, but it seems this past week has seen a
>rash of young puppies with no money and highly acquisitive habits...
>
>
That's probably more due to new and very good emulators coming out than
anything else,

Nicholas Bales, Toulouse, France

# 5447. Re: StarGlider

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7A70H.2JA@gazette.stortek.com>
Source record: 125493

In article <5gijsl$pp9$8@nadine.teleport.com>, atari@teleport.NO.SPAM.com (Rich Tietjens) wrote:
>
>On 16 Mar 1997 21:13:56, "R!win" wrote:
>>Hello
>>
>>Can anyone guide me to a site where i can d/l Starglider 1 or 2 ? I'm
>>desparate to play those games again....
>
>
>No. Software piracy is a civil offense - and it's especially offensive
>to software authors who read the newsgroups. If you're so damn'
>desperate, offer to BUY someone's used Starglider or - and here's a
>really NOVEL idea - contact one of the remaining Atari software dealers
>and buy and BRAND-NEW copy! Wow! Honesty! What a great new concept!
>

Good luck in finding brand new copies of Starglider!

>
>Geez, I am gonna be SO glad when spring break is over and the
>cheapskates^H^H^H^H^H^H^H^H^H^Hstudents go back to class and stop
>cluttering the newsgroups with "warez" requests.
>

I agree on this though...

Nicholas Bales, Toulouse, France

# 5448. Re: ST disk Images?

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7A6wz.2I4@gazette.stortek.com>
Source record: 125494

In article <5giflc$7fk@News.Dal.Ca>, aa860@chebucto.ns.ca (Steven Slater) wrote:
>What are ST disk images and why does Pacifist need them? Do Ineed to make
>images from my disks before putting them on a hard drive and loading them
>from there? The Pacifist documentation seems to assume I know all about
>his, while the imgbuild program has no documentation at all! What does it
>all mean?

I don't know what you are complaining about, since you understood correctly.
The Pacifist docs ar quite straightforward. You have to make image files of
your disks (.st) for the emulator to read them and put those into your
pacifist directory.

Just a little tip: when you're not sure about something, why not just try it
and see what happens?

A more convenient way of transferring files to the emulator is putting them in
the Pacifist's harddrive directory. The disk image stuff is useful for game
disks.

>
>----------------------------------------------------------------------
>Steven Slater "Come Over Hear!"
>aa860@chebucto.ns.ca Mon. 8-9PM
>6209 Allan St CKDU 97.5 FM
>Halifax, NS B3L 1M8
>Canada
>chebucto.ns.ca/~aa860/ my site
>is2.dal.ca/~ckdufm/ CKDU-FM's site
>www3.ns.sympatico.ca/mysterio/ellipsis/ my band!
>""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""
>

# 5449. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: dvaltd@dvaltd.demon.co.uk
Message-ID: <332FB5D1.2B02@dvaltd.demon.co.uk>
Source record: 125495

Guy Harrison wrote:
>
> In article <332D0BE9.77E2@dvaltd.demon.co.uk>
> dvaltd@dvaltd.demon.co.uk said:-

> >It certainly is so. That is why you cannot multitask while Lattice is
> >compiling for example.
>
> You can with Mark Williams C. You can even run multiple copies of it!

This wasn't meant to be the start of a 'my compiler is better than your compiler' war, merely an example of MagiC not being able to multitask in supervisor mode.

Regards
Martyn

# 5450. Re: Papyrus 5 demo

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <332f2db8bab512@sn.no>
Source record: 125496

On Mon 17-03-97 21:29, Keith Brooks (newhoriz@cadvision.com) wrote:

>Magnus ...
>
>> > >BTW. Why does they always release the demo versions as selfextracting
>> > >archives? I _HATE_ it as I can't ceck it before I get home. I dislike
>> > >anyone who releases selfextracting archives. :-((((
>> >
>> >
>> > Copy the TOS file to *.ZIP and you can extract it with WinZip.
>>
>> Interresting, but not of much use if you use a Unix box is it? :-(
>
>Is there no ZIP utility for UNIX? The *.TOS file is nothing more than a
>ZIP file which has been converted with the ST Zip tools to a
>self-extracting archive. It can be renamed to a ZIP file and opened
>with any ZIP utility.

Sure there is. I use UNIX when I get online and to unzip a file I just
type: unzip file.zip

I've also heard that some systems use the format: zip -x file.zip

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5451. Re: Tos Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5goeum$qbm@m1.cs.man.ac.uk>
Source record: 125497

```
In article <E7884F.HpG@iglou.com>, rsg0910@iglou.com (Robert Goodwin) writes:
>Damien Burke (damien@jetman.nojunkmail.demon.co.uk) wrote:
>
>: The obvious thing to do is ask Atari for permission to distribute it.
>: My mail to postmaster@atari.com bounced, oddly enough... and I haven't
>: been bothered to investigate other avenues of contact.
>
>It's not quite odd... I did a whois atari.com, and the contact is
>ahelbush@jtscorp.com, Alan Helbush, who is the admin, tech, and zone
>consultant. When I whois jtscorp.com, the ahelbush account becomes the
>billing contact.

Of course, you could email webmaster@atari.com (given on the WWW pages)
which will get passed on to (or read by) John Skruch of JTS, who has
dealt with my copyright / distribution request...

Anthony
--
-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------
Hey! KP SACK 0.5 is released! (our bug was a '= -1' missing)
-------------------------------------------------------------------
```

# 5452. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5gof7i$qij@m1.cs.man.ac.uk>
Source record: 125498

In article <199703172310.a63550@ka2.maus.de>, Goetz_Hoffart@ka2.maus.de (Goetz Hoffart) writes:
>AJ>How does using the old GEMDOS make it non-premptive?
>
>That's not what I meant. I'd like to say that MagiC is much faster and totally
>reentrant. It is a hard contest for hardware that's not 100% fine. Damned, why
>don't you understand German :-)))

Actually, I do (but not very well) :-)

>AJ>MiNT will not preempt supervisor mode processes.
>
>Like MagiC. But you can do AES-calls within an interrupt and things like that
>with MagiC which is impossible to do with TOS.

Hmm... that sounds scary... what if a program doing this is run on MultiTOS?

Anthony

--

-------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+------------------------------

Hey! KP SACK 0.5 is released! (our bug was a '= -1' missing)
---

# 5453. Re: Tos-Q?

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5goffq$qn3@m1.cs.man.ac.uk>
Source record: 125499

In article <5ggsi4$18tg$1@news.inet.tele.dk>, lebech@post3.tele.dk (Kim Lebech) writes:
>Hello.... I just cut this from a TOS.img (spanish :)

Yes, you will also find it in the 'desktop info' dialogue under the desk-menu.

>(This is 1.4)
>----------------------------
>Copyright =BD 1985,86,87,88,89
>Atari Corporation
>Digital Research, Inc.
>Reservados todos los derechos
>
>
>Hmmm from 1985-1989 - does this mean that this rom copyright expired
>in 1990?? and that it can be spread?? =
>please educate me :)

No, it just means that the copyright was renewed in those years because
it was modified. The copyright is valid for 50 years (IIRC) from the
creation date, so this will be free to distribute in the year 2039...

Anthony

--
-------------------------------------+-----------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
-------------------------------------+-----------------------------
Hey! KP SACK 0.5 is released! (our bug was a '= -1' missing)
---------------------------------------------------------------------

## 5454. FS: MSTe/4

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Mark Slagell <sluggo@ames.net>
Message-ID: <332FCA0D.EF9@ames.net>
Source record: 125500

```
4 meg MSTe
360 meg hard drive (external, with ICD host)
SC1224 monitor
US Robotics 14.4 modem
Mouse & necessary cables

$280/offer, shipped (USA).

Email for more details.
```

# 5455. Re: ImageBuild instructions (Was Re:ST disk Images?)

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <332fcf83.11922649@news.demon.co.uk>
Source record: 125501

On Tue, 18 Mar 1997 17:42:44 EST, Mrmaddog@Microserve.com (Mrmaddog) wrote:

>I suspect that in a number of DOS programs, there is text which is
>printed out when you enter a parameter in the command line(which is
>stupid because you don't know what it is without reading the text).

Image Build when run with no parameters tells you what it does and what
parameters to use.

That this is beyond most people is quite amazing to me; are that many people
running it from Win95 and having the window close on termination??

Anyway I've had several requests for a 'How to use Image Build' page to go along
with my 'How to use PacifiST' bit so I'll knock that up tonight and stick it on
http://www.jetman.demon.co.uk/st/index.html

--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 5456. Re: ST Images

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: !ynoT
Message-ID: <33304057.63482831@news.airtime.co.uk>
Source record: 125502

On 18 Mar 1997 22:42:49 GMT, aa860@chebucto.ns.ca (Steven Slater)
wrote:

>Thanks for the reply Tony. There didn't seem to be much documentation
>witht he versions I downloaded of Pacifist and imgbuild. I'll try looking

Well once you have it going you dont need much more, BTW are you aware
that a far better version will be out on the 22nd, allowing up to 14mb
memory to be set, and proc speed can be set and other enhancements:)

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
Keeper of the STOS FAQ:::Joint Keeper of STOS File Site

Let's have a Heated Debate -- Mrs Merton 1997

# 5457. Re: BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: !ynoT
Message-ID: <33374544.64743937@news.airtime.co.uk>
Source record: 125503

On Tue, 18 Mar 1997 17:54:09 EST, Mrmaddog@Microserve.com (Mrmaddog)
wrote:

*****
STOSSER Software page has been updated yet again this very night :)
*****

>From: !ynoT
>
>>UPDATE:Billy Boy All ATARIs (ST,STe,TT,Falcon) Min 1 meg
>>Page now includes updates on the platform game, plus a screen shot:)
>
>Great, keep us posted when it's ready for instant download :)

Did you notice the TT and Falcon but :) without the need for two
programs like Diamond Ice did? Clever bloke that Anthony Jacques with
his compiler programs hehehe....

>>UPDATE:News of next Game project, a Tempest 2000 Clone ?
>
>Coolll!!!!

wow you have to be a bloomin mathamatician to make this game,
struggling but getting the stos mailing list to help :)

>For far, the one ST game with a T2K feel is Frantick but there's

he whats that?, tell me more please Eric..

>nothing 3D in it. Any plans to use the CAD 3D routines from the
>Machine Language collection for the webs?

Nooop, I am going to cheat instead :)) you will see ,anyway good
programming is measured by how far you can cheat the system
limitations:)

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
Keeper of the STOS FAQ:::Joint Keeper of STOS File Site

Let's have a Heated Debate -- Mrs Merton 1997

# 5458. Atari ST 8 or 16 Meg Ram

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970319011200.UAA23033@ladder01.news.aol.com>
Source record: 125504

Hello,

I have a Macintosh PowerBook 5300cs and a PowerMac 6100. I also have about 2 800XL's and 2 130XE's with 5 1050 DD and an XF551 and a whole bunch of other stuff for the 8-bits.

I just recently ordered an Atari MegaST with a 20 Meg HD and a whole bunch of other stuff.

Now time to get to the point. As most of you ST owners know, there's is an emulator for the ST that emulates the 68K Macs since the ST and 68K Macs have the same Motorola processor. Now since this is a MegaST, it can be upgrade to 4 Meg(?).

I was wondering, in order to run anything made for Mac (that's worth anything), a system needs at the VERY least 8 Meg RAM. Now, there are several 3rd party companies that are still manufacturing stuff for Atari (yeah!!). I was wondering if there are any custom made simms for the ST so it can be upgraded to 8 Meg RAM or even 16 Meg RAM.

If anyone knows the answer to this question, please E-mail me to one of the following addresses.

AntBBaker@AOL.com
AntBaker@Myst.Hub-BBS.com

Thanks.

# 5459. * Help * with Falcon IDE HD

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: fs961@cleveland.Freenet.Edu
Message-ID: <5gopos$jki@alexander.INS.CWRU.Edu>
Source record: 125505

My Western Dig 540 MG HD comes on when not in use. It caused it to crash, and I had to buy a new one. Is there any way to stop this when I install the new one? I check mail daily.
Thanks Steve Deaver

# 5460. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Magnus Kollberg <emwoll@emw.ericsson.se>
Message-ID: <yvvn2s0j8n7.fsf@emw.ericsson.se>
Source record: 125506

dvaltd@dvaltd.demon.co.uk writes:

> > >It certainly is so. That is why you cannot multitask while Lattice is
> > >compiling for example.
> >
> > You can with Mark Williams C. You can even run multiple copies of it!
>
> This wasn't meant to be the start of a 'my compiler is better than your
> compiler' war, merely an example of MagiC not being able to multitask in
> supervisor mode.

This is something which realy anoy me. Is the fault by the Lattice
editor or the compiler it self? If I compile from a shell am I able to
switch task then?

//Magnus Kollberg
--
+----------------------------------------+
| Falcon040, Bad Mood support team |
| email: Magnus.Kollberg@emw.ericsson.se |
+----------------------------------------+

# 5461. STE memory (RAM) upgrade question

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Tim Pattison <tim@ravenhouse.demon.co.uk>
Message-ID: <hnYUuDA1T8LzEwKN@ravenhouse.demon.co.uk>
Source record: 125507
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have 4x1mb 30 pin simms which I intend to install in my STE. The speed rating is 80 nanoseconds.

Is this O.K. for the STE. Does the wrong speed cause conflicts with the motherboard, or is it a case of the faster the memory the better?

Thanks in advance. (replies by email or newsgroup-either is fine)
--
Tim Pattison +email: tim@ravenhouse.demon.co.uk
UK +http://www.ravenhouse.demon.co.uk

# 5462. Re: Conner CP30200

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5goub0$ut$1@nadine.teleport.com>
Source record: 125508

On 18 Mar 1997 20:33:53, Dennis McGuire wrote:
>
>
> I'm trying to format a Conner 30200 (213 Meg) for use on an Atari
>1040STe. I'm using an AdSCSI+ host adapter. The Drive is recognized by
>ICDBOOT 6.5.5 Pro and also by the IDCHECK program, but it will not format.
>The SCSI identification also include SUN 2070 or something similar, so I
>assume this drive was originally delivered in a Sun work station.
>
> The drive spins up okay, but when you go to format it, the busy
>light goes on and stays on and there is no aubidle evidence of the heads
>moving. The terminating resistors are in (although I've tried it with
>them out also.) and there is nothing else on the SCSI or ACSI bus. THe
>SCSI ID has been set to 0 and 1 with the same results.
>
> I'm going to check the drive out on my Mac at work, but in the
>mean time, if anyone has any suggestions.....

Parity would be my first guess. If the Mac likes the drive and the ICD
doesn't, I'd definitely say parity.

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--------------------ftp://ftp.teleport.com/users/atari---------------------

# 5463. Re: ACCEPT MAJOR CREDIT CARDS !!!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5goub4$ut$2@nadine.teleport.com>
Source record: 125509

On 18 Mar 1997 22:43:22, Bruno Kozlowski wrote:
> [courtesy copy of this post sent to cited author via email]
>
> In article <5gijsg$pp9$7@nadine.teleport.com>
> atari@teleport.NO.SPAM.com (Rich Tietjens) said:-
>
>>You can cancel spam [...]
>
> No, sorry, this is not the correct way to cancel spam. First, there

<SNIP>

>
> Don't do it like this. Read the cancel FAQ. Read RFC 1036. Read son of
>RFC 1036. Read news.admin.net-abuse.* groups. Then don't spread this
>knoweledge too widely as it could be used by bad guys for bad things
>(clearly don't explain it in a newsgroup ;-). And if you find the cancel
>FAQ tell me where, I can't find it...

I've read the FAQ (it was posted in n.a.n.a just today) and all the
RFCs; I read n.a.n.a.m daily. The newsmasters aren't taking effective
action. The spam level is increasing. If the average citizen doesn't
do anything, within 3 months the ONLY thing on the 'net will be spam.

Either we cancel spam on sight, or the news admins get their sh*t
together and put an end to it. I prefer the second option - but in the
year+ that I've been reading n.a.n.a.m, they haven't done enough to even
keep the spam level constant, much less reduce it.

I will continue to spread the word on how it's done. When there's
effective measures in place to prevent the problem, I suspect the
servers will reject cancels routinely anyhow - and we won't need them.

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email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 5464. Re: STE memory (RAM) upgrade question

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Christopher Larson <clarson@csd.sgi.com>
Message-ID: <33300069.167E@csd.sgi.com>
Source record: 125510
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Tim,

From what I had been told 80ns should be ok. If you go faster than that
you might run into timing issues but that is only what I have heard(from
a person that has worked with Atari's since 1981). I am planning on
doing the same upgrade to my STE and that is why I had asked him. He
told me anything in the 80-120ns range will work fine.

Hope this helps,
Christopher

Tim Pattison wrote:
>
> I have 4x1mb 30 pin simms which I intend to install in my STE. The speed
> rating is 80 nanoseconds.
>
> Is this O.K. for the STE. Does the wrong speed cause conflicts with the
> motherboard, or is it a case of the faster the memory the better?
>
> Thanks in advance. (replies by email or newsgroup-either is fine)
> --
> Tim Pattison +email: tim@ravenhouse.demon.co.uk
> UK +http://www.ravenhouse.demon.co.uk

# 5465. fs: Atari 800XL with 256K upgrade and Floppy Drives

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5got2q$2ud@bcrkh13.bnr.ca>
Source record: 125511
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,comp.sys.atari.8bit,comp.sys.atari.st

Please send replies to johny@pipeline.com

Atari 800XL with 256K Upgrade and Power supply

2 Atari Flopy drives with Power supplies

1 Atari Serial port adaptor with Power Supply

1 Modem with interface able (no power supply)

Please make a reasonable offer, as I'm posting for a friend.

Buyer Pays the shipping

Salim Khan
BroadBand Networks
NorTel (Northern Telecom). Norcross, Georgia

Standard disclaimer applies ..... My employer has NOTHING to do
with my opinoins or the matter in this post.

# 5466. 1 MB (Broken) STe for sale (UK only)

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: "r.c.smith@herts.ac.yk" <rs5ba@herts.ac.uk>
Message-ID: <Pine.SUN.3.91.970319150857.23157A-100000@altair.herts.ac.uk>
Source record: 125512

Dear fellow Atarians,

Sorry about another advert for an ST for sale but I gotta try. Replies
to me personally please at: r.c.smith@herts.ac.uk. Offers welcome.

I am currently in possession of 2 atari STe's. One is working, the other
not.

It is the broken one that I wish to sell. Due to it's condition it is
really only of use to an existing owner, or someone who wants to repair
it and sell it on.

For Sale (uk only, p+p inc.):
----------------------------
Atari 520 STe, 1MB RAM, TOS 1.6 (50 ukp inc P+P)
1/2 MB upgrade for 520 to a 1040 STe (10 ukp inc p+p)
No software, or manuals.

Broken bits:
------------
The above machine WILL boot up. However the Joystic port (but not the
mouse port) is broken (on the keyboard) and the Internal Floppy Disk Drive
will not write to disc, or when it does, it has the tendancy to trash the
disk completely. Other than these 2 things it works fine.

Possible salvagable bits (or make me an offer)
----------------------------------------------
The above machine, if not sold in one piece, has these working bits, for
sale seperatly:

PSU (20 ukp inc p+p)
6 x 256k RAM chips (1.5 MB total, 10 ukp inc p+p for each 1/2 MB)
Keyboard (No joystic port remember, 20 ukp inc p+p)
TOS ROM 1.6 (make me an offer)

Anything else???? I'm not sure what else can be ripped out.

Yours in Atari,

Ray.

+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+
| Final Year Computer Science |
+*********************************+
| ___ _ __ __ (
) / \ / \ \ \/ / |
| Email/: r.c.smith@herts.ac.uk )
( / /\ \ / / \ \ / / |

```
| \/S \/M\/ I \/T\/H (
) |
+++++++++++++++++++++++++++++++
|The University of Hertfordshire|
+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-+
```

# 5467. Re: TOS ROMs & Copyright in General (new angle!)

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: aixit@aol.com
Message-ID: <19970319162700.LAA29918@ladder01.news.aol.com>
Source record: 125513

Im Artikel <01bc33db$86907600$LocalHost@snapper.dial.pipex.com>, "SNAPPER"
<snapper@dial.pipex.com> schreibt:

>But, it is relatively easy (if VERY time consuming) for a fairly simple
>program to produce every combination, ie the program itself would be
>quite small, but, -time needed, unbelievable at todays cpu speeds....

If you have a computer buildet in only one quark
and every quark in the univers is such an computer
and every of this computers will calculate a program
at every nanosecond

the time between coming and going of the univers would not be enough to
calculate every version....

We are talking about a number with 192000 digits (in 256er system)
{256^192000}

in this relation the number 10^100 is verrrrrry small
and this number would be enough to count each quark in the univers...

wbr Fridolin

F.Heyer
FH@aixit.com

aixit GmbH
Hansmannstr. 19
52080 Aachen
FON 0241 9519230
FAX 0241 9519225
http://www.aixit.com
email
sales@aixit.com
TOS2WIN@aixit.com

# 5468. WEB Pages

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: !ynoT
Message-ID: <3332d437.5215921@news.airtime.co.uk>
Source record: 125514

Is there anyone out there with an internet account that are not running a web page, I think nearly all internet providors supply you with web space, But you probably arn't using it because you have nothing to put there,

I am looking for such an empty unused site, for

ST+ DISKMAGAZINE

To put the above diskmag on line, it has been going for over a year now is released every month and is a FREEWARE publication, its content is mostly ATARI related but also contains SCI-FI sections and misc etc,NO smut, NO swearing, NO nastyness, a good clean ATARI diskmag that is probably best decribed as for your average user, theres a small Falcon section, but its not a power users publication IYKWIM, I dont run this diskmag, but am a contributor, the team that run it dont have net access,

You may want to take this up as a hobby and be the webmaster for this diskzine, or you may have the web page going spare and allow me to run the ST+ online from that page, either way I don't mind, but you taking the task on would be nice:)

** EXTRA ** If you want to take this task on and dont know HTML then I will teach you enough to get you on the right track :)

Any site anywhere in the world will do,

Theres nothing underhand about this, its a free publication looking for a permanent on line home and smeone to look after it :)

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
Keeper of the STOS FAQ:::Joint Keeper of STOS File Site

Let's have a Heated Debate -- Mrs Merton 1997

# 5469. ATARI WaReZ

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: !ynoT
Message-ID: <3331d070.4248661@news.airtime.co.uk>
Source record: 125515

The folowing subjects, ATARI Pirated Software and Illegal TOS Images have appeared at a greater regularity than ever before in this newsgroup,
But the postings flaming these people is far outnumbering the requests,

Heres a warped thought,

Someone with plenty of free web space,Theres a lot of DEMON customers with 5 meg sat there doing nothing?, Make a

ATARI WAREZ and TOS IMAGE WEB PAGE

Have a welcome screen heavy on jpegs and mid files and all other manner of slow loading stiff,

Then onto a Heavily laden disclaimer about how its your own fault if you get done downloading from this site,

Then onto a really juicy menu , again plenty of BIG graphics, and a list of really top software titles,

On choosing a title you get more disclaimers and enter or wimp out options,

after maybe 15 heavy screens (hehehe can you see it coming!) you are presented with a screen asking you for the current password, of which of course there is no such thing and no software to be downloaded, but the fools will have spent a merry hour or so trying to get to it,
Or you could get it to loop back to the main menu with each page having so many options that they think they did it wrong by arriving back at the main menu so try again, can keep them occupied for days...

So anyone asking for anything in this group can be given the nod and the wink and sent to the ATARI WAREZ site...pass the site around the net etc, you could even move it to different web pages every couple of months just to keep them confused?

So who has an empty web site waiting to be used to take the P out of the pirates :)))

Anyone like this idea, anyone going to do it?, I have a scanner, I have access to lots of heavy graphics and i can do html if you want a hand,
Not from my page, I only get one meg and its in use :))

# 5470. Re: ST disk Images?

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: jccraig@darkwing.uoregon.edu
Message-ID: <5gp4g2$kc@pith.uoregon.edu>
Source record: 125516

In article <E7A6wz.2I4@gazette.stortek.com>,
bales@garonne.stortek.NOSPAM.com (Nicholas Bales, Toulouse, France) wrote:

>A more convenient way of transferring files to the emulator is putting them
in
>the Pacifist's harddrive directory. The disk image stuff is useful for game
>disks.

It was also pretty darned important when I was trying to get Degas Elite up
and running, too.

Now, does anyone know how to get Deluxe Paint ST to run on Pacifist without
major crashes? <grin>

I'm also looking for a program that can split Cyberpaint animations into
individual frames (which I can then convert and take into a paint program on
another computer and turn into AVI/MPG or whatever).

Incidentally, Pacifist is a godsend. My STe was damaged in a move and I was
stuck with 150+ diskettes full of useless graphics and WordPerfect files. Now
I can convert everything into a more useable format which can be used on my
other systems.

--Jim Craig

P.S. If you want to see the sort of things that can be done on a 16 color
Atari ST screen, aim your web browser at
http://www.uoregon.edu/~jccraig/gallery.html
(best viewed with a frames capable browser)

# 5471. Upgrading STE Questions

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Tim Pattison <tim@ravenhouse.demon.co.uk>
Message-ID: <I6RF5BAPXBMzEwj6@ravenhouse.demon.co.uk>
Source record: 125517
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I've got an STE (upgraded to 4mb ram) which I haven't used seriously for some time and I want to start using it again for music sequencing. It's great as it is but here's what bugs me :

I've got loads of kit from old 386/486 PC's (including SCSI hard drives, SVGA monitors, internal power supplies etc) lying around doing nothing!

I'm sure other people must have asked about this but I'm new to this newsgroup and I just want to know if I can use any of it!

I don't want to go too deeply into the subject right now but has anyone tried this?

Are suitable controller circuit boards available for SCSi hard drives and SVGA monitors that would enable them to be used with the STE?

If I could build my internal SCSI hard drives into an external hard drive for the STE that would be great. If I could build the STE and hard drives and power supplies into a tower case and use a SVGA monitor, that would be even better! (It would also clear some space in my increasingly untidy office).

Then of course there is the question of external keyboards.

The list goes on... and on...

I'm not looking for complex technical replies at this stage, I just want to know if it is an idea worth pursuing. Any advice would be much appreciated.

Replies by email or newsgroup (either is fine)
--
Tim Pattison +email: tim@ravenhouse.demon.co.uk
UK +http://www.ravenhouse.demon.co.uk

# 5472. Anyone using Panther Card?

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858768872_OASIS_@pcc-uky.campus.mci.net>
Source record: 125518

I was just curious as to whether or not anyone with an ST/STe has actually purchased and is using the Panther Video card. If so can you post some of the details for us? Like what VGA card you are using with it, how much did everything cost, what kind of difficulties you've had, and what kind of a setup you are using? (Model ST and monitor) Thanks in advance! :)

--

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_/_/_/
```

# 5473. SOLD Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: ci086@FreeNet.Carleton.CA
Message-ID: <5gp4ia$e27@freenet-news.carleton.ca>
Source record: 125519

William Hartman (ci086@FreeNet.Carleton.CA) writes:
> I have the following software for sale. Prices are in Canadian
> dollars--I would prefer to sell locally (Ottawa, Ontario)--and
> shipping is extra. Multiply by 80% for US price.
> E-mail if interested.
> Thanks,
> Bill
>
Everything has been sold. Thanks to everyone who responded.

# 5474. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: aclauss@rbg.informatik.th-darmstadt.de
Message-ID: <5gp93f$1h1t@rs18.hrz.th-darmstadt.de>
Source record: 125520

In article <5gof7i$qij@m1.cs.man.ac.uk>,
jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>>Like MagiC. But you can do AES-calls within an interrupt and things like that
>>with MagiC which is impossible to do with TOS.
>
> Hmm... that sounds scary... what if a program doing this is run on MultiTOS?

I think, Goetz means something different. I'll explain it with an example:

There're two programs running in parallel.

- Program A does the following system calls:
* fopen (opens a file)
* fread (reads some data out of this file)
* fclose (closes the file)
- Program B renders a picture (like POV-Ray)

In Mint/MultiTOS the following would happen:

Program A is running, it calls fopen().
Inside fopen() Mint tells the hardware to read some blocks of the harddisk
to find the file in the directory. The hardware/harddisk needs some time to
do this, so Mint/GemDOS waits until the data is available. Then the file
is "opened" and fopen() returnes.

A timer interrupt tells Mint, that it is time to switch to another process.
Program A is stopped and program B is now running.

Program B renders some parts of the image.

After another timer interrupt, Mint switches to program A again.

Program A calls fread. Mint/GEMDOS tells the hardware to read some
data from the file and waits until all the data is available.

and so on...

Now the situation under MagiC:

Program A is running, it calls fopen().
Inside fopen() MagiC tells the hardware to read some blocks of the harddisk
to find the file in the directory. The hardware/harddisk needs some time to
do this. Unlike Mint, MagiC switches to another process which can use the
processor while the other process must wait.

This means program B is running now (program A is blocked inside the fopen
call).

Some time later, the hardware/harddisk has read all data (interrupt). MagiC now blocks program B and finishes the fopen call of program A.

Program A calls fread. MagiC tells the hardware/harddisk to read the data and switches to another process (program B).

Program B is running again until another interrupt signals that the harddisk transfer is finished.

and so on.

As you can see Mint wastes a lot of processor time because it is not reentrant. Only one process could be inside a system call at the same time. So while one process is blocked because it waits for data being read by harddisk/disk/modem etc. all other processes are blocked too.

In MagiC this is not the case. In fact any number of processes could be for example inside a fread call at the same time and none of the other programs that don't want to read/write data to/from disk are blocked and have to wait.

This is one reason why MagiC is much faster than MultiTOS. Another reason is that the MagiC VDI and AES are faster than the Atari VDI and AES.

It is possible, that MagiC needs more time for formatting a disk (for example) than plain TOS because it does task switching while formatting. And this overhead (a short delay) could be the reason that the floppy has to wait another rotation of the disk to begin the formatting of the next track. But you must not wait until the whole disk is formatted, it is possible to work with other programs while formatting. Under Mint this is nearly impossible.

I hope my explanation is correct.

Regards,
Alexander

# 5475. Re: A few E-Mail addresses...

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: drojo@marlin.utmb.edu
Message-ID: <5gp7ds$7cc@atlantis.utmb.edu>
Source record: 125521

Ronald J. Hall (thechyld@pcc-uky.campus.mci.net) wrote:
: orres@teleport.com
: ora@genie.geis.com

: The first one gave me a "reset/refused" but the 2nd one went through. I
: E-mailed them for details on the rumored I-Browse/Termite port they are
: supposed to be doing! :)

Did you get any answer?

Regards.

Daniel.

---
Daniel Rojo daniel.rojo@utmb.edu
University of Texas Medical Branch, Galveston
---

# 5476. Re: using VGA cards

Newsgroup: comp.sys.atari.st
Date: 1997-03-19 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33302951.300@cfcsc.dnd.ca>
Source record: 125522

Goetz Hoffart wrote:
> CWS>Is it possible to adapt a VGA card from a 386 for use in an Atari
> CWS>Mega ST4? I already use a VGA monitor with the help of a small
> CWS>adapter (originally meant for a multisync monitor).

> It is possible if it is an ET 4000 ISA card but you have to be experienced in
> soildering and things like that. There is a (german) project called "VoFa"
> which is an adapter for ISA graphic cards. And you have to buy NVDI ET4000
> Regards
> Goetz

There was also a card called "Panther", which Nima at HOMA
(http://www2.magmacom.com/~nima/, Homa Systems House, P.O.Box52127, Ottawa,
ON K1N 5S0, Canada. Tel: (613)722-0901 Fax: (613)722-9061,
aa414@freenet.carleton.ca)
used to sell. They do not carry it anymore, but they may know who does.
good luck.bonne chance

# 5477. Re: ImageBuild instructions (Was Re:ST disk Images?)

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <3330f52b.1145808@news.demon.co.uk>
Source record: 125373

On Thu, 20 Mar 1997 01:24:29 GMT, !ynoT wrote:

> Damien..responding to your own posts, hehehehe isnt that a sign of
>something <giggle>
>
> BTW I have an idea for an add on prg for PaCifiST if you fancy a
>chat?

Certainly, if you can stand to talk to someone who is obviously 'something'.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 5478. WTF: Phineas Pope, Merlin

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5gr55d$70p@m1.cs.man.ac.uk>
Source record: 125374

Hi,
Has anyone got the address from the "Farewell Atarians" post from the late Merlin PD?
I need to contact Phineas Pope ASAP.

Cheers,
------------------------------
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
------------------------------
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
------------------------------

## 5479. aixit MAGNUM

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5gr5ar$73i@m1.cs.man.ac.uk>
Source record: 125375

I notice there have been some posts from employees of aixit in Germany.
Will there be any chance they'll produce a version of their 4Mb limit
breaking MAGNUM memory boards for STE computers? (This is an open question
to fellow users who would like it and the aixit guys if they'll consider
making it)


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

## 5480. Can't get Thats Write to print in Landscape Mode...

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: rgeorge@peganet.com
Message-ID: <5grat6$e4m@andromeda.peganet.net>
Source record: 125376

I have a HP 520 printer and cant get that's write to print in landscape mode
any ideas would be appreciated

rgeorge@peganet.com

# 5481. Re: MIDI sequencer

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7C6Bs.4oD@gazette.stortek.com>
Source record: 125377

In article <3330525C.2C31@mbox317.swipnet.se>, roni@mbox317.swipnet.se wrote:
>Affordable sequencing
>
>

[snipped]

>
>NOTE: Sweet 16 does not have any score editing or printing features. I
>emailed RONI music and they said that this is not in the pipeline
>because this would add greatly to the cost and not that many people
>wanted it. (I'm not so sure about that. It would be a nice option.)
>

I forgot to quote this in my previous post! I think you've got a serious case
of double self-conflicting personnalities . ;-)

>
>Check out RONI Music on the internet.
>
>email: roni@mbox317.swipnet.se

Funny this is your address ? No, it can't be... ;-)

>
>Web Page http://homel.swipnet.se/~w-11396
>
>

Nicholas Bales, Toulouse, France

# 5482. Re: MIDI sequencer

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7C66v.4nM@gazette.stortek.com>
Source record: 125378

In article <3330525C.2C31@mbox317.swipnet.se>, roni@mbox317.swipnet.se wrote:
>Affordable sequencing
>
>
>It's amazing the things you come across at times Little treasures
>just lurking out there to be found....
>
>I first read about Sweet 16 on the internet, in the
>comp.sys.atari.st. newsgroup. Big deal, another ad. Demos available.
>OK, I'll give it a try. Well, I'm impressed! I found a good MIDI
>sequencer at a reasonable cost.
>

[advertising blurb snipped]

Why do you go around pretending to have just discovered the software you wrote yourself (see header). Nice to see that you found out you were a programmer by reading the newsgroups !

A nice and honest announcement is always better that the corny old 'I just found this, Check it out' type advertisement.

Nicholas Bales, Toulouse, France

# 5483. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5gribj$fh7@m1.cs.man.ac.uk>
Source record: 125379

In article <199703182204.a65179@ka2.maus.de>, Goetz_Hoffart@ka2.maus.de (Goetz Hoffart) writes:

>Definitely: no. Texel can save spreadsheets as HTML tables and it can open URLs
>via CAB but it is *not* designed to create and edit complete web pages.

A bit of topic, but how do you do that (send URLs to CAB)? is it via a VA_START message (in which case, is the 'filename' the URL?) or is it some new message?

I would like to add this feature to my own software... (and does it support a "mailto:" address?)

Anthony
--
------------------------------------+------------------------------
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
------------------------------------+------------------------------
Hey! KP SACK 0.5 is released! (our bug was a '= -1' missing)
-------------------------------------------------------------------

# 5484. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <5grit4$ftf@m1.cs.man.ac.uk>
Source record: 125380

In article <5gp93f$1h1t@rs18.hrz.th-darmstadt.de>, aclauss@rbg.informatik.th-darmstadt.de (Alexander Clauss) writes:
>In article <5gof7i$qij@m1.cs.man.ac.uk>,
> jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>>>Like MagiC. But you can do AES-calls within an interrupt and things like that
>>>with MagiC which is impossible to do with TOS.
>>
>> Hmm... that sounds scary... what if a program doing this is run on MultiTOS?
>
>I think, Goetz means something different. I'll explain it with an example:

<snip>

>As you can see Mint wastes a lot of processor time because it is not
>reentrant. Only one process could be inside a system call at the same time.
>So while one process is blocked because it waits for data being read by
>harddisk/disk/modem etc. all other processes are blocked too.

<snip>

>I hope my explanation is correct.

Ah, I see what you mean... yea, I suppose that is quite nice. :)

Anthony
--
---
Anthony Jacques IRC: AnthonyJ | STOS Falcon Extension v1.4
| Generic STOS Fixer v1.4
mailto:jacquesa@cs.man.ac.uk | KP Flash and GEM-DEU 0.7d
http://www.cs.man.ac.uk/~jacquesa/ | available from WWW pages
---
Hey! KP SACK 0.5 is released! (our bug was a '= -1' missing)
---

# 5485. Re: A few E-Mail addresses...

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858849648_OASIS_@pcc-uky.campus.mci.net>
Source record: 125381

In article <5gp7ds$7cc@atlantis.utmb.edu>
drojo@marlin.utmb.edu (Daniel Rojo) said:-

>Did you get any answer?
>
>
>Regards.
>
>
>Daniel.

Hi Daniel!

Nope, I got no reply from that address. Since then (today actually!) I have found a new E-Mail address...its:

info@orres.com

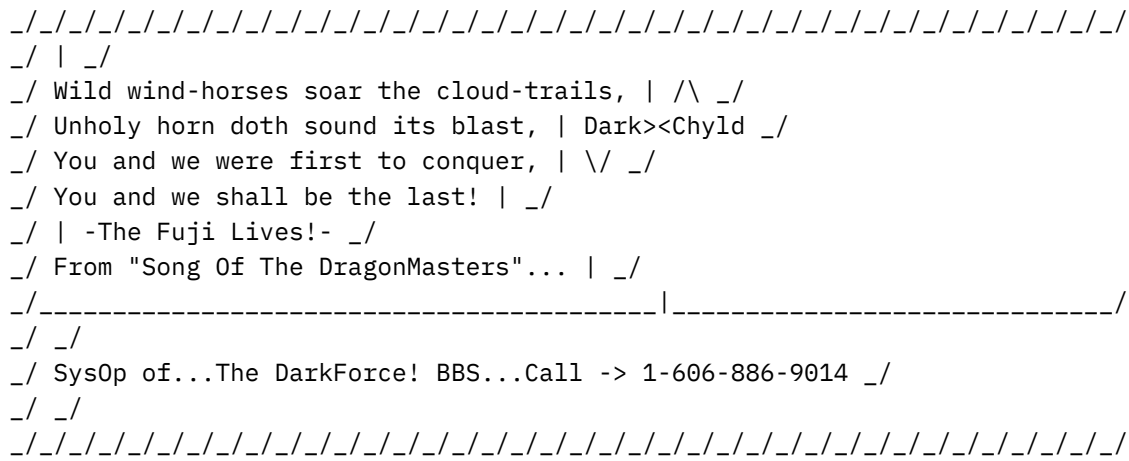
I'm going to try that one just as soon as I get this message off! <smile>

I also discovered a Web page so how 'bout some of our fellow Atarians that can use CAB/STik/SLIP visiting there and letting us know if they have any info posted about the Atari version of their Internet software, hmm? :^)

Its... WWW:http://www.orres.com/~orres

Well, I hope thats correct. Let us know, please! Also, if anybody gets any new info via E-Mail reply then please post it here and let us know! :)

--



# 5486. Re: Atari Computing Magzine

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: dest@freenet.edmonton.ab.ca
Message-ID: <5gqchk$jfk$1@news.sas.ab.ca>
Source record: 125382

: Mike Kerslake (publish@zetnet.co.uk) wrote:

: : I don't know if I am missing anything, but there never seems to be much
: : discussion about Atari Computing magazine in this area!

I enjoy ACM too. I'm relieved that the scores are readable now ;)

One question: The MagicPC review used a mid-range Pentium. Any more
details on configuration (cpu Mhz, RAM, video card)?

ATB,
--
<dest@freenet.edmonton.ab.ca> F030/STE/Mega/XE/Lynx/Jag-CD-Catbox

# 5487. Re: Help Needed On a few different Atari Thing's

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7CL2D.Atp@gazette.stortek.com>
Source record: 125383

In article <3331752b.8893358@snews.zippo.com>, the-group@use.net wrote:
>Could some of you kind people with access to resource's for Atari's help me out
>please. First up I need to know what type of hard drive can be attached to the
>HDPort on an Atari STe and STfm As I have a few 540 meg IDE spare's from PCs
> and
>some 260meg scussi Seagate's but cant find info any where on Atari's and hard
>drive's. I dont want to butcher the machines either to get some thing non
> suited
>to work on my machine's.

This is in the FAQ. AFAIK, IDE drives are a no go. However your SCSIs are attachable with the help of a SCSI adaptor (ICD Link series or any other...) and a HD Driver program. AHDI is Atari's driver, not the best one though, and is on any good atari FTP site. ICD Link is shipped with some driver software I think. The original hard drive port was for Atari Megafile drives only and is virtually useless nowadays.

If you have a PC not too far from the ST, you can also use Ghostlink which allows an ST to read the PC's drives. It can be found on the umich ftp.

>Next could some one please post a few addresses of supplier's that have mail
>order any where in the world for the purchase of TOS ROM's they have not been
>available in my part of the world since 1991.

Have a look at Hallvart Tangeras's page at:
http://home.sn.no/~hallvart/pages/atari.html

You'll also find the FAQs and several useful utilities, ftps and links.

[request for other stuff snipped]

>About the TOS ROMS my STx1040 was a prototype and it had the 1985 ROMs in it
>I bought it in 1990 as a new unit. Atari offered to buy it back and give me a
>good STfm1040 or STe as an exchange but at the time I thought it was pretty
>different having a prototype that was shipped by mistake. Should have swapped
> it
>and I would not be having the troubles I am now with it.

Intriguing. What are the problems you are having ? Is it actually an ST, STF, STFM or an STE ? What TOS version is it running. Maybe you could run sysinfo (available at umich ftp site), to find that out.

>Any and all pointer's will be appreciated please post any info to the group
>and if there are any people out there that would like to know more about the
>prototype machine I have just say so and I will post all details. Some
> collector
>may be interested in the facts.

>

What with the request for a blitter and a TOS change, if I were you I'd rather find a second hand stock STE (they go for next to nothing these days and had TOS 1.62 and blitter, plus various other stuff) or upgrade to a Mega ST/TT/Falcon. A used STE will probably be cheaper than a blitter+TOS upgrade, but the others will take your SCSI drive with no problem.

The 'STx 1040' (is it really marked like that on the case ?) being a proto you might be better off keeping it as such (and not modify it too much). It's probably not worth much, depending on the actual prototype status it has (probably more of a pre-production unit, as it seems to have got mixed up with production stuff), but it is cool to own one.

Nicholas Bales, Toulouse, France

# 5488. TOS and GEMulator

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: ahogarth@riverhold.u-net.com
Message-ID: <5grrj1$ilt$2@despair.u-net.com>
Source record: 125384

I have downloaded a copy of GEMulator Classic . How do I run TOS since
my atari has TOS Roms? How do I proceed?
Is there a GEMulator Classic user guide anywhere?

Thanks

Alan

# 5489. FS: Spectre GCR w/ROMs $50

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-2003970920590001@i445.oro.net>
Source record: 125385

$50 plus freight. Complete in original box, version 3.0 of the software, floppy cable, and 128K ROMS already installed.

Tom

# 5490. Re: ACCEPT MAJOR CREDIT CARDS !!!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5grqht$7f$1@eddie.sonnet.co.uk>
Source record: 125386

In article <858725002_OASIS_@nordnet.fr>,
bkozlowski@nordnet.fr (Bruno Kozlowski) writes:

>>From: me@somehere.NO.SPAM.com
>
> No, the cmsg will be refused by servers configured to verify if the
> sender is allowed to cancel. Such an unused cmsg will only use bandwidth
> and disk space in addition to the spam.

However most servers do not verify; the inn documentation tells you not to.

> and something I can't remember with the "Path:" header.

The thing in the path header is used for cancel bots, so servers that do not
want to honour them can just drop them with a !site in their newsfeeds file.
I've never heard it suggested that humans should put them in their cancels,
though I suppose it does make sense for spam.

## 5491. FS: Pagestream 2.2b $10

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: tj@oro.net
Message-ID: <tj-2003970926160001@i445.oro.net>
Source record: 125387

$10 plus freight. Complete.

Thomas

# 5492. TOS Copyright & More (Quark angle)

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.032097.181228.79@wxs1-16.worldaccess.nl>
Source record: 125388

The guy with the quarks is right. I once made a program that calculated the amount of different screens on an Atari ST monochrome screen. If memory serves me right, the number is about 75000 digits long. This is one huge whopping number, and it boggles the mind to such extent that, whatever you say and do, it cannot be coped with rationally.
Even if every quark were in fact a tiny universe with as many atoms as we now claim the universe itself has, and you put all those quarks together, there would not be enough to comprehend the enormity of the 75000-digit number. I think, in fact, that the total amount of atoms in the universe is something like 2 to the power of 20. This hypothetical amount of quarks might represent a number that is a couple of hundred digits long, possible even one thousand digits long. Still...that is a long way from 75000 digits long!
Interesting discussion, this one.

By the way, when considering the legality of copying TOS... OK, Atari is no more. Or, at any rate, they are not selling any Atari gear anymore. All TOS ROMs around have already been bought off Atari. Atari, and this is my point here, will not lose a single cent out of TOS ROM piracy. Third-party producers have licensed TOS, and they are supplying their machines (Medusa, C-Lab Falcon, whatever) with TOS fitted. The point being, NO SINGLE PERSON WILL EVER NEED TO BUY A SEPARATE TOS VERSION, EVER. Everybody already has one. It's like owning a pirate tape of a CD and the CD itself. I think that, if you own a TOS version (in your Atari), sure, you could go ahead and have as many (pirate or legal) TOS versions on your PC as well.
It would be slightly different for people who only have a PC with ST emulator, and no Atari system. This is not intended as flame bait. I am quite willing to be proven wrong, but these are just a few of my thoughts on the matter.
By the way, I have legal TOS ROMs that I got with my GEMulator. The reason why I react to this whole 'TOS theft' matter with some vehemence is that people got pissed off over the fact that Robert Goodwin and me have supplied a URL for people to get TOS versions off the Internet for use with an ST emulator. There really is no need to get pissed off about this, I think.
--
/------------------------------------------------------------\
| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
Gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| Q: What do you do when a musician comes to your door? |
| A: Pay him for the pizza. |
\------------------------------------------------------------/

# 5493. Atari 286/30 does not boot from HD.

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: Peter de Jong <padj@euronet.nl>
Message-ID: <01bc3566$116e2a20$0100007f@deskpro-5133>
Source record: 125389

From: Peter de Jong padj@euronet.nl

I can use some help from Atari users/specialists.

Atari 286/30
HD Seagate st 225 20 MB

This Atari computer does not boot from it's HD. It keeps on giving
" HDD Controller Failure" during the boot process.

My method:
I selected IBM disk no 2 in the BIOS.
Started ms-dos 6.22 in A:
Removed the existing partition on the HD,
Installed MS-DOS on the HD,
MS-DOS first formatted the disk to 31? MB
MS-DOS moved the system files to the HD and
the MS-DOS files to c:\dos

But the bios still reports a "HDD Controller Failure" .
and the computer only boots from A:
After booting from A: the HDD is accessable but scandisk reports
a unrevorable fat errors.
I can install software on the HD.

Questions:

Is the above described possible when the MFM controller is
defect.
What can i do to have this PC boot from it's HD ?

Thanks in advance,

Peter.

# 5494. Re: TOS ROMs & Copyright in General (new angle!)

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970320193326153 47@pwomar.demon.co.uk>
Source record: 125390

<aixit@aol.com> wrote:

> Im Artikel <01bc33db$86907600$LocalHost@snapper.dial.pipex.com>, "SNAPPER"
> <snapper@dial.pipex.com> schreibt:
>
> >But, it is relatively easy (if VERY time consuming) for a fairly simple
> >program to produce every combination, ie the program itself would be
> >quite small, but, -time needed, unbelievable at todays cpu speeds....
>
>
> If you have a computer buildet in only one quark and every quark in the
> univers is such an computer and every of this computers will calculate a
> program at every nanosecond
>
> the time between coming and going of the univers would not be enough to
> calculate every version....
>
>
> We are talking about a number with 192000 digits (in 256er system)
> {256^192000}
>
>
> in this relation the number 10^100 is verrrrrry small and this number
> would be enough to count each quark in the univers...

Quite right, the number of combinations for a chunk of code a couple of K long runs into the billions if my maths is correct. To cover every combination even at this tiny size is going to take a VERY long time and a lot of disk space.

-- To reply to this message there is no need to remove anything from my email address, clever that!

# 5495. ATARI 286/30 does not boot from HD st225.

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: Peter de Jong <padj@euronet.nl>
Message-ID: <01bc3566$bffd0de0$861a86c2@deskpro-5133>
Source record: 125391

From: Peter de Jong padj@euronet.nl

I can use some help from Atari users/specialists.

Atari 286/30
HD Seagate st 225 20 MB

This Atari computer does not boot from it's HD. It keeps on giving
" HDD Controller Failure" during the boot process.

My method:
I selected IBM disk no 2 in the BIOS.
Started ms-dos 6.22 in A:
Removed the existing partition on the HD,
Installed MS-DOS on the HD,
MS-DOS first formatted the disk to 31? MB
MS-DOS moved the system files to the HD and
the MS-DOS files to c:\dos

But the bios still reports a "HDD Controller Failure" .
and the computer only boots from A:
After booting from A: the HDD is accessable but scandisk reports
a unrevorable fat errors.
I can install software on the HD.

Questions:

Is the above described possible when the MFM controller is
defect.
What can i do to have this PC boot from it's HD ?

Thanks in advance,

Peter.

# 5496. Re: WEB Pages

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: !ynoT
Message-ID: <333f82db.17105953@news.airtime.co.uk>
Source record: 125392

On Thu, 20 Mar 1997 10:08:37 GMT, bales@garonne.stortek.NOSPAM.com
(Nicholas Bales, Toulouse, France) wrote:

>>> Any site anywhere in the world will do,
>>
>>Well, www.geocities.com would seem to be fine... or angelfire perhaps.
>
>Why not upload it to the regular FTP sites ? ftp.cnam.fr or umich ?

your missing the point :), whats needed is on on line presence,
simmilar to atariphille and st apps and atari times etc, all have
diskzines on line where you can read or download or enter feedback or
articles etc, cant be done from an ftp site, we want to PRESENT the
diskzine to the atari public, sort of a advertisment to attract
readers, well thats the idea,

and amazingly after a tip off from Andrew Robertson (thanks) i got a
free page today,

watch this space :)

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
Keeper of the STOS FAQ:::Joint Keeper of STOS File Site

Let's have a Heated Debate -- Mrs Merton 1997

# 5497. Virtual Web 2!

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <E7Cx40.42v@cix.compulink.co.uk>
Source record: 125393

Hi All Atarians,

Yes it's here! The Virtual Web returns! VW2 should hopefully be at the
April Atari shows if I can get somebody to run it (offers please -
preferably somebody with a Falcon and Zip drive)?

As before all I need is for everyone to send me their Websites.
Either:-

Binmail on CIX
Email (UUecoded) to CIX address
Snail mail on disk (email me first and I'll send address)

To arrive by 18th April please.

If you sent it to me last time and you've only updated it a bit since then
please only send the new bits rather than the whole lot again.

In the meantime I'll be scanning the Web for as much Atari related stuff I
can find. Any useful URL's or info gratefully received (Harry?).

TIA:)

Chris Good A|C|G

# 5498. REQ ***Help with PacifiST and Gemulator***

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: hacer@ukonline.co.uk
Message-ID: <33319ced.3996201@news.ukonline.co.uk>
Source record: 125394

I have games and programs on Atari disks and neither Gemulator or PacifiST can read them. I have used imgbuild for Pacifist and it returns errors on atari disks when it is converting them. My other problem with Gemulator is similar, it can't read atari disks when in atari disk mode. How am I supposed to install programs? I take it that it's the extended formatting that software companies use for copy protection that is causing the problem.
Does anyone know of a program that will read atari disks? so that I can copy them onto my hard drive.

thanks in advance

thefunkster

## 5499. Anyone had these problems with "Thing" desktop?

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3331a8261066a12@sn.no>
Source record: 125395

Has anyone experienced these two problems with the "Thing" versin 1.09
alternative desktop before?

-When opening up a folder with many files it takes a pretty long time for
the window to be fully updated. For some reason it seems like the system
has to scan all files or something.
Comparing it to TOS (I use 2.06) where opening any directory window is
instantaneous, "Thing" is extremely slow. I haven't found anything I can do
to remedy the situation other than to wait...

-Sometimes the system locks up while copying/moving files on the desktop!
The "progress bar" shows up, and the "busy bee" mouse pointer is there, but
instead of returning to the desktop after the job is done it just keeps on
being busy forever...
This has even happened before all files have been moved.. A pretty serious
problem, so I try to use "Selectric" (the file selector) instead for jobs
like this where I have no problems like this.

My system is an STe with TOS 2.06, 4 MBytes RAM and a SCSI harddisk
connected via "The Link II" from ICD. The harddisk driver is ICD's own,
version 6.5.5.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 5500. "Diamond Edge" upgrade patch?

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3331a8241065ba1@sn.no>
Source record: 125396

I recently bought a used copy of "Diamond Edge" version 2.01.
The previous owner mentioned that there's an upgrade patch available which
will bring it up to version 2.04.

Does anyone know where I can get hold of it?

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5501. Re: ATARI WaReZ

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970320193324152333@pwomar.demon.co.uk>
Source record: 125397

<!ynoT> wrote:

>
> The folowing subjects, ATARI Pirated Software and Illegal TOS Images
> have appeared at a greater regularity than ever before in this
> newsgroup,
> But the postings flaming these people is far outnumbering the
> requests,
>
> Heres a warped thought,
>
> Someone with plenty of free web space,Theres a lot of DEMON customers
> with 5 meg sat there doing nothing?, Make a
>
> ATARI WAREZ and TOS IMAGE WEB PAGE
>
> Have a welcome screen heavy on jpegs and mid files and all other
> manner of slow loading stiff,
>
> Then onto a Heavily laden disclaimer about how its your own fault if
> you get done downloading from this site,
>
> Then onto a really juicy menu , again plenty of BIG graphics, and a
> list of really top software titles,
[snip]

2 problems:
1, Anyone with common sense will say "This is taking bllody ages! I'll
switch the GFX off"
2, Demon webpages have limited bandwidth, >25meg/day gets you onto a
slower server, >100meg/day gets your site disabled :(

--
To reply to this message there is no need to remove anything
from my email address, clever that!

## 5502. DA's Picture BBS #?

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3331AE64.58A1@cfcsc.dnd.ca>
Source record: 125398

As a registered user of DA's Picture, I am interested in filters which have
been developed for it. Does anyone have the number for their BBS, and could they tell
me the procedure for logging on. As it will probably be in German, it would be usefull
for me to have an idea of what they are asking me when I log on! :^)
thanks.merci
--
**********
Coinneach Seumas Domhnullaich @ Graphic Arts, Canadian Forces College
AtariTOS 1.04-2.05-4.04 MacSystem 6.08 IBMOS/2Warp
**********

# 5503. Re: TOS ROMs & Copyright in General (new angle!)

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: !ynoT
Message-ID: <333fb23a.29234554@news.airtime.co.uk>
Source record: 125399

On Thu, 20 Mar 1997 19:33:26 +0000, News@pwomar.demon.co.uk (Paul
Womar) wrote:

>> in this relation the number 10^100 is verrrrrry small and this number
>> would be enough to count each quark in the univers...
>
>Quite right, the number of combinations for a chunk of code a couple of
>K long runs into the billions if my maths is correct. To cover every

Yawn ZZZZZZZZzzzzzz.........

The first member of the ATARI Knitting classes who complained about
the famouse STOS thread in c.s.a.p to join in this thread better be
preparted for some mighty flaming, I have never seen anything so
boring! as this! ;-)

SMILE...I AM!

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
Keeper of the STOS FAQ:::Joint Keeper of STOS File Site

Let's have a Heated Debate -- Mrs Merton 1997

# 5504. Conner CP30200

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <858892948@acpu.com>
Source record: 125400

M > I'm trying to format a Conner 30200 (213 Meg) for use on an
M > Atari 1040STe. I'm using an AdSCSI+ host adapter. The Drive
M > is recognized by ICDBOOT 6.5.5 Pro and also by the IDCHECK
M > program, but it will not format.

M > I'm going to check the drive out on my Mac at work, but in the
M > mean time, if anyone has any suggestions.........

I am using an HP 'Coyote' drive, which I could not format with ICD
Pro, either. What I did was partition it with Diamond Edge, and did
the 'Markbad' with ICD Pro. It has been rock-steady for many months
now - I don't re-format or anything else. Just read and write.

HTH. "The Poor Deluded Soul" - tderrick@acpu.com

... Falling asleep at the keyboard is called a head crash
___ Mountain Reader II - #00000077

# 5505. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: titus@mothra.rose.hp.com
Message-ID: <TITUS.97Mar20122834@clisome9.rose.hp.com>
Source record: 125401

In article <01bc2eec$5d080ee0$LocalHost@snapper.dial.pipex.com> "SNAPPER" <snapper@dial.pipex.com> writes:

> Is it possible for me to copyright the number 5 ?
>
> 100 ?
>
> 10000000001020304054948 2 ?
>
> I think not, but any computer file is really just a
> large number, each consecutive byte of a program
> for instance will form a big number.
>
> In the case of a TOS ROM this big number would
> be over 190k long!

I'm not a legal expert, but I do know that use of trademarks is context dependent. It must be analogous for things like this. For example, the term Apple cannot be used for any computer related names. The word Apple for computers is reserved, but you are free to use it for, say, the name of a new car. Similarly for the 190K long number. You cannot use it as code. I'm unaware of any other sensible use of it.

As with most laws, when you get behind the legalese it is just common sense - and conscience. In this case, you are taking away the ability for a purchaser of the TOS copyright to have made money.

In my past, I have bent the spirit of the law and used small portions of software that I did not pay for. Without exception, I can say that the effort I made to jury-rig something illegal was not worth the benefit I would have gained by doing it legally.

As for my above mentioned actions, at least I admit my moral weakness and do not try to dress it up by justifications.

# 5506. Re: ATARI WaReZ

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: !ynoT
Message-ID: <333eb19b.29075206@news.airtime.co.uk>
Source record: 125402

On Thu, 20 Mar 1997 19:33:24 +0000, News@pwomar.demon.co.uk (Paul Womar) wrote:

>> Heres a warped thought,

>2 problems:
>1, Anyone with common sense will say "This is taking bllody ages! I'll >switch the GFX off"

When they get to the point of thinking "this is taking ages" then the whole point of the exersize is a winner!

>2, Demon webpages have limited bandwidth, >25meg/day gets you onto a >slower server, >100meg/day gets your site disabled :(

eh, we want it sloow, we want it to be a pain to use, we want it to piss the user off....demon seems perfect to me hahahahhahahahahahahaha

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
Keeper of the STOS FAQ:::Joint Keeper of STOS File Site

Let's have a Heated Debate -- Mrs Merton 1997

# 5507. Re: Q: SCSI ZIP on Mega 2 ST .. how?

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970320231108801328@pwomar.demon.co.uk>
Source record: 125403

Charles Silver <csilver@kendaco.telebyte.com> wrote:

> On 19 Mar 97 18:44:48, please@no.spam.mail.here.mettav wrote:
> >*Hi Steve*, on 16 Mar 97 you wrote to *Derryck Croker*: ...respect, brethren
> > SS> How much are these ZIP Doohikie's these days. What about those
> > SS> Syquest?
> <snip>
> >Also, some of the guys at the STAG meeting (!) immediately bought Syquests
> >after the demonstrations they were given - that must say something.
> >
> >I don't have one myself...
> Do yourself a favor and get an EZ Drive if available :) The "Price is Right"
> and setup is a breeze. You'll thank me later. The only reservations I have
> were a post from "Kevin" who used them as a data backup for video files.
> I've never had this problem. As always "Caveat Emptor!"

Lots of people, especially in the US recommend the Syquest but over here
they are VERY difficult if not impossible to get hold of! I have not
seen one advertised for sale for well over a year :(

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5508. Re: How to copy file from PC to ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gsdtd$ifb@ornews.intel.com>
Source record: 125404
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st
Body handling: HTML body converted to readable text

In article <332FABF1.13D9@icon.co.za>,
Stephane Landier wrote:
>
>I have a RS323 NULL MODEM cable with 3 wires. I can't manage to make it
>work with Ghostlink. Is there another way to transfer files from my PC
>to my FALCON ?

Better to get a full 9-pin null-modem cable; there's no handshaking possible
with a 3-wire cable. Alos, in my experience, you must restart in DOS mode
on the PC if you are running Win95, else PCSLAVE.EXE fails to properly init
the serial port.

If all else fails, go to my ftp site and get
ftp://ftp.teleport.com/users/atari/pc_st.zip so you can use sneakernet (if
you have a bunch of disk formatted w/o the M$-DOS idiot bytes).

----------------------http://www.teleport.com/~atari-----------------------
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--------------------ftp://ftp.teleport.com/users/atari---------------------

12:00

# 5509. Re: Using a PC monitor with ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gse5c$ifb@ornews.intel.com>
Source record: 125405
Body handling: HTML body converted to readable text

In article <332f7f9c.5926066@news.enterprise.net>,
cocker@enterprise.net (Ian Cocker) wrote:
>
>Does anyone now of a way to use my STE with a Pc SVGA Monitor.

For high-rez, no problem. For low- and medium-rez, unless you ahve a
wide-band multisync that can handle 15.75 kHz horizontal sync, no.

See ftp://ftp.teleport.com/users/atari/multsync.faq for details of how to
make the adapter, and which mulitsync monitors will work in all rezzes.

>I would also like to connect ST to PC and use the PC hard drive.

That's relatively easy. Use Ghostlink. It will be slow, but the PC has
lots of storage space - and the ST will be able to read the CD-ROM drive (if
your PC has one) as well.

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12:00

# 5510. Re: Netscape for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3331AD5C.6A5@cfcsc.dnd.ca>
Source record: 125406

replying to antbbaker@aol.com (AntBBaker)
Nicholas Bales, Toulouse, France wrote:
> Looking at your two posts (the other one about emulating a mac on an Atari),
> it seems that you don't know much about computers, which is not so surprising
> nowadays when they are all selling 'multimedia systems', not computers.

quite true :^)

...opposite though is theoretically possible, provided
> of course you have an emulator program (Note: there is no ST emulator for Mac
> at this time).

Hmm. what is MagicMAC? I *know* it's not an "emulator", but still. . . :^)

> Your post about the Atari emulating a mac: First of all, the mac emulator
> (Spectre GR) you are talking about was back around 1987 or 88. It could only
> possibly emulate a very old 1985 macintosh, and even then, the emulation was
> quite slow. You needed 4Mb of RAM to emulate a 1Mb Mac (which was the standard
> in those days). A modern day Pentium can only just emulate a 1985 Atari ST.

It emulated a Mac+ with a larger screen and faster drive. On my 4MB Atari I get
a 4MB Mac unless I tell SpectreGCR that I am using the Atari SLM804 laser printer,
in which cae I have a 2.9MB Mac. Sorry - I've used those old Macs, and Spectre's
emulation was quite _fast_! Not posible to run System7? maybe. there is a software
product(OptiMEM's RAM Charger) being sold that states it will allow 4MB limited
Macs too run System 7, but I've not tested it with SpectreGCR.

> Now, besides the fact that pratically no modern Mac software can run on such
> an emulator because of the ram limitations, the old System 6 OS, the long gone
> Spectre GR software, the Atari cannot rune with more that 4Mb. That's a
> hardware limit that can only be broken with serious and expensive hardware
> modifications.

If it is a ST, see www.aixit.com, you can have more than 4MB.

> Back to this post, Netscape Navigator exists in PC and Mac (and various Unix)
> flavours. There is no Atari version of Netscape, and I can't imagine Netscape
> Corporation investing today in porting a Netscape to the Atari platform.

Yes, I don't even think it has been ported to Linux68K :^(

> There are however a few Atari web browsers around, like the STiK/CAB package
> or WebSpace.

and MiNT/MiNTnet/CAB, MiNT/X/Chimera, Termite(RSN), Oasis?

> You'll probably find a few useful links at Hallvart's launchpad page:
> http://home.sn.no/~hallvart/pages/atari.html

too true.

> Nicholas Bales, Toulouse Frannce

--
**********
Coinneach Seumas Domhnullaich @ Graphic Arts, Canadian Forces College
AtariTOS 1.04-2.05-4.04 MacSystem 6.08 IBMOS/2Warp
**********

# 5511. WTS: ATARI ST for XL

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199703201016.a61168@do2.maus.de>
Source record: 125407

Hello,

I have a completely operational german ATARI 520ST+ (1 meg ram, TOS 1.04, mouse) with diskdrive SF314 and all necessary power supplies. I want to swap it for a PAL 800XL with diskdrive 1050 or PAL 130XE with diskdrive XF551.

Please email me.

Tschuess
Frank

# 5512. Re: BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: !ynoT
Message-ID: <333c81d9.16847833@news.airtime.co.uk>
Source record: 125408

On Wed, 19 Mar 1997 20:50:38 EST, in comp.sys.atari.st you wrote:

>>Did you notice the TT and Falcon but :) without the need for two

>Yeah, Anthony's new STOS programs virtually solved all compatiblity
>problems. That's great! :)

yep, Tom Lamparty tested Billy Boy on all manner of machines,
including a pretty fast TT , all manner of TOS versions and MHZ it ran
and sounded about the same on the lot, so NO MORE COMPATABILITY
PROBLEMS :))) Sorry I felt it needed shouting from the rooftops :)))

>>>For far, the one ST game with a T2K feel is Frantick but there's
>>he whats that?, tell me more please Eric..
>
>It's a game by Dave Munsie. You just move a blaster around on this

ho yeagh that....hmmmm I think i better keep quiet :))

well looking like its nearly ready for release ?)

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
Keeper of the STOS FAQ:::Joint Keeper of STOS File Site

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# 5513. FS: MIDI/studio/audio items

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: Callum Baird Lerwick <lerwick@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970320224007.26044B-100000@freenet>
Source record: 125409

My dad is selling various MIDI/studio/audio items:

DH100 Casio MIDI wind controllers (2) self-contained, battery-
powered, fairly good key action, look like baby saxes.
Rewired to finger like Irish tine whistle or bagpipes, but
*easily* swapped back to recorder/sax type fingering. (Two
wires crossed back--will do.) $75.00/w case $50 w/o.

TX81Z 4 op FM tone mod/wind mod. $175

TG55 SY rack version with bonus sound card $300

S612 Akai basic sampler with quickdisk floppy drive. Also have
Atari Soundfiler sample editing software. $150

244 Tascam 4 track cassette recorder. $250

PSM8 Very nice 8 channel mixer for MIDI etc., sends, recs,
quiet, compact, mic/line ins faders. $200

Micro Gate Alesis noise gate. $40.00

Micro Enhancer Alesis "BBE"ish brightener. $40

GE 74 Kenwood DJish stereo graphic EQ w/reverb/mic mix. $100

575A Flanger, DOD pedal-type mono. $30

MN50 Fostex mini mono compressor/mixer 4 line, 1 mic. $30

M268 Sure balanced mono mixer w/phantom power hi-lo imp 4 mics 1
aux. $75

AMP Davis, guitar/keys, (this one's been out of the studio--a
lot) one 15" and about 100 watts/reverb, 2 channels, pots
not so clean at quiet levels anymore. $100

Atari ST Software:

Soundfiler, S612 sample editing. $50
Also have many disks of home-brewed samples included.

Includes boxes (for most) and manuals. All excellent condition,
home studio, very limited use only. Low actual hours.

--
_ "The Internet is full. Go away." - Joel Furr
| |_ http://freenet.msp.mn.us/~lerwick/
|_erwick @ | reenet.msp.mn.us MegaST2 /|\ 386sx/16

# 5514. Re: Anyone understanding French here?

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970320230835.16636A-100000@usr03.primenet.com>
Source record: 125410

hi, well basically it says that it's an auto program that lets you run
programs compiled by pureC and turbo C in a megaste with the fpu
68882.

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 5515. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <333156af.0@lagoon.idirect.com>
Source record: 125411

On 17 Mar 1997 15:17:42, Kim Lebech wrote:
>I am really tired of replying to lamers like you!!!

then quit asking for illegal ROM Images in this site. It'll solve the
problem nicely.

> RT> Judging from the X-Newsreader header, you make a regular habit of this=
RT> sort of thing.
>
>Ok since when is it a crime to use unregistered software????

maybe not a crime, but certainly a breach of faith between you and the
programmer, who certainly should deserve some monetary compensation for his
hard work. Get your crowbar out of your wallet and send him a registration
fee, loser.

> RT> Buy a copy of TOS, or get lost. Thieves are not welcome.
>
>Yeah they are pretty easy to get!! Ok I will go to my Atari Store
>tomorrow and get a rom :*/**/!! really funny!!

why not check Goodwill, or some of the music shops? I'm very sure
you'll find a nice used ST there so you can legally own your ROMs to take
the dump from! Oh, wait, I forgot - you're an idiotic tightwad who thinks
the world owes him.

>moron!

you certainly are! :)
>.

# 5516. Re: TOS Copyright & More (Quark angle)

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: !ynoT
Message-ID: <333db104.28924393@news.airtime.co.uk>
Source record: 125412

On Thu, 20 Mar 97 17:12:28 GMT, cronos@worldaccess.nl (Richard Karsmakers) wrote:

>ROMs around have already been bought off Atari. Atari, and this is my point >here, will not lose a single cent out of TOS ROM piracy. Third-party producers

hmmm I am looking forward to seeing the response here, will the "usuals" who give the "usual" response whimp out here, I bet they will?

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
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## 5517. WTB: link 2

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <5gs873$b23@ns1.thpl.lib.fl.us>
Source record: 125413

would like to find a used ICD Link 11, Atari harddrive any size and tos upgrade for my 1040st. e-mail sfpu@scfn.thpl.lib.us.

# 5518. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858868912_OASIS_@swampdog.demon.co.uk>
Source record: 125414

In article <yvvn2s0j8n7.fsf@emw.ericsson.se>
Magnus Kollberg <emwoll@emw.ericsson.se> said:-

>dvaltd@dvaltd.demon.co.uk writes:
>
>
>> > >It certainly is so. That is why you cannot multitask while Lattice is
>> > >compiling for example.
>> >
>> > You can with Mark Williams C. You can even run multiple copies of it!
>>
>> This wasn't meant to be the start of a 'my compiler is better than your
>> compiler' war, merely an example of MagiC not being able to multitask in
>> supervisor mode.
>
>This is something which realy anoy me. Is the fault by the Lattice
>editor or the compiler it self? If I compile from a shell am I able to
>switch task then?

If you just want to switch tasks then there is no problem. I guess you
want to do this while compiling though, in which case running it from
a vt52 command shell should work.

I'm working on the assumption here that perhaps Lattice has locked out
the screen manager during compilation, rather than running in
supervisor state which although possible, wouldn't make any sense.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 5519. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858868038_OASIS_@swampdog.demon.co.uk>
Source record: 125415

In article <332FB5D1.2B02@dvaltd.demon.co.uk>
dvaltd@dvaltd.demon.co.uk said:-

>Guy Harrison wrote:
>>
>> In article <332D0BE9.77E2@dvaltd.demon.co.uk>
>> dvaltd@dvaltd.demon.co.uk said:-
>
>> >It certainly is so. That is why you cannot multitask while Lattice is
>> >compiling for example.
>>
>> You can with Mark Williams C. You can even run multiple copies of it!
>
>This wasn't meant to be the start of a 'my compiler is better than your
>compiler' war, merely an example of MagiC not being able to multitask in
>supervisor mode.

oo-er grumpy! - then why mention Lattice? ;-)

MWC is not even ansi, so it cannot begin to compare with Lattice or
PureC. The intention of my posting was to get you to explain why
Lattice cannot multitask - it can.

It does not make sense to multitask in supervisor state, so if Lattice
cannot multitask then neither can any process which uses the operating
system. So in effect you are saying MagiC cannot multitask!

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 5520. Re: WEB Pages

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: !ynoT
Message-ID: <333287a4.8539497@news.airtime.co.uk>
Source record: 125451

On Wed, 19 Mar 1997 19:45:03 GMT, damien@jetman.nojunkmail.demon.co.uk
(Damien Burke) wrote:

>On Wed, 19 Mar 1997 15:23:37 GMT, !ynoT wrote:
>
>> Any site anywhere in the world will do,
>
>Well, www.geocities.com would seem to be fine... or angelfire perhaps.

I have lost count of the amount of times i have tried geocities, i
have given up trying there, thx :)

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
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# 5521. Re: ImageBuild instructions (Was Re:ST disk Images?)

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: !ynoT
Message-ID: <33338805.8636112@news.airtime.co.uk>
Source record: 125452

On Wed, 19 Mar 1997 21:43:47 GMT, damien@jetman.nojunkmail.demon.co.uk
(Damien Burke) wrote:

>>Anyway I've had several requests for a 'How to use Image Build' page to go along
>>with my 'How to use PacifiST' bit so I'll knock that up tonight and stick it on
>>http://www.jetman.demon.co.uk/st/index.html
>
>...and it's now up. Hope it helps.

Damien..responding to your own posts, hehehehe isnt that a sign of
something <giggle>

BTW I have an idea for an add on prg for PaCifiST if you fancy a
chat?

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
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# 5522. Re: ATARI WaReZ

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: !ynoT
Message-ID: <33308731.8424654@news.airtime.co.uk>
Source record: 125453

On Thu, 20 Mar 1997 04:37:29 GMT, Neeps@neeps.com (Aengus Jankowsky.)
wrote:

>the only problem with this is that pretty much any idiot (although I
>may be wrong) knows how to configure their browser to ignore graphics
>and display links as text.,,

Then maybe the plan of each page of so many options, most of which
could mean one thing or another, that they eventualy get back to the
main menu and then try again, could still keep them busy for hours?

Anyway it was just a thought in a mischevious mood as usual hehehe
someone make take it up:)

Cheers !ynoT (STOSSER Software) stosser@airtime.co.uk
ATARI Programmer:http://www.airtime.co.uk/users/stosser
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# 5523. Re: CAB Proxy Question

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: Guido Flohr <gufl0000@stud.uni-sb.de>
Message-ID: <5gq2or$9i@hades.rz.uni-sb.de>
Source record: 125454

Jared Addington <jdaddin9@airmail.net> wrote:

> >Put the following lines into your mint.cnf (or someplace else where you
> >are sure that these envariables apply when cab-for-mintnet.ovl is
> >started):
> >
> >setenv http_proxy "http://example.net.server:8080/"
> >setenv ftp_proxy "http://example.net.server:8080/"
> >setenv gopher_proxy "http://example.net.server:8080/"
> >setenv news_proxy "http://example.net.server:8080/"
> >setenv wais_proxy "http://example.net.server:8080/"
> >setenv no_proxy "localhost,server.net"
> >
> Thanks Guido! The info is much appreciated! So should I still enter
> the info into CAB as well or just in the Mint.Cnf file?

Sorry, took a little time... ;-)

AFAIK, current CAB-versions completely ignore the entries in the dialog box. Do whatever you want. It doesn't hurt however to enter them into CAB.

Ciao

Guido

## 5524. maxtor

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: LOGIN@helix.ericsson.se
Message-ID: <5gq35a$ilt@newstoo.ericsson.se>
Source record: 125455

HI
is there anyone how knows if
Maxtor MOD xt 4170s
kan it work with falcon 030

## 5525. test

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: LOGIN@helix.ericsson.se
Message-ID: <5gq4pc$j68@newstoo.ericsson.se>
Source record: 125456

```
:only a test
test
```

# 5526. Re: ATARI WaReZ

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: Neeps@neeps.com
Message-ID: <5gpimc$5nq$1@nuacht.iol.ie>
Source record: 125457

the only problem with this is that pretty much any idiot (although I
may be wrong) knows how to configure their browser to ignore graphics
and display links as text.,,

damien@jetman.nojunkmail.demon.co.uk (Damien Burke) wrote:

>On Wed, 19 Mar 1997 15:23:33 GMT, !ynoT wrote:

>> Someone with plenty of free web space,Theres a lot of DEMON customers
>>with 5 meg sat there doing nothing?, Make a

>I was about to say no Demon customer would do this because of certain
>restrictions on bandwidth, but what happens when these limits are breached
>would merely make the site even more annoying and that's what you want... :)
>--
>Damien Burke (to reply, remove the 'nojunkmail' part from my address)
>Atari ST/PacifiST page: http://www.jetman.demon.co.uk/st/index.html

# 5527. Re: ATARI WaReZ

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E7BuAp.FpB@iglou.com>
Source record: 125458

Aengus Jankowsky. (Neeps@neeps.com) wrote:

: the only problem with this is that pretty much any idiot (although I
: may be wrong) knows how to configure their browser to ignore graphics
: and display links as text.,,

Yep... I'm using a shell account using a text browser. You can somehow make the server look very slow while it loads a huge text file, which has very little in it. Force the user to wait a bit. Failing that, open it in Japan somewhere.

The kicker is that it took me an hour to download a file that was a little over a meg in length. Slow site.

Or, just make many useless links forcing the user to go all over the place, when there's none really. A most excellent April Fool's joke. Should have seen the one I pulled on a BBS I ran before.

If possible, have it autoload random pages, keeping the user from making any keystrokes, rather, they watch a lot of links go by.

Ye gods... I could go on and on. You get the idea.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 5528. XaAES Problem Question

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <5gqk0r$ti5@library.airnews.net>
Source record: 125459

I have a 14meg Falcon using MiNT v1.12.5 . The only major auto-app I have running is NVDI 4. I recently downloaded XaAES compiled for the 030 processor and Thing 0.59 . When I set up XaAES as it says, it will boot up and run through all of my auto programs. XaAES will then run and after a few seconds it will crash with the following error message:

pid 1(XAAES):BUS ERROR: USER PC=1CF040 (basepage=1C2010, text=1C2110, data=) exit code:2560

Right after this, MiNT crashes and the system must be rebooted. I left the author a message a few days ago, but he has not yet responded. Does anyone have any ideas? Thanks!

-Jared

# 5529. Re: Spamblock Ineffective!

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gqlg0$5p0$13@nadine.teleport.com>
Source record: 125460

On 19 Mar 1997 09:03:21, Charles Silver wrote:
>
>Very creative. "Eat spam and die", eh? I wonder what Hormel would think of
>that!

IIRC, truth is an effective defense against libel charges. <G>

>Of course the trick is to use an effective spamblock, but have the
>NG readers be able to understand your real e-mail address. If you put your
>e-mail address anywhere in the header OR the text message the bulkmailers
>will find it ;)

According to the latest info available in news.admin.net-abuse.misc,
only the headers are being grepped - and I suspect that only "From:" and
"Reply-to:" are targeted. I'll be doing a little spam-baiting Real Soon
Now<tm> to find out for sure...

I do know that CyberSpammo (aka "Cyber Promotions") is bragging about
having a spiderbot that dredges mailto: headers from Web pages. I sure
hope it hits my page soon, I have a REAL bug surprise waiting for any
'bot that harvests addresses from http://www.teleport.com/~atari <EVIL
GRIN>.

>I was thinking of getting "nasty" with the most obnoxious spammers, but
>that's NOT in my nature nor do I want to stoop to their level...

As long as it's legal, do the Nike thing - "just do it." The situation
with spam is akin to the situation with other forms of anti-social
behavior. Robert A. Heinlein expressed it best - "an armed society is a
polite society." In simple terms (in case sinclap is reading this), a
punk is far less likely to raise a ruckus or do anything annoying if he
thinks that everyone around him (other than the members of his pack) are
ready to do something sudden and violent that will stop him from
annoying them. If everyone is capable of killing spam more-or-less at
the source, the spamming WILL stop.

>However, I don't think Government regulations are the answer either. I

They aren't a good answer, but it's still illegal to impale spammers in
the town square.

>know there are literally millions of people fed up with spamming. So a
>little creative programming may be the answer; both legal and effective.

How much money do you need to get started? <G>

>As my programming experience is limited to Fortran IV, I think a few "Night
>Class Courses" are inorder for me :) Most bulkmailers use similar prgs and

>Windoze, so I'm sure there are cracks in the software that can be exploited.

I can probably obtain copies of some of them if you're interested, or
you can download "demo" versions.

>Wouldn't it be ironic if an Atarian developed this software? "Nasty" or
>otherwise; It would be a BIG market...

It /is/ a big market. Maybe the only real way to make big money on the
Internet.

>Thanks to ALL for their posts on this subject.

Even if I did annoy Bruno?

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# 5530. Re: Papyrus 5 demo

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gqlgb$5p0$15@nadine.teleport.com>
Source record: 125461

On 19 Mar 1997 14:49:48, Magnus Kollberg wrote:
>hallvart@sn.no (Hallvard Tangeraas) writes:
>
>> >> > Copy the TOS file to *.ZIP and you can extract it with WinZip.
>> >>
>> >> Interresting, but not of much use if you use a Unix box is it? :-(
>> >
>> Sure there is. I use UNIX when I get online and to unzip a file I just
>> type: unzip file.zip
>>
>> I've also heard that some systems use the format: zip -x file.zip
>
>Sure there is. I use it daily, but it doesn't like selfextracting
>archives. :-(

You mean it doesn't like 'em after you rename them to .zip, or before?

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# 5531. Re: ATARI WaReZ

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gqlgg$5p0$16@nadine.teleport.com>
Source record: 125462

On 19 Mar 1997 15:23:33, !ynoT wrote:
>
> So who has an empty web site waiting to be used to take the P out of
>the pirates :)))
>
> Anyone like this idea, anyone going to do it?, I have a scanner, I
>have access to lots of heavy graphics and i can do html if you want a
>hand,
> Not from my page, I only get one meg and its in use :))

Email me. <EG>

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## 5532. For sale..again

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: ghurford@melbourne.dialix.com.au
Message-ID: <5gqlfu$n5r$1@melbourne.dialix.com.au>
Source record: 125463

Hi folks...I have posted this before for a friend and he hasn't sold a thing ???? He hasn't put a price on anything so make him an offer...email directly at

Bob.Ingleby@monash.edu.au
thanks.
ATARI Hardware List
Item Name Model No.
CPU 1040STE
CPU 1040STFM
Monitor SC1435
Monitor SC1435
HDD Megafile 30
FDD SC314
Joystick MIT
Joystick MIT
Joystick Quickjo
Joystick MIT
Joystick MIT
Joystick Quickjoy II Turbo
Joystick Quickjoy 111 Supercharger
Joystick WICO Command Control
Joystick Commodore
Mouse ATARI
Mouse Champ

Mouse/Joystick Extension
Mouse/Joystick Extension

Hyperpaint
1st Word Plus
Data Manager ST
ST Sound and Music Tutorial
-
Games
Castle Master
Deja Vu
Dungeon Master
Future Dreams
Hacker 11
Heimdall
Hostages
Millennium
Personal Nightmare
Populous

Quest of the Avatar
Shadowgate
Space Magic and Mystery
Star Wars
The false prophet
Uninvited
Questtar Wars
The false prophet
Uninvited
Quest for the Crown
King's Quest 111
King's Quest 1V
Indiana Jones - Last Crusade
Nevermind
Bloodwych
Blockbuster, Flipppit
Police Quest 3
Leisure Suit Larry
Future Wars
Weird Dreams
Steve Davis Snooker
Tau Ceti
Backlash
Missing Droid
Sapiens
Strip Poker
Macadam Bumper
Chase
Overload
HKM
Moon Base
Xor
Extensor
Nighthunter
Hero's Quest
STAC Adventure Creator

100s of discs from magazines
Games as well as serious stuff and demos

Magazines
ST Format 13 copies
Your ATARI ST 2 copies
ST Action 19 copies
ST User 18 copies
(Plus all cover disks)

Sundry other ST and Games Magazines, plus blank discs

6 Joy syticks
2 Mouse Units

1 Mouse/Joystick Extensions

Bob.Ingleby@monash.edu.au

--

# 5533. Tape backup (was Re: MagiC hate page: ASH's "antwort")

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gqlg7$5p0$14@nadine.teleport.com>
Source record: 125464

On 17 Mar 97 21:51:00 G, Goetz Hoffart wrote:
>
>JESJ>Hmmm, wonder if it would be possible to hook up one of those qic-
>JESJ>streamers that uses the Shugart-bus?
>
>Uuuh. At least there is no software to use this. Why don't you use reliable
>SCSI streamers?

The key word there is "reliable" - out at Intel, the tape drives are ALL
SCSI - the floppy-controller-style are NOT considered reliable.

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# 5534. Re: Q: SCSI ZIP on Mega 2 ST .. how?

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: csilver@kendaco.telebyte.com
Message-ID: <5gqn76$436@news.telebyte.com>
Source record: 125465

On 19 Mar 97 18:44:48, please@no.spam.mail.here.mettav wrote:
>*Hi Steve*, on 16 Mar 97 you wrote to *Derryck Croker*: ...respect, brethren
> SS> How much are these ZIP Doohikie's these days. What about those
> SS> Syquest?
<snip>
>Also, some of the guys at the STAG meeting (!) immediately bought Syquests
>after the demonstrations they were given - that must say something.
>
>I don't have one myself...

Hi Harry and All,

Do yourself a favor and get an EZ Drive if available :) The "Price is Right"
and setup is a breeze. You'll thank me later. The only reservations I have
were a post from "Kevin" who used them as a data backup for video files.
I've never had this problem. As always "Caveat Emptor!"

Charles

# 5535. Re: 14MB falcon upgrade and external ke

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: csilver@kendaco.telebyte.Spam.This.com
Message-ID: <5gqns6$436@news.telebyte.com>
Source record: 125466

On 19 Mar 1997 09:48:51, Steve Brownjohn wrote:
>
>>On 16 Mar 1997 14:42:24, Wes Nakamura wrote:

>>Hi all,

>>I'm having trouble trying to upgrade my 4MB falcon to 14MB. I have a
>>RAMGizmo, which takes 4 30-pin SIMMs. I also have 2 sets of SIMMs: the
<snip>
>>In short, any suggestions? Unfortunately I don't have another falcon, a
>>different ram board, or other SIMMs to test with. Obviously I'd like to
>>use as much as the equipment I've already got if possible.
<snip>
>>Wes.

>Hi Wes.
>You can't use TT ram on a falcon. You need to get a new ram board like
>the 16meg board from Wizztronics and insert a 72pin 16meg simm into
>it. It fits in nicely to where your 4 meg board goes.
>regards
>Steve

Well, In the UK someone makes a 16meg board that installs *very* easy. I
know as I have one. A 16meg 72pin simm just plugs in with just a jumper
to move from 4meg to 16meg. That's it. I suggest that you give away or
sell the 4meg chips and go this way :) This board fits easily in a standard
Falcon case with no mods. No way to goof this up!

Charles

# 5536. Re: ST disk Images?

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <3330f4fb.1098634@news.demon.co.uk>
Source record: 125467

On Wed, 19 Mar 1997 08:18:35 GMT, bales@garonne.stortek.NOSPAM.com (Nicholas Bales, Toulouse, France) wrote:

>A more convenient way of transferring files to the emulator is putting them in >the Pacifist's harddrive directory. The disk image stuff is useful for game >disks.

And everything else too. Those images are not limited to the size of a normal floppy, but can be any size you want. 8Mb A: drive? No problem.
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 5537. Re: Netscape for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7C5pp.4Ix@gazette.stortek.com>
Source record: 125468

In article <19970319012001.UAA23481@ladder01.news.aol.com>, antbbaker@aol.com (AntBBaker) wrote:
>
>Hello,
>
>Can anyone tell me if I can run any version of Netscape on an Atari ST
>(most likely a MegaST)? I have a PowerMac, and I know Netscape takes up a
>lot of memory for ver. 3. If there's not way, does anyone one know if
>there's one comprable to that?
>
>If so E-mail me at one of the following addresses.

Looking at your two posts (the other one about emulating a mac on an Atari), it seems that you don't know much about computers, which is not so surprising nowadays when they are all selling 'multimedia systems', not computers.

For a program to run on a particular computer, it has to be written for that computer. Macs can only run Mac software. PCs run only PC software. Ataris run Atari software.

The only way around this is emulation. To emulate computer A on computer B, you need a program (an emulator) that runs on/is written for computer B. This program basically translates each program instruction written for A so that B can execute it. This is a very time, memory, speed and resource consuming process. You need a very powerful PowerMac to emulate a 5 year old 386 PC for example .A modern day Pentium can only just emulate a 1985 Atari ST. You certainly can't ask a low resource 80's era computer like the ST to emulate a modern 90's PowerMac. The opposite though is theoretically possible, provided of course you have an emulator program (Note: there is no ST emulator for Mac at this time).

Your post about the Atari emulating a mac: First of all, the mac emulator (Spectre GR) you are talking about was back around 1987 or 88. It could only possibly emulate a very old 1985 macintosh, and even then, the emulation was quite slow. You needed 4Mb of RAM to emulate a 1Mb Mac (which was the standard in those days). A modern day Pentium can only just emulate a 1985 Atari ST.

Now, besides the fact that pratically no modern Mac software can run on such an emulator because of the ram limitations, the old System 6 OS, the long gone Spectre GR software, the Atari cannot rune with more that 4Mb. That's a hardware limit that can only be broken with serious and expensive hardware modifications.

Back to this post, Netscape Navigator exists in PC and Mac (and various Unix) flavours. There is no Atari version of Netscape, and I can't imagine Netscape Corporation investing today in porting a Netscape to the Atari platform.

There are however a few Atari web browsers around, like the STiK/CAB package or WebSpace.

You'll probably find a few useful links at Hallvart's launchpad page:
http://home.sn.no/~hallvart/pages/atari.html

>
>AntBBaker@AOL.com
>AntBaker@Myst.Hub-BBS.com
>
>Thanks.

Nicholas Bales, Toulouse Frannce

# 5538. Re: WEB Pages

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7C6nt.4ux@gazette.stortek.com>
Source record: 125469

In article <33343fe8.6464065@news.demon.co.uk>, damien@jetman.nojunkmail.demon.co.uk wrote:
>On Wed, 19 Mar 1997 15:23:37 GMT, !ynoT wrote:
>
>> Any site anywhere in the world will do,
>
>Well, www.geocities.com would seem to be fine... or angelfire perhaps.

Why not upload it to the regular FTP sites ? ftp.cnam.fr or umich ?

Nicholas Bales, Toulouse, France

# 5539. Re: ImageBuild instructions (Was Re:ST disk Images?)

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <3330f578.1222880@news.demon.co.uk>
Source record: 125470

On Wed, 19 Mar 1997 20:47:42 EST, Mrmaddog@Microserve.com (Mrmaddog) wrote:

>In any case, good programming also consist of proper documentation.

Well, the text it printed when you ran it seemed fine to me...
--
Damien Burke (remove nojunkmail part of my address to reply)
Sinclair Spectrum: http://www.jetman.demon.co.uk/speccy/
Opinions are mine alone and do not represent RNSETT

# 5540. Help for SM194 user?

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: Eckhard Granderath <eckhard.granderath@lrz.uni-muenchen.de>
Message-ID: <33317967.3B0B@lrz.uni-muenchen.de>
Source record: 125471

Dear ATARI users,

I got a ATARI SM194 monotor incl. the expansion card installed in an ATARI MEGA ST4. But I didn't get the startup software needed for this monitor. Is there anyone who has that software and can share it with me?

ThanX for your help!

Eckhard Granderath
Inst. f. Cell Biol.
Schillerstr. 42
D-80336 Munich
Germany

Fon: ++49 (0)89 5996872
Fax: ++49 (0)89 5996882
mail: eckhard.granderath@lrz.uni-muenchen.de

# 5541. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <5gr6bc$7vq@balaena.bio.vu.nl>
Source record: 125472
Cross-posted to: alt.crews.atari,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Eric Cron (ericcron@wwa.com) wrote:

: > > how can I connect a 850 atari drive at my PC to make image from my own
: > > disks?
: >
: > If you mean the old 8-bit stuff, check out http://www.emulators.com/ - home
: > of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as

: What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
: got against the good old 8bit?

The ST isn't 8 bit either. He was referring to the "old" Atari 800
(XE/XM/whatever) series of 8 bit computers.
But you are right, the ST isn't old. 12 years is nothing compared to the
time UNIX (not actually a system but an OS) has been around. And what to
think about PC's... They've been around for 17 years.

-=Levjenno

------
Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

As you reach for the web, a venomous spider appears. Unable to pull
your hand away in time, the spider promptly, but politely, bites you.
The venom takes affect quickly causing your lips to turn plaid along
with your complexion. You become dazed, and in your stupor you fall
from the limbs of the tree. Snap! Your head falls off and rolls all
over the ground. The instant before you croak, you hear the whoosh of
a vacuum being filled by the air surrounding your head. Worse yet, the
spider is suing you for damages.

## 5542. Warez/2

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <858921911@acpu.com>
Source record: 125273
Body handling: HTML body converted to readable text

[ Continued From Previous Message ]

There you go again - thanking pirates for giving to you that which is not theirs to give. Or sell, more likely.

|

And thank you /so much/ for demonstrating my point by posting an html version of the message, doubling the garbage content percentage of my current packet.

*Out*, lout!

"The Poor Deluded Soul" - tderrick@acpu.com

... Programmers never die, they branch off to a new address
___ Mountain Reader II - #00000077

## 5543. Conversion from .DOC to A

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <858921909@acpu.com>
Source record: 125274

hallvart@sn.no (Hallvard Tangeraas) wrote:

H > will convert 1st Word+ files (.DOC) into plain ASCII files?
H > Preferrably Free/share-ware/PD.

Marcel. It is a wp, not a utility, but it will do what you require.
Since Marcel rarely barfs on any input, it is a useful thing to keep
around for conversions.

"The Poor Deluded Soul" - tderrick@acpu.com

... I multitask... I read in the bathroom!
___ Mountain Reader II - #00000077

# 5544. Auto folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <858921907@acpu.com>
Source record: 125275

GODPUP@IX.NETCOM.COM wrote:

|luckily, the current arrangement of the files in my auto folder
|doesn't cause any problems when autobooting. however, i will, and
|do eventually want to rearrange them. i've tried the move all the
|files to an empty folder and place them back in the auto folder (in
|desired order) method, but this doesn't work. (it goes back to my
|default, which is by name)

Actually, it probably did. If you have TOS 2 or above, there is a 'no sort' option in the view menu. I don't know whether NeoDesk has a 'no sort' option. UIS does. But a TOS 1.xx desktop does not; so what you will see is the sort by... (whatever). Auto folder programs run in the order that they are copied into the folder.

(Not to confuse the issue, but... I have occasionally copied in a .prg to the auto folder, and then gone to re-order the folder, and found that the new .prg was /not/ last, as I expected it would be. Anybody know what voodoo /this/ is?)

I have used both 'AutoSort', by Eugene Sothan, and 'AutoOrg' (much faster!) by the CodeHeads. Both of these work fine, but you need to have some way to display them 'unsorted' to know that they did. Superboot (bootmanager) has an option for this.

|the HD partition is not copy protected, but the boot
|and root sectors are.

How does one do this? Tell me more.

"The Poor Deluded Soul" - tderrick@acpu.com

... Without Time Everything Would Happen At Once!
___ Mountain Reader II - #00000077

# 5545. Re: Anyone understanding French here?

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gtbnl$qlo$3@nadine.teleport.com>
Source record: 125276

On 21 Mar 1997 02:13:40, Hallvard Tangeraas wrote:
>I found a folder on my harddisk called simply "68882". Obviously it has
>something to do with the FPU (?) on the MegaSTE, but what?
>
>Since my French is pretty rusty, can someone who understands the language
>please tell me what it's about by looking at the "readme" below?
>(I don't need a translation of it all, just an explanation of what it
>does).

Gee, I don't know any French at all and I can understand parts of it!

>-------------------------------------------------------
>Le programme 68882 doit �tre plac� dans le dossier AUTO
>de votre partition de boot (C).

The 68882 program must be placed in the AUTO folder on your C:
(or boot) partition.

>Ce programme permet l'utilisation d'un 68882

This program allows the use of the 68882

>dans un Mega STE avec les programmes compil�s en

in/with a MSTe in programs compiled in

>TURBO C et PURE C. Il n'a pas �t� test� avec les

Turbo C and Pure C. It hasn't been tested with

>programmes compil�s en LATTICE C qui sont plus rares

programs compiled in Lattice C

>mais si vous aviez un tel programme qui ne
>fonctionne pas, nous vous prions de bien
>vouloir nous envoyer ce programme pour que nous
>fassions une mise � jour du programme 68882.

And I don't get most of that part.

Contact info:

>Olivier Oeuillot pour RETOUR 2048.
>Juin 93
>
>RETOUR 2048 n'existe plus. Contacter

Retour 29048 no longer exists. Contact:

>CZUBA Rodolphe
>28 rue des sorbiers
>60290 Laigneville

Somewhere in Frankreich, I suppose.

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# 5546. Re: Anyone had these problems with "Thing"

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gtbnf$qlo$2@nadine.teleport.com>
Source record: 125277

On 20 Mar 1997 22:14:31, Hallvard Tangeraas wrote:
>Has anyone experienced these two problems with the "Thing" versin 1.09
>alternative desktop before?
>
>-When opening up a folder with many files it takes a pretty long time for
>the window to be fully updated. For some reason it seems like the system
>has to scan all files or something.
>Comparing it to TOS (I use 2.06) where opening any directory window is
>instantaneous, "Thing" is extremely slow. I haven't found anything I can do
>to remedy the situation other than to wait...

Change the display in windows to plain text - Thing has a problem
similar to Win95 when displaying icons - it has to read the whole folder
adn then compare each filename against the icon resource.

>-Sometimes the system locks up while copying/moving files on the desktop!
>The "progress bar" shows up, and the "busy bee" mouse pointer is there, but
>instead of returning to the desktop after the job is done it just keeps on
>being busy forever...
>This has even happened before all files have been moved.. A pretty serious
>problem, so I try to use "Selectric" (the file selector) instead for jobs
>like this where I have no problems like this.

Get Kobold and use it for file copies and moves; I haven't had that
problem, but Kobold should solve it anyhow. Oh, and be sure that you
have NOT enabled write caching in your hard disk drivers (or with
WBDAEMON or whatever it is). It seems to speed things up, but unless
you make backups daily, sooner or later, you will lose critical files
because of the write cache not being flushed when the system crashes.

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# 5547. Warez

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <858921910@acpu.com>
Source record: 125278

Warning! Long (mostly useless) post:

MWEBER@LI.NET whined and sniveled thusly:

|You guys are getting a little out of hand... First of all I own an
|Atari ST. The hard drive is bad so I need to get the images.

1) Can you spell 'non sequitur'?
2) Can you tell me the difference between 'need' and 'want'?

|Second of all we
|are talking about the "ST" platform! Which doesn't exist anymore.

Really?! What is this in front of me - chopped liver?

|No support, barely any new software etc.

I can't keep up with the new software being released for this
platform. Maybe what you need is an increased ability and willingness
to ***pay*** for what you get.

|I can't even find a dealer near me that will fix my drive!

Dear me, no dealer nearby to fix his drive. Whatever shall we do?
Take up a collection so that he can pay shipping? Open a convenient
shop for him? I don't think so, Mike.

|Thirdly, do you really think JTS cares anymore?
|They have 1000's of unsold Jagars stuffed in a warehouse which they
|can't get rid of!!

Non sequitur. And companies don't 'care'. Individuals do.

This discussion has *nothing* to do with whether or not JTS will
invoke the law. Or at least it shouldn't. It has everything to do
with the sensibilities of the people who hang out here. As someone
who hangs out here, I vote for your absence.

|And trying to get people kicked off internet access
|providers is ridiculas! Enough of these stupid accusations.

Can you spell drivel?

Rich has asked before whether the denizens of this newsgroup approve
of his efforts to rid us of spammers and other pests. I did not
respond, as plenty of others articulated my thoughts pretty closely.
As I recall, the sentiment ran about 99% to 'show them the gate', as
forcefully as necessary to accomplish the job of pest control. I
agreed. I still do. The absence of Roger the Cabin Boy and The

Janitor has improved the newsgroup immeasurably. Yours would help.
And getting that other dam* pirate out of here would be a wonderful
thing, too.

|JTS has better things to do with their time going after pirates of
|an absolute ST platform.

Well, I don't have to ask whether you can spell 'obsolete', do I?

|Take a good look at the 8bit platform! There is all kinds
|of software out there on the net and no one gives a s*it. And it's
|keeping the platform alive. If you want to keep interest in the ST
|platform I suggest you do the same.

Generating a dichotomy (2-valued logic) to describe the health of a
computer platform is probably the definition of 'clueless'. Can you
spell /that/?

|I think getting the permission to
|post all those great old ST games is a great idea!! I miss or have
|orgotten all those great games I played countless hours
^^^^^^^^^ ^^^^^

I'll bet! Did you pay for any of them?

|playing on the
|ST! Make them public or at least make an ST action /adventure pack
|for the IBM and sell it to the public!

I don't suppose that you want to do any of the work to make this
possible, do you?....

I thought not. You remind me of the Little Red Hen's 'friends'.

|I myself was a true hardcore Atari ST
|fan but times change. Then again that is my opinion! So stop
|flaming me!

I don't think so, Mike.

|BTW thanks for all the replies from all you generous people out
|there...

[ Length Exceeded - Message Split by Mountain Reader II ]

## 5548. STFax

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <858921916@acpu.com>
Source record: 125279

Hello, Joseph. You said:

|I am looking for peopel who use ST Fax. I have the latest version
|2.5, running it on a mega STe 4 off of a hard drive, using a Supra
|144LC modem.

Well, I run v2.5 on a TT, serial port 2, and used a Best Data 14.4
before I got this Supra 288.

I did have some problems sending faxes after running STalker; the
send would hang after '15%' sent. I had already installed the STalker
exit script. I no longer have this problem; at least I haven't seen
it for a while. It seems to have healed itself.

|Sometimes while trying to fax people, I have problems after the
|first page. The page will send just fine, but at the end of the
|page, the software waits for a signal to tell it o go on to the
|next page.
|Sometimes, ST Fax times out and hangs up. I know that these other
|machines work, because I have to use a friends fax to send to
|document.

STFax is waiting for 'page acknowledge' from the other machine. It
sounds like it isn't getting it. Perhaps phone line glitches? This
problem might be pretty hard to track down. Have you tried it from a
'clean' system?

|If anyone wouldn't mind exchanging a few pieces of e-mail to maybe
|help
|me out, I'd really apprciate it.

I wouldn't mind a bit. But I would suggest that you try to get ahold
of Charles Smeton; he is bound to know more about it than me. IIRC,
he is c.smeton@genie.com.

"The Poor Deluded Soul" - tderrick@acpu.com

... Let those you love know you do.
___ Mountain Reader II - #00000077

# 5549. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <11967450_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 125280

In article <5gribj$fh7@m1.cs.man.ac.uk>
jacquesa@cs.man.ac.uk (Anthony Jacques) wrote:-

>In article <199703182204.a65179@ka2.maus.de>, Goetz_Hoffart@ka2.maus.de (Goetz Hoffart)
writes:
>
>>Definitely: no. Texel can save spreadsheets as HTML tables and it can open URLs
>>via CAB but it is *not* designed to create and edit complete web pages.
>
>A bit of topic, but how do you do that (send URLs to CAB)? is it via a
>VA_START message (in which case, is the 'filename' the URL?) or is it
>some new message?
>
>I would like to add this feature to my own software... (and does it support
>a "mailto:" address?)

CAB accepts filenames, URLs, and mailto: as a command line, and via
VA_START. I use both URL and mailto: in the 'About' window in CoSTa2.
So, to pass it http://www.fred.com/ simply call it with that in the command
line (this is only really useful if already online).

Hope this helps,

Gary

--

---

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 5550. Re: Poll: What kind of hd backup do you use?

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32052_please@no.spam.mail.here.mettav>
Source record: 125281

Out of the ether, the following was mentioned by Steve...:

m>> What kind of hardware? Tape backup? Zip? Sequest removable?
SS> Ive got a Hewlet Packard 2Gig DAT Drive.
I've got an Archive 4Gb DAT drive. I've also used a Wangtek QIC150/250 and an Exabyte 2500 Video8 streamer on both my Falcon and TT.

SS> I use a prg called Gemar
I've tried using Gemar (Diamond Back 3 wouldn't recognise the Exabyte) but it bombs out on me if I try to back up to much (currently backing up about 2Gb on the Archive DAT). DB3 works providing I run it under TOS otherwise it bombs under Magic when the backup has finished.

Spencer

spencer@mettav.demon.co.uk

--

Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5551. Q: SCSI ZIP on Mega 2 ST .. how?

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32049_please@no.spam.mail.here.mettav>
Source record: 125282

Yo! Derryck Dude!

Whilst under caution Derryck said to Officer Steve :~)

DC> <weeeooooooww>

Oy!, almost hit me, maniac!!.

n>>>>> use my new SCSI ZIP on my Atari Mega2 ST. What do I need and where

SS>>>> You'l also need something like a LINK II plugged between it and

DC>>> Also some means of powering the Link, if there isn't another device

SS>> I personally think thats a dumb ass design cock up, its hardly a stand
SS>> alone device as it stands, and isnt designed to be chained with other
SS>> devices is it. Can the mechanism be removed from the case and put in
SS>> another case.??

DC> Dumbass, cheapo design.

Way to go, ive got you swearing at last.

DC> Putting it into another case wouldn't do any good as you'd still need to
DC> mod the PCB to feed the 5V if I have the right end of the stick.

I was thinking more about putting it in a tower say with your HD and CD.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Help I'm modeming... And I can't hang up!.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5552. Re: "Diamond Edge" upgrade patch?

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970321025024.28488A-100000@sparkie.gnofn.org>
Source record: 125283

On 20 Mar 1997, Hallvard Tangeraas wrote:

->I recently bought a used copy of "Diamond Edge" version 2.01.
->The previous owner mentioned that there's an upgrade patch available which
->will bring it up to version 2.04.

Are you sure about the version number? A patch to v1.10 was the latest I
ever saw.

->Does anyone know where I can get hold of it?

archive.umich.edu/atari/Diskutils/
de100102.lzh 119 Diamond Edge upgrader, from 1.00 to 1.02
de102103.lzh 120 Diamond Edge upgrader, from 1.02 to 1.03
d1034_10.lzh 237 Diamond Edge upgrader, from 1.03 or 1.04 to 1.10

I did the upgrade to v1.10.

Dave

```
_____
/ /
|||||||||||||||====]: dbg01@gnofn.org
\____\
```

# 5553. Where to get LINK96: e-mail addresses

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <33325A2B.1B9C@ooc.de>
Source record: 125284

Those having questions concerning the LINK96 SCSI adapter for ST and STE
should use a new e-mail address:

u.biletzke@cww.de

This is the address of Uwe Biletzke. Uwe Biletzke and Norbert Wieczorek
work together concerning LINK96 development. Uwe told me that his e-mail
address is checked more often for new a-mail than Norberts address
norwiecz@aol.com.

--
---------------------------------------------------------------------
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 5554. FS: Atari Computer Goods! Some Shown! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: bensmith@linda.teleport.com
Message-ID: <5gtstn$i24$1@linda.teleport.com>
Source record: 125285
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Following is only a partial list of what's in my Computer HardWare & SoftWare Catalogs. Everything mentioned on this list is on this list because I have multiples of these Items and I thought I'd list them for you. Especially if you wanted to buy More than one. So check it out!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, Spectre GCR Macintosh Emulators, MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I

will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

## 5555. Nemesis

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: greeny@spirit.demon.co.uk
Message-ID: <858902526_OASIS_@spirit.demon.co.uk>
Source record: 125286

Has anyone got a Nemesis Falcon accelerator installed yet?
Before I order mine I was wondering how compatible these boards are.
Blow-up FX seems to have problems ATM with some motherboards and the
scorpions seem to know the Falcon inside out but it'd be nice to know
what would and wouldn't run. I wont go the whole hog with the
afterburner yet until I see what an 030 with 14meg and videlity can
do.

Many thanks for any advice
.....greeny
--

---
greeny@spirit.demon.co.uk
---

# 5556. Re: Help Needed On a few different Atari Thing's

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33329CB9.39E5@cfcsc.dnd.ca>
Source record: 125287

Nicholas Bales, Toulouse, France wrote:
>
> In article <3331752b.8893358@snews.zippo.com>, the-group@use.net wrote:
> >About the TOS ROMS my STx1040 was a prototype and it had the 1985 ROMs in it
> >I bought it in 1990 as a new unit. Atari offered to buy it back and give me a
> >good STfm1040 or STe as an exchange but at the time I thought it was pretty
> >different having a prototype that was shipped by mistake. Should have swapped
> > it
> >and I would not be having the troubles I am now with it.
> Actually Shau'ri and Profile2 would be good choices also.

> Intriguing. What are the problems you are having ? Is it actually an ST, STF,
> STFM or an STE ? What TOS version is it running. Maybe you could run sysinfo
> (available at umich ftp site), to find that out.
>
> Nicholas Bales, Toulouse, France

# 5557. Re: Help for SM194 user?

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5gudac$ndm$1@ratatosk.uio.no>
Source record: 125288

Hi Eckhard!

>I got a ATARI SM194 monotor incl. the expansion card installed in an
>ATARI MEGA ST4. But I didn't get the startup software needed for this
>monitor. Is there anyone who has that software and can share it with me?

There's a freeware driver for the SM194 that's better than the
original. You can get it at ftp.uni-muenster.de in pub/atari/Drivers.
Filename: sm194drv.lzh

- Petter -

## 5558. Will a PC Hard Disc work in an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: adamm@liverpool.ac.uk
Message-ID: <E7EIqF.Br5@liverpool.ac.uk>
Source record: 125289

Sorry, just thought of another question. Can I plug a PC Hard disk into the back of my STE? Does it have to be an IDE or SCSI or anything like that??

Adamm@liv.ac.uk

## 5559. Will PC SIMMs fit in an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: adamm@liverpool.ac.uk
Message-ID: <E7EILx.Bn0@liverpool.ac.uk>
Source record: 125290

Anybody happen to know if I can place 30pin PC 1 Meg SIMMs in an Atari STE (1040)???

Please reply prvately: adamm@liv.ac.uk

# 5560. Re: Help Needed On a few different Atari Thing's

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858961194_OASIS_@swampdog.demon.co.uk>
Source record: 125291

In article <3331752b.8893358@snews.zippo.com>
ataris@home.au said:-

>Could some of you kind people with access to resource's for Atari's
>help me out please. First up I need to know what type of hard drive
>can be attached to the HDPort on an Atari STe and STfm As I have a few
>540 meg IDE spare's from PCs and some 260meg scussi Seagate's but cant
>find info any where on Atari's and hard drive's. I dont want to
>butcher the machines either to get some thing non suited to work on my
>machine's.

Drives use ACSI which is very close to SCSI. You need an adaptor such
as the Link to make it fully SCSI-1. IDE is possible but very hard to
locate boards.

>Next could some one please post a few addresses of supplier's that
>have mail order any where in the world for the purchase of TOS ROM's
>they have not been available in my part of the world since 1991.

You might prefer looking at some of the alternative operating systems,
such as Geneva or MagiC.

>Another request is for an EPSON LQ400 Printer Driver I only have the
>daisy wheel driver that came with First Word and it only prints on
>every second page when I,m using tractor feed.

Can't really help here, except to say that it is possible to build
your own 1stWord printer driver if the printer manual is good enough.

>I use my Atari for
>Autorouting Work and PCB design and printing the schematic's to ectch
>a board is a painfull exercise and a big waste of paper. And my P6 200
>Pro is not as good as my Atari 8 meg CPU for the type of autorouting
>ect I do.
>I would like to purchase a blitter chip as well if any one can point
>me in the right direction.

I wouldn't bother doing this myself. NVDI is a software screen
accelerator and font scaling system. You'll get better results from
that and probably get a suitable printer driver as well - though check
first.

>Another need is for shareware or other Modem Drivers / Comms Software
>capable of speeds higher than 9600 once again nothing can be found in
>my part of the world And I have spent many hours on the German FTP
>sites and fu net but with no luck.

You need HSMODEM to fix the serial bugs in the operating system. You can drive a standard serial port at 19200, more if you want to buy a few bits and do some soldering.

>I still use the slow old Atari's
>because of the size of software I have a Autocad routing program that
>only uses 320k of floppy drive space and runs in half a meg of ram.
>The same program by the same author to do the same thing on my intel
>box's needs 16meg minimum ram and fifty meg of hard drive. Make's you
>wonder if this latest technology from intel and Microsoft really is
>state of the art does it not. Guess they will keep milking us until
>they have to catch up to the ten year old atari.

<G>

>About the TOS ROMS my STx1040 was a prototype and it had the 1985 ROMs
>in it I bought it in 1990 as a new unit. Atari offered to buy it back
>and give me a good STfm1040 or STe as an exchange but at the time I
>thought it was pretty different having a prototype that was shipped by
>mistake. Should have swapped it and I would not be having the troubles
>I am now with it. Any and all pointer's will be appreciated please
>post any info to the group and if there are any people out there that
>would like to know more about the prototype machine I have just say so
>and I will post all details. Some collector may be interested in the
>facts.

If someone can verify that the software you want to run will work under Geneva or MagiC + NVDI then this is probably the best path to take, provided you upgrade to 4Mb ram.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 5561. Re: How to copy file from PC to ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3332C053.6A8B@cfcsc.dnd.ca>
Source record: 125292
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st
Body handling: HTML body converted to readable text

Rich Tietjens wrote:
>
> In article <332FABF1.13D9@icon.co.za>,
> Stephane Landier wrote
> >I have a RS323 NULL MODEM cable with 3 wires. I can't manage to make it
> >work with Ghostlink. Is there another way to transfer files from my PC
> >to my FALCON ?
>
> Better to get a full 9-pin null-modem cable; there's no handshaking possible
> with a 3-wire cable. Alos, in my experience, you must restart in DOS mode
> on the PC if you are running Win95, else PCSLAVE.EXE fails to properly init
> the serial port.
> ----------------------http://www.teleport.com/~atari----------------------
> ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
> NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
> for further information, email: CANADA: info@compdirect.com
> Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
> --------------------ftp://ftp.teleport.com/users/atari---------------------
>
12:00

have either of you tried the PARCP (Parallel port) software to hook up the
IBM to the Falcon?

# 5562. Re: FS- Atari-The Big List

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: Blair Dean <blair_dean@inet.hwc.ca>
Message-ID: <3332B4FC.308A@inet.hwc.ca>
Source record: 125293

Daniel Fangmann wrote:
>
> Following For Sale:
>
[...]
>
> ALBERTT VIDEO CARD, for MEGA STE or TT. Display 1024x768, 16 colors
> from a palette of 4096. Dover Research. In box with driver software
> and install instructions. $125.
>

Just a question here. Will this card display more then 16 colours in a
smaller screen size, e.g. 256 colours in 800*600?

--
---
Blair Dean | blair_dean@inet.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 8-meg TT030
My opinion has been held over from a previous life 85+57 MEG
and is not the responsibility of Health Canada Jaguar/Lynx
:)

# 5563. Re: ATARI WaReZ

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5guol4$tt$1@eddie.sonnet.co.uk>
Source record: 125294

In article <19970320193324152333@pwomar.demon.co.uk>,
News@pwomar.demon.co.uk (Paul Womar) writes:

> 2 problems:
> 1, Anyone with common sense will say "This is taking bllody ages! I'll
> switch the GFX off"

We're talking warez d00ds here. Where does common sense come into it?

> 2, Demon webpages have limited bandwidth, >25meg/day gets you onto a
> slower server, >100meg/day gets your site disabled :(

Isn't a slow server exactly what you want?

# 5564. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: zmerch@northernway.net
Message-ID: <MPLANET.3332d9bbzmerch9896d9@news.northernway.net>
Source record: 125295
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

In article <3330AA68.2567@wwa.com>, ericcron@wwa.com says...

> What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
> got against the good old 8bit?

Hey Eric...

Good to hear from you again, and I really hate to inform you of this, but
the ST is not an 8-bit machine!

I have, however, gotton that ol' 800 working well with the disks and
everything... so I'm looking to move some basic-type stuff onto the
floppies for that as well.

My question is this: Does an ST have an SIO interface to hook up 8-bit
peripherals? I'm getting an (Not old - middleaged) 1040ST in May.

Cya l8r,
"Merch"

# 5565. Re: URL for Bad Mood page ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <5guvdg$l5i$2@mark.ucdavis.edu>
Source record: 125296

Mark Parry (paz@wile.demon.co.uk) wrote:
:
: Just a quickie (oo-er, wahay, etc., etc. :) ). Can anyone tell me the URL for
: the Bad Mood website please ?

Start at http://rand.thn.htu.se/ (there are others, but this'll get you to
them).

: Cab crashed and ate my hotlist :( and I can't bleedin' remember it !

Eek. I had the same thing happen to me on that other platform a couple of
times. Fortunately, I keep my bookmarks on a server and had visited my
own bookmarks one time and so had them in the cache of CAB and was able to
recover them.

I guess you and me both need to learn to back thengs up a bit better.

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo---------------------------------------------------------+

# 5566. Re: BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <5guurt$l5i$1@mark.ucdavis.edu>
Source record: 125297

```
!ynoT wrote:
:
: yep, Tom Lamparty tested Billy Boy on all manner of machines,
: including a pretty fast TT , all manner of TOS versions and MHZ it ran
: and sounded about the same on the lot, so NO MORE COMPATABILITY
: PROBLEMS :))) Sorry I felt it needed shouting from the rooftops :)))

Cool. You know what would be really neat would be to recompile the best
of the STOS games using these new techniques so they would run on all TOS
machines without having to make the end user recompile them. Then create
an FTP site that has all these old (and new ;-) games ready to download
and run.

Obviously, the best of these games come from STOSSER software anyway, but
it would brilliant to include the best of the rest as well.

Anyone second the motion?

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-------------------------------------------------------+
```

# 5567. Re: Netscape for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCVWBEWEUp@tos.ak.planet.gen.nz>
Source record: 125298

In <E7C5pp.4Ix@gazette.stortek.com> Nicholas Bales, Toulouse, France wrote :

>Your post about the Atari emulating a mac: First of all, the mac emulator
>(Spectre GR) you are talking about was back around 1987 or 88. It could only
>possibly emulate a very old 1985 macintosh, and even then, the emulation was
>quite slow. You needed 4Mb of RAM to emulate a 1Mb Mac (which was the standard

Actually, with 4MB RAM you can get almost a full 4MB Mac under Spectre GCR.
And it's not slow - because the Mac and the Atari have the same CPU, no
emulation as such is required. For this reason, Spectre runs as fast as a
real Mac with a CPU equivalent to that in your Atari machine.

The real problem with the Spectre is its inability to use System 7, meaning
that modern Mac software can't be used with it. I heard a while ago that
Dave Small was still working on the Spectre, but I suspect that was just
some wishful thinking.

>Spectre GR software, the Atari cannot rune with more that 4Mb. That's a
>hardware limit that can only be broken with serious and expensive hardware
>modifications.

That's strange, my Atari machine (a TT030) has 8MB RAM in it currently and
can be upgraded to 64MB with a cheap board, or theoretically up to 4GB -
the biggest amount practically possible is 256MB, however, since there is
no RAM board available to take more than that.

It is true that the ST series is limited to 4MB without some special
modification, though.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 5568. Re: ST USERS

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5gv243$cjt@scanner.worldgate.com>
Source record: 125299

meridian <meridian@141.1.29.40> wrote:
: Boy, I can say there are some real a$$holes on this newsgroup. Either some
: of you guys are just jealous of IBM users or you are a wanna be IBM user.
: There is no need to flame people in the newsgroup. Go take your compliants
: about piracy issues to some debate newsgroup or something.
: As for this newsgroup. This is a ST newsgroup dealing with ST topics,
: software, emulators,ect... Plus it is one of the only active ST
: newsgroup(s) around. Since the release of PACifist you will see alot of
: more activity here also...

Although I have no intention of continuing the arguments, the truth is that I am neither jealous of PC users, nor do I want to be one of them. However, my reason for replying is that copying TOS images is illegal, and the fact that the copyright holders of the item in question are not doing anything with said item does not nullify their copyright. TOS is copyrighted, and as such, copying it is piracy, just as certain as copying MagiC, Windows 95 or AT&T UNIX is illegal, carrying the same penalties. Some of the users here are coming across as erratic, but considering how many different platform users come here to harass Atari users, I'm not surprised by their vehemence. Besides, they're right.

Leslie

# 5569. Re: XaAES Problem Question

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: atari@teleport.com
Message-ID: <858975970.8896@dejanews.com>
Source record: 125300

In article <5gqk0r$ti5@library.airnews.net>,
jdaddin9@airmail.net (Jared Addington) wrote:
>
>
> I have a 14meg Falcon using MiNT v1.12.5 . The only major auto-app I
> have running is NVDI 4. I recently downloaded XaAES compiled for the
> 030 processor and Thing 0.59
<SNIP>
>
> pid 1(XAAES):BUS ERROR: USER PC=1CF040 (basepage=1C2010, text=1C2110,
> data=) exit code:2560
>
> Right after this, MiNT crashes and the system must be rebooted.
> I left the author a message a few days ago, but he has not yet
> responded. Does anyone have any ideas? Thanks!

No ideas, but it's not just you. I would dearly love to see what the
MINT.CNF and so forth look like if anyone has XaAES working - I had it
running once upon a time, many versions ago, on a MegaSTe, but those
configs are gone and I haven't had it running on my Falcon yet. Here I
have all this RAM and can't multitask properly. %^(

As long as I'm moaning - does anyone know of a way to make GlueSTiK work
under MultiTOS? I get a bus error (think it was a bus error - the Falcon
is 17 miles from here) when I try to run MT and GS, but GS works fine
with oldGEM under FreeMiNT.

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 5570. Re: BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: !ynoT
Message-ID: <3334163e.18509703@news.airtime.co.uk>
Source record: 125301

On 21 Mar 1997 21:33:49 GMT, szhays@dale.ucdavis.edu (Eric Hays)
wrote:

>: yep, Tom Lamparty tested Billy Boy on all manner of machines,
>: including a pretty fast TT , all manner of TOS versions and MHZ it ran

>Cool. You know what would be really neat would be to recompile the best
>of the STOS games using these new techniques so they would run on all TOS
>machines without having to make the end user recompile them. Then create
>an FTP site that has all these old (and new ;-) games ready to download

yep good idea, theres a lot of good software out there going to waste
because Falcon, TT and even tos 206 users couldnt run them at the
time, unfortunatly the new fixing tecnique <spello? is done as you
compile, so you would need the source to all that software :(
The good news now though is that anyone releasing anything in STOS
will be totally compatable with all OS versions (perleease dont
mention madusa and hades) and the Tempest 2000 type clone I have
started will work on STs, TTs, Falcons the lot with no messing :)

>Obviously, the best of these games come from STOSSER software anyway, but
>it would brilliant to include the best of the rest as well.

Aw shucks <blush>

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR stplus@geocities.com
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5571. STReport #13.12

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <R-IbroV.dpj@delphi.com>
Source record: 125302

03/21/97 STR 1312 Celebrating Our Tenth Anniversary 1987-97!

- CPU Industry Report - AOL, NEW Suit - ATAPI ZIP Drive
- Hayes to buy Cardinal - Shareware Listings - ATM in ORBIT
- Motorola gets Smart - Windows in Chinese - CompuServe Sued
- 3D Tomb Raider! - Towers Review - Classics & Gaming

Intel Sues AMD, Cyrix Corp.
Supreme Court Hears Decency Case
Microsoft Files Piracy Suit

```
___ ___
/ \----/ \ Dana P. Jacobson - Atari Editor - STReport
|-----| |-----| STReport International Online Magazine
/\_0_/ \_0_/\ The Original * Independent * Online Magazine
-| o o |- -* FEATURING WEEKLY *-
/ \_____________/ \ "Accurate UP-TO-DATE News and Information"
\ \ | | | | / / Mail subscription: dpj@delphi.com
ww ooooo----ooooo ww STReport's WEB Site
http://www.streport.com
```

## 5572. FS: STe and...

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: Frank Lockwood <lockwood@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.93.970321185220.71486A-100000@srv1.freenet.calgary.ab.ca>
Source record: 125303

```
1040 STe, TOS 1.06, 1 Meg of RAM
SM 124 Monitor (unmodified, original condition)
50 Meg Supra Hard disk
SF354 External Floppy Drive (not working - perhaps fixable?)
SX212 Modem (1200 baud)
Atari Mouse
Hybrid Arts "SMPTE Box" and
Barefoot Software "SMPTE Track Platinum" v.7.10
Programs:
Microsoft "Write" and original Atari GDOS 1.1 installation program.

Looking for the closest offer to $200 Canadian, plus shipping from
Calgary, Alberta. Email replies please.

____/ /
/ / Frank Lockwood
__/ / Calgary, Alberta, Canada
__/ _______/ http://www.candisc.com/fl/
```

# 5573. Re: Mega STE, 10 MB memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858979304_OASIS_@pcc-uky.campus.mci.net>
Source record: 125304

In article <199703192011.a60373@do2.maus.de>
Frank_Szymanski@do2.maus.ruhr.de (Frank Szymanski) said:-

>Martin's ram card does *not* use the VME slot, its internal. But I would
>recommend to install a PAK with FRAK instead because with a FRAK your ST
>can have up to 64 megs of FastRAM.
>
>Tschuess

Just out of curiosity, will the PAK030 fit -inside- of the Mega STe's case
without having to do any major surgery? Thanks in advance! :)

--

```
_/_/_/
```

# 5574. >> Falcon BiT BOPPER Source Code For Sale <<

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: alex@artwalker.com
Message-ID: <alex-2103972003500001@tdw.vip.best.com>
Source record: 125305
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,z-netz.rechner.atari.hardware

```
>> Falcon BiT BOPPER Source Code For Sale <<

All information is online at:

http://www.artwalker.com/bitbop/

--
Q:2000 (Liberator)

"Together, we can dream a new world into reality."
- Deepak Chopra
```

# 5575. Re: STFax

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: jaubrey@jaubrey.demon.co.uk
Message-ID: <858972268_OASIS_@jaubrey.demon.co.uk>
Source record: 125306

In article <858921916@acpu.com>
tom.derrick@acpu.com (Tom Derrick) said:-

>Hello, Joseph. You said:
>
>|I am looking for peopel who use ST Fax. I have the latest version
>|2.5, running it on a mega STe 4 off of a hard drive, using a Supra
>|144LC modem.
>
>Well, I run v2.5 on a TT, serial port 2, and used a Best Data 14.4
>before I got this Supra 288.
>
>I did have some problems sending faxes after running STalker; the
>send would hang after '15%' sent. I had already installed the STalker
>exit script. I no longer have this problem; at least I haven't seen
>it for a while. It seems to have healed itself.
>
>|Sometimes while trying to fax people, I have problems after the
>|first page. The page will send just fine, but at the end of the
>|page, the software waits for a signal to tell it o go on to the
>|next page.
>|Sometimes, ST Fax times out and hangs up. I know that these other
>|machines work, because I have to use a friends fax to send to
>|document.
>
>STFax is waiting for 'page acknowledge' from the other machine. It
>sounds like it isn't getting it. Perhaps phone line glitches? This
>problem might be pretty hard to track down. Have you tried it from a
>'clean' system?
>
>|If anyone wouldn't mind exchanging a few pieces of e-mail to maybe
>|help
>|me out, I'd really apprciate it.
>
>I wouldn't mind a bit. But I would suggest that you try to get ahold
>of Charles Smeton; he is bound to know more about it than me. IIRC,
>he is c.smeton@genie.com.
>

I had (sometimes still have) the same problem with my copy. I put it
down to a 'fax error' at the other end. The email given by the last
poster will return to you, no such user, try stfax@toad.net. I would
however like to ask a question my self, how do you get past the login
point on toad BSS?

Thanks,

James

--

---
jaubrey@jaubrey.demon.co.uk | Also known as _James_ on #atari or
jaubrey@cix.compulink.co.uk | #Aubrey on IRC 20-23hrs GMT
New web address: http://www.jaubrey.demon.co.uk
---

# 5576. Re: Netscape for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7Dwy1.3Kq@gazette.stortek.com>
Source record: 125307

In article <3331AD5C.6A5@cfcsc.dnd.ca>, Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:
>replying to antbbaker@aol.com (AntBBaker)
>Nicholas Bales, Toulouse, France wrote:
>> Looking at your two posts (the other one about emulating a mac on an Atari),
>> it seems that you don't know much about computers, which is not so surprising
>> nowadays when they are all selling 'multimedia systems', not computers.
>
>quite true :^)
>
>....opposite though is theoretically possible, provided
>> of course you have an emulator program (Note: there is no ST emulator for Mac
>> at this time).
>
>Hmm. what is MagicMAC? I *know* it's not an "emulator", but still. . . :^)
>

Not really an emulator, but you're right, it will run most GEM software I
guess...

>> Your post about the Atari emulating a mac: First of all, the mac emulator
>> (Spectre GR) you are talking about was back around 1987 or 88. It could only
>> possibly emulate a very old 1985 macintosh, and even then, the emulation was
>> quite slow. You needed 4Mb of RAM to emulate a 1Mb Mac (which was the
> standard
>> in those days). A modern day Pentium can only just emulate a 1985 Atari ST.
>
>It emulated a Mac+ with a larger screen and faster drive. On my 4MB Atari I get
>
>a 4MB Mac unless I tell SpectreGCR that I am using the Atari SLM804 laser
> printer,
>in which cae I have a 2.9MB Mac. Sorry - I've used those old Macs, and
> Spectre's
>emulation was quite _fast_! Not posible to run System7? maybe. there is a
> software
>product(OptiMEM's RAM Charger) being sold that states it will allow 4MB limited
>
>Macs too run System 7, but I've not tested it with SpectreGCR.
>

All right, I stand corrected. I never have actually used Spectre.

>> Back to this post, Netscape Navigator exists in PC and Mac (and various Unix)
>> flavours. There is no Atari version of Netscape, and I can't imagine Netscape
>> Corporation investing today in porting a Netscape to the Atari platform.
>

>Yes, I don't even think it has been ported to Linux68K :^(
>
>> There are however a few Atari web browsers around, like the STiK/CAB package
>> or WebSpace.
>
>and MiNT/MiNTnet/CAB, MiNT/X/Chimera, Termite(RSN), Oasis?
>

Based on the questions the original poster was asking, it sounded more like he
was a computer newbie... So the MiNT solutions might not really be the best
for him.

>> You'll probably find a few useful links at Hallvart's launchpad page:
>> http://home.sn.no/~hallvart/pages/atari.html
>
>too true.
>
Nicholas Bales, Toulouse, France

# 5577. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: Colin Polonowski <polonowski@zetnet.co.uk>
Message-ID: <01bc3653$96958ca0$dc28f7c2@zetnet.co.uk>
Source record: 125308
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

> > If you mean the old 8-bit stuff, check out http://www.emulators.com/ -
home
> > of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
> > selling XFormer cables to do the thing you want, they have plans
available
> > to build your own cable.

> What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
> got against the good old 8bit?

The ST is 16 bit... Frank is talking about the relatively old Atari XE etc!

# 5578. Web pages

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: !ynoT
Message-ID: <3335175c.18796087@news.airtime.co.uk>
Source record: 125309

Hmm theers been plenty of response the the warez file site
idea...sneaky :)

And none to my plea for space to plonk ST+ Diskmagazine on line and
all info and backcopies info etc every month? ..hmmmm strange?

I have managed to get a space at geocities, well i got two web pages,
well my wife got one and i got one <ahem cough!>

I went there two days on the trot, theres loads of free web pages
going in the times square area, from around area 6000 upwards,

Coming soon, ST+ Dismagazine on the web :)

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR stplus@geocities.com
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5579. Re: WTB Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: "L. Frank Stallings" <farnorth@polarnet.com>
Message-ID: <33338E53.AB8@polarnet.com>
Source record: 125310

Jim Calkins wrote:
>
> No monitor needed.
> 1 Meg ST
> Want to spend around $55
> Anyone selling?
> >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
> Jim Calkins Internet: jcalkins@cetlink.net
> <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
sure I havw 1mb 520st with power supply

# 5580. Re: Where in U.S. to buy Link96?

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: "L. Frank Stallings" <farnorth@polarnet.com>
Message-ID: <33338FB4.5B17@polarnet.com>
Source record: 125311

Goetz Hoffart wrote:
>
> RN>Ok, I know I need a Link96 to use my SCSI ZIP drive on my ST2 but
> RN>where can I get one in the U.S.? Tried Toad on the net .. no luck.
> RN>
> RN>What software is required also? Apparently all this stuff is made in
> RN>Germany, so where do we get it?
>
> Send an EMail to norwiecz@aol.com / http://members.aol.com/NorWiecz. Norbert is
> the developer of the Link96. I suggest to use HDDRIVER, very reliable and fast
> (and comes in a bundle with your Link96, if you want).
>
> Gr$B|_(Je
> G$B&#65533;t(Jz
sorry about the comercial been here since '86
Atten: Frank
FAR NORTH ATARI COMMPUTERS
515 Craig Avenue
Fairbanks, Alaska 99701
phone 907-456-3700

```
We accept Visa, Master Card, American Express, Optima,
Discover, Carte Blanche, and Dinners Club
```

# 5581. Re: Tell me about ASH's Phoenix

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <5gv0iq$l5i$3@mark.ucdavis.edu>
Source record: 125312

Goetz Hoffart (Goetz_Hoffart@ka2.maus.de) wrote:
>
> Phoenix is a relational database, fully GEM-integrated with batches,
> reports and SQL query. It's quite nice but I think a really powerful
> language is missing (something like AdiTalk). It is surely not as
> powerful as Access but it does its job.

So, like Access but without the support for Access Basic code? SQL and the batch ability would still go a long way.

Many thanks for this brief description. It amazes me that no US or UK distributor has picked up on this product. It really would fill what I see as one of the biggest gaps in the TOS software library. I'm tempted to buy it, but I know the German user manual would cause me too much frustration.

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-----------------------------------------------------+

# 5582. Atari Cubase Wanted

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: Michael Uman <muman@jvcmultimedia.com>
Message-ID: <33330DBB.1A5A@jvcmultimedia.com>
Source record: 125313

WANTED - Cubase Software for Atari ST / Falcon. Preferably non-audio original version with manuals. I am located in West Los Angeles. Call Simon at (310) 823 2651 as the above is not my email address.

# 5583. oops - no F: 8-((

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <858979832_OASIS_@swampdog.demon.co.uk>
Source record: 125314

Hi Folks,

My own fault - I should have fixed it, or at least backed it up a bit more regularly until I had.

Anyway, I just lost all my emails etc 'cos of rampant corruption on ye olde "internet" partition. So, if any of you are expecting a response from me then you'll have to remind me because anything after Jan 1997 has gone to that great void that only an msdos compatible file system could ever produce!

The terms, 'beer' and 'more beer' seem to posess an irresistable appeal - I just might investigate it further ...

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 5584. Re: ACCEPT MAJOR CREDIT CARDS !!!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <858981236_OASIS_@nordnet.fr>
Source record: 125315

In article <5grqht$7f$1@eddie.sonnet.co.uk>
mnb20@cam.ac.uk (Mark Baker) said:-

>The thing in the path header is used for cancel bots, so servers that do not
>want to honour them can just drop them with a !site in their newsfeeds file.
>I've never heard it suggested that humans should put them in their cancels,
>though I suppose it does make sense for spam.

I've just verified in the FAQ, it's nowhere said it's reserved for
cancel bots. And I can't see a reason why human cancellers should not do
it? In fact I think a human canceller should use a bot or at least a
script to help him write a cmsg. If he does it by hand, errors are
unavoidable one day or another.

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -===- A happy Falcon owner from France -===- */

# 5585. Re: Auto folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <858949350_OASIS_@nordnet.fr>
Source record: 125316

In article <858921907@acpu.com>
tom.derrick@acpu.com (Tom Derrick) said:-

>(Not to confuse the issue, but... I have occasionally copied in a
>.prg to the auto folder, and then gone to re-order the folder, and
>found that the new .prg was /not/ last, as I expected it would be.
>Anybody know what voodoo /this/ is?)

It's because you have deleted a file before. In the directory the
entry of the deleted file is freed. When you copy/create another file
there, the new directory entry is created in the first free place, not at
the end after the last entry.

Real voodoo is how (single) TOS orders ACCessories in the leftmost
menu... =<:-)

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

# 5586. Re: ACCEPT MAJOR CREDIT CARDS !!!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <858976262_OASIS_@nordnet.fr>
Source record: 125317

In article <5goub4$ut$2@nadine.teleport.com>
atari@teleport.NO.SPAM.com (Rich Tietjens) said:-

>I've read the FAQ (it was posted in n.a.n.a just today) and all the
>RFCs; I read n.a.n.a.m daily.

Oh? You have read the cancel FAQ? Could I politly suggest you read it again? Sorry for the sarcastic questions, but you said false things in your previous article. And don't misunderstand my words, I was talking from the technical side.

>The spam level is increasing. If the average citizen doesn't do
>anything, within 3 months the ONLY thing on the 'net will be spam.

Spam is annoying, but if you give rockets and missiles to everyone you'll perhaps get more annoyed. And perhaps everybody also, when they will see the first consequences of *using* the weapons you gave them (lawsuits, errors, mailbombing, etc...). And what would you say the day a little nervous guy will use one of your missiles to zap an annoying thread about Magic (or Stos) because he thinks MiNT (or GFA) is so better? You must at least think about such things before any weapon distribution.

>I will continue to spread the word on how it's done.

Well, at least explain the *real* cancel procedure.

All that said, I thank you for what you have done (and do) against spam for our quietness here on atari groups.

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

# 5587. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703210237.a10270@ka2.maus.de>
Source record: 125318

AC>I think, Goetz means something different. I'll explain it with an
AC>example:

You're right, but that's not what I meant :-) It is really possible to hang in interrupts and call the AES there with MagiC.

Regards
Goetz

## 5588. Conversion from .DOC to ASCII text file?

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3331e028256272@sn.no>
Source record: 125416

Is there a utility around which will convert 1st Word+ files (.DOC) into
plain ASCII files? Preferrably Free/share-ware/PD.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

## 5589. Phasar

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: Ray Pilon <rpilon@achilles.net>
Message-ID: <01bc359a$be459c40$63ce35c6@default>
Source record: 125417

I'm looking for a copy of Phasar for the PC. I have an ST copy can anybody help??

Ray

--
Knowing what you want isn't worth much unless you know how to get it...
Email rpilon@achilles.net
Homepage- http://www.ncf.carleton.ca/~ai232/
Ham Radio Call VE3VKH

# 5590. Re: Help Needed On a few different Atari Th

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gsret$e07$2@nadine.teleport.com>
Source record: 125418

On 19 Mar 1997 23:54:48, ataris@home.au wrote:
>Could some of you kind people with access to resource's for Atari's help me out
>please. First up I need to know what type of hard drive can be attached to the
>HDPort on an Atari STe and STfm As I have a few 540 meg IDE spare's from PCs and
>some 260meg scussi Seagate's but cant find info any where on Atari's and hard
>drive's. I dont want to butcher the machines either to get some thing non suited
>to work on my machine's.

You need SCSI drives. Seagates should work great - you need a suitable
host adapter, that's all. The Link96 is arguably the best you can get
right now. Assuming you have Web access, you should find a link to
Norbert's pages at my site (see sig file below) but just in case:
http://members.aol.com/NorWiecz/index_e.html
Be sure to order the version that includes HDdriver, it's well worth the
extra cash and you're going to need some kind of driver software anyhow.

>Next could some one please post a few addresses of supplier's that have mail
>order any where in the world for the purchase of TOS ROM's they have not been
>available in my part of the world since 1991.

Toad, Computer Direct, Best Electronics - all listed at my page, but
send email to info@compdirect.com or info@toad.net for email replies.

>Another request is for an EPSON LQ400 Printer Driver I only have the daisy wheel
>driver that came with First Word and it only prints on every second page when
>I,m using tractor feed.

It sounds like you have form feeds turned on in First Word, or possibly
the printer is set up for auto form feeds; turn that feature off.

>I would like to purchase a blitter chip as well if any one can point me in the
>right direction.

Same vendors as the TOS chips - see above.

>Another need is for shareware or other Modem Drivers / Comms Software capable of
>speeds higher than 9600 once again nothing can be found in my part of the world
>And I have spent many hours on the German FTP sites and fu net but with no luck.

Go to ftp.teleport.com/users/atari and try STarcall - it supports 19200
on your machine (faster if you have a modified serial port; the hardware
on the bog-standard ST is limited to 19200, however). You alos need
HSmodem 7 which can be found at the same place.

>About the TOS ROMS my STx1040 was a prototype and it had the 1985 ROMs in it
>I bought it in 1990 as a new unit. Atari offered to buy it back and give me a
>good STfm1040 or STe as an exchange but at the time I thought it was pretty

>different having a prototype that was shipped by mistake. Should have swapped it
>and I would not be having the troubles I am now with it.

Get TOS 1.04 and it will take care of most problems.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 5591. Re: MIDI sequencer

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gsrf5$e07$3@nadine.teleport.com>
Source record: 125419

On 19 Mar 1997 21:53:48, Rolf Nilsson / RONI MUSIC wrote:
>Affordable sequencing
>
>
>It's amazing the things you come across at times Little treasures
>just lurking out there to be found....
>
>I first read about Sweet 16 on the internet, in the
>comp.sys.atari.st. newsgroup. Big deal, another ad. Demos available.
>OK, I'll give it a try. Well, I'm impressed! I found a good MIDI
>sequencer at a reasonable cost.

<SNIP>

Rolf, I'm sure the Sweet16 sequencer is good (not being musical, I couldn't say for certain, but if it werent', certainly someone in the newsgroups would have said so by now). However, for you to come in and post an article that pretends to look at it as a third party can only cause readers to view both RONI Music and Sweet16 with suspicion; it sounds very much like the spams one sees constantly in other areas of the net, wherein some fictious person claims that they "found" a great web site - and when you point your browser at it, lo and behold, the site is a pay-for-play commercial site.

I would strongly advise you to simply reword your articles and say right up front that the Sweet16 demo is something you have available - trying to pretend that you aren't connected is especially ludicrous when "RONI Music" is all over the headers in your articles.

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NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 5592. Anyone understanding French here?

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3331e028255a71@sn.no>
Source record: 125420

I found a folder on my harddisk called simply "68882". Obviously it has
something to do with the FPU (?) on the MegaSTE, but what?

Since my French is pretty rusty, can someone who understands the language
please tell me what it's about by looking at the "readme" below?
(I don't need a translation of it all, just an explanation of what it
does).
Thanks.

Hallvard

---
Le programme 68882 doit ?tre plac? dans le dossier AUTO
de votre partition de boot (C).

Ce programme permet l'utilisation d'un 68882
dans un Mega STE avec les programmes compil?s en
TURBO C et PURE C. Il n'a pas ?t? test? avec les
programmes compil?s en LATTICE C qui sont plus rares
mais si vous aviez un tel programme qui ne
fonctionne pas, nous vous prions de bien
vouloir nous envoyer ce programme pour que nous
fassions une mise ? jour du programme 68882.

Olivier Oeuillot pour RETOUR 2048.
Juin 93

RETOUR 2048 n'existe plus. Contacter
CZUBA Rodolphe
28 rue des sorbiers
60290 Laigneville

Decembre 95
---

--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5593. Re: Netscape for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: gfrajkor@rideau.carleton.ca
Message-ID: <5gstdg$q83@bertrand.ccs.carleton.ca>
Source record: 125421

In article <E7C5pp.4Ix@gazette.stortek.com>,
Nicholas Bales, Toulouse, France <bales@garonne.stortek.NOSPAM.com> wrote:
>In article <19970319012001.UAA23481@ladder01.news.aol.com>, antbbaker@aol.com (AntBBaker) wrote:

>Your post about the Atari emulating a mac: First of all, the mac emulator
>(Spectre GR) you are talking about was back around 1987 or 88. It could only
>possibly emulate a very old 1985 macintosh, and even then, the emulation was
quite slow. You needed 4Mb of RAM to emulate a 1Mb Mac (which was the standard
>in those days). A modern day Pentium can only just emulate a 1985 Atari ST.

I beg to differ. The Spectre GCR 3 ( I have two and still use
them) emuulated a Mac Plus. With one meg of RAM in my 1040st, I could
run Mac software considerably faster than the Mac Plus could. It used
to astonish the diehard Mac people who used to look down their noses
at Ataris. The Spectre was (is) a great product. With 4 MB ram,
which I now have, it works even better and crashes less.
I have not tried it, but I would imagine that if there is an
early version of Netscape or Mosaic that ran under the system 6.x of
the Mac Plus, it would run on the Spectre GCR
Obviously, modern versions would not.

gfrajkor@ccs.carleton.ca

## 5594. Tape drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-21 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <858921908@acpu.com>
Source record: 125422

ebaiz@qtm.net (Edward S. Baiz Jr.) wrote:

|I finally found a tape bckup drive that works well with my Hades 060
|and Diamond Back III. It is the CTM3200 by Connor. It is a 2gig/4gig
|drive and was only $139 from Corporate Systems Center. I have never
|had a hard drive crash, but it is nice to know that I have my data
|backed up.

Cool! How do I get in touch with Corporate Systems Center?

"The Poor Deluded Soul" - tderrick@acpu.com

... What happens if you get scared half to death twice?
___ Mountain Reader II - #00000077

# 5595. Re: Auto folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <859072018_OASIS_@swampdog.demon.co.uk>
Source record: 125223

In article <5gvk3g$9vp$3@nadine.teleport.com>
atari@teleport.NO.SPAM.com (Rich Tietjens) said:-

>
>On 21 Mar 1997 05:25:07, Tom Derrick wrote:
>>
>>(Not to confuse the issue, but... I have occasionally copied in a
>>..prg to the auto folder, and then gone to re-order the folder, and
>>found that the new .prg was /not/ last, as I expected it would be.
>>Anybody know what voodoo /this/ is?)
>
>
>If you delete a file from th AUTO folder adn later copy something else
>in there, it may end up occupying the slot in the FAT that the first
>file formerly did.

Here begins an essay ... <G>

Close. A filename is stored in a 32 byte directory slot, the first 11 bytes of which is used for the name. If the first byte of the name is zero then the entry has never been used. If it is hex $E5 then the entry has been used and subsequently deleted. Any other value represents a valid filename entry.

When the operating system wants to store a new file it scans the directory slot list from the beginning and uses the first available slot, that is one with a zero or $E5 as its first byte.

The FAT is actually a single linked list. The directory slot contains a single (12 bit for floppies, 16 bit for HD's) cluster value. This indexes into the FAT and represents the first cluster used by the file (some calculation is needed). Locating subsequent clusters used is achieved by reading the value at the current FAT position and using that as the next FAT index. This is repeated until a special "end of file" FAT value is encountered. Another part of the directory slot stores the exact file length so the system can tell how much of the end of the final cluster is garbage.

When a file is deleted, all the system does is plonk $E5 in the first byte of the name then follow the FAT chain changing the FAT values to zero which represents "available for use". The rest of the data in the slot is not touched and neither are the clusters which were used by the file.

>I suspect it has to fit within the space vacated by teh previous
>occupant, but don't feel obligated to run the necessary experiments to

>verify that. <G>

When a file is created the system just starts looking for zero entries in the FAT then links them together. It makes no attempt to find enough empty clusters together, it just starts at the beginning of the FAT linking them together wherever it happens to find empty ones until it has found enough. This is how fragmentation occurs.

When using an "undelete" utility, it becomes apparent that conditions have to be just right to retrieve the file ...

1) The deleted file's directory slot must have not been used.
2) None of the clusters used by the deleted file can have been used by later files, otherwise part(s) can be corrupt.
3) The cluster chain is irrevocably lost, so odds are that unless the clusters that were allocated happened to follow one after the other then chances are slim. ie the greater the fragmentation the worse the chances of retrieval.

About the only clever bit about the msdos scheme is that subdirectories are organised the same as files so much of the code used for files can be re-used. This is why there is no real limit on the number of filenames that can be stored in folders - the "subdirectory file" will just be extended. The root directory does not have this luxury which is why its size has to be fixed on partitioning or formatting.

This is one area where Micro$lop would have had *good* reason to change the implementation slightly when storage became less critical. Rather than free up the FAT on file deletion, they could have just stored $E5 then made the code look for unallocated slots in preference to the first free one. Only when the slot got used or lack of space dictated then should the FAT then be freed up. Undelete would be better. Also, the code should have looked for enough consecutive FAT entries on creation which would have lessened fragmentation and thus head movement. Both ideas are backward compatible also. The proof that these are good two good ideas is easy - Micro$lop never implemented them! ;-)

Here endeth the essay [and the cider] <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 5596. Re: Netscape for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: Tom Wilkinson <northerner@solarwinds.com>
Message-ID: <3334ACB9.41E1@solarwinds.com>
Source record: 125224

A modern day Pentium can only just emulate a 1985 Atari ST. You

Danger Will Robinson - Error Error. A modern day Pentium can run gem applications at *many* times the speed of that 1985 Atari ST. Actually, a 386 DX40 can emulate Gem in a useable way if your video card is good enough.

> Your post about the Atari emulating a mac: First of all, the mac emulator
> (Spectre GR) you are talking about was back around 1987 or 88. It could only possibly emulate a very old 1985 macintosh, and even then, the emulation was quite slow. You needed 4Mb of RAM to emulate a 1Mb Mac (which was the standard

Also not true. When Spectre came out it could run mac software at a speedy 8 mhz compared to the mac plus 5.7 mhz. And four megs of ST ram gave you about 3.8 megs of Mac Ram.

A megaste could run mac software at about 16mhz, comparable to an SE30.

> an emulator because of the ram limitations, the old System 6 OS, the long gone
> Spectre GR software, the Atari cannot rune with more that 4Mb. That's a
> hardware limit that can only be broken with serious and expensive hardware
> modifications.
>
Spectre can run Quark Express 3.1, Aldus 3.1 and lots of serious software. The area you are correct is about the system limitation, limiting Spectre to system 6.xx. That rules out netscape use because as I understand, all the tcp software to log into the internet requires system 7.x.

In my opinion, there's been few emulators produced as well as spectre was.

# 5597. Re: Mega STE, 10 MB memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32208_please@no.spam.mail.here.mettav>
Source record: 125225

FROM: SSweet@mettav.demon.co.uk
SUBJ: Mega STE, 10 MB memory upgrade

FS> Martin's ram card does *not* use the VME slot, its internal. But I
FS> would recommend to install a PAK with FRAK instead because with a FRAK
FS> your ST can have up to 64 megs of FastRAM.

Ive been imformed that the limit is 16Meg on a FRAK

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I don't believe this 3rd time lucky crap!..... Yet!.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5598. Re: Poll: What kind of hd backup do you use?

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32206_please@no.spam.mail.here.mettav>
Source record: 125226

Yo! Spencer Dude!

Whilst under caution Spencer said to Officer Steve :~)

m>>> What kind of hardware? Tape backup? Zip? Sequest removable?

SS>> Ive got a Hewlet Packard 2Gig DAT Drive.

SD> I've also used a Wangtek QIC150/250

I'd like to get hold of a Wangtek 5150 so's i can sponge off delboy.

SD> and an Exabyte 2500 Video8 streamer on both my Falcon and TT.

SS>> I use a prg called Gemar

SD> I've tried using Gemar (Diamond Back 3 wouldn't recognise the Exabyte)
SD> but it bombs out on me if I try to back up to much (currently backing up
SD> about 2Gb on the Archive DAT). DB3 works providing I run it under TOS
SD> otherwise it bombs under Magic when the backup has finished.

Strange, KevO uses gemar on his 16Gig DAT with no prob's.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Insert some wit of your choice here _____________________________.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 5599. Help Needed On a few different Atari Thing's

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32199_please@no.spam.mail.here.mettav>
Source record: 125227

a>
a> Next could some one please post a few addresses of supplier's that have
a> mail order any where in the world for the purchase of TOS ROM's they
a> have not been available in my part of the world since 1991.

I'd try each of these for TOS ROMs. I'm not sure how reliable the System
Solutions EMail address is atm...

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Company Name Contact methods Product types

Atari Workshop Utilities/Hardware/Repairs
Windsor Business Centre MIDI setups
Vansittart Road Tel: +44 (0)1753 832212
Windsor Fax: +44 (0)1753 830344
SL4 1SE EMail: ssolutions@cix.compulink.co.uk
WWW: http://www.ssolutions.com

C&P Rossiter Repairs/Hardware
Cornerways
48 Park Road
Hucknall
Nottinghamshire Email: candpross@innotts.co.uk
NG15 7LU Tel/Fax: +44 (0)115 968 1870
Note: Phone number may have changed to +44 (0)115 953 2497

System Solutions Utilities/Hardware/Repair
The Desktop Centre MIDI setups
17-19 Blackwater Street
East Dulwich Tel: +44 (0)181 693 3355
London Fax: +44 (0)181 693 6936
SE22 8RS Email: ssolutions@cix.compulink.co.uk
WWW: http://www.ssolutions.com

The Upgrade Shop Hardware/Repair
Unit F2, Venture House
Cross Street, Macclesfield
Cheshire
SK11 7PG Tel/Fax: +44 (0)1625 503448
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

I'd advise getting a memory upgrade board and DS floppy at the same time t

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#########################################################
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 5600. Reading Dos files on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: M.Riesenbeck@net.HCC.nl
Message-ID: <3334f99d.14797006@news.nl.net>
Source record: 125228
Cross-posted to:
nl.muziek,nl.comp,alt.atari,alt.binaries.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.software

Hello,

I'm wondering if it is possible to read my midi files on a Atari ST machine. I use Windows NT/Win95 and Cakewalk for Windows to create my music. I can export to .mid format, and want to put these files onto a diskette and read it on my friend's Atari ST (Cubase).

I know that I have to use a 720 KB formatted DD diskette, but is that all?

Thanks in advance,

Michael.

---
Personal Homepage:
http://www.geocities.com/SunsetStrip/8040/
Alibi Homepage:
http://huizen.dds.nl/~alibiwww
Dutch Bands Page:
http://www.geocities.com/SunsetStrip/1803/

On IRC: ^MR or ries
---

## 5601. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <5h1krj$5dgc$1@news.inet.tele.dk>
Source record: 125229

```
On 22 Mar 1997 13:49:34, Kim Lebech wrote:
> DLD> then quit asking for illegal ROM Images in this site. It'll solve
> DLD> the =
> DLD> problem nicely.
> DLD> =
>
>Ok, let me just say this so you can relax again: THe emulator did not
>work !!! Happy??? (I have an Amiga1200 and this is the problem!)
>
>And now I have a Q 4 U:
>
>Is there a Amiga emulator for the atari ??? if an Atari owner want
>to see if the amiga has something to offer is it then ok for him to
>get a rom to test it?? NO (but when YOU are in the same situation then
>I'll bet you will shit on the rules and then just do it. No NO of cause
>you will buy a Amiga to test it would'nt you?? (Right!)
>
>So please stop being SO strict!!
>
> >> RT> Judging from the X-Newsreader header, you make a regular habit of
> >> this=3D
> RT>> sort of thing.
>
> >> Ok since when is it a crime to use unregistered software????
>
> DLD> maybe not a crime, but certainly a breach of faith between you an=
>d
> DLD> the =
> DLD> programmer, who certainly should deserve some monetary compensation
> DLD> for his
> DLD> hard work. Get your crowbar out of your wallet and send him a
> DLD> registration =
> DLD> fee, loser.
> DLD> =
>
>As far as I know the programmer does not develop my mailer anymore, so
>why should I??
>
> >> RT> Buy a copy of TOS, or get lost. Thieves are not welcome.
>
> >> Yeah they are pretty easy to get!! Ok I will go to my Atari Store
> >> tomorrow and get a rom :*/*\*/!! really funny!!
>
> DLD> why not check Goodwill, or some of the music shops? I'm very
```

> DLD> sure
> DLD> you'll find a nice used ST there so you can legally own your ROMs to
> DLD> take
> DLD> the dump from!
>
>Hey, where do you live?? in a cave where they have just oppend an
>Atari ST store. Better think again! Denmark is pretty much the most
>hitech country in the WORLD!! So there are NO Atari's!!!! (for sale!)
>I have checked papers/used gear/everything..
>
>OK!!??
>
> DLD> Oh, wait, I forgot - you're an idiotic tightwad who
> DLD> thinks =
> DLD> the world owes him.
>
>I am so sorry that you live in some old stinking cave..
>
> >> moron!
>
> DLD> you certainly are! :)
>
>hahaha you are really funny caveman!!
>
>
>.

# 5602. Auto folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32228_please@no.spam.mail.here.mettav>
Source record: 125230

*Hi Tom.derrick@acpu.com*, on 22 Mar 97 you wrote: ...respect, brethren

td>
td> (Not to confuse the issue, but... I have occasionally copied in a .prg
td> to the auto folder, and then gone to re-order the folder, and found
td> that the new .prg was /not/ last, as I expected it would be. Anybody
td> know what voodoo /this/ is?)

If you've ever deleted a file on your Autofolder there'll be a gap in the
directory list which is filled first by the next new file.

td> | the HD partition is not copy protected, but the boot and root
td> | sectors are.
td>
td> How does one do this? Tell me more.

There's CPX that comes with HDDriver that does this - HDDRCONF.

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 5603. Re: Oasis where?

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <13977855_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 125231

>Don't waste your time ... Oasis 2.10 pretend to support PPP but in
>fact it doesn't ... A lot of people has spent too much time trying
>to make it run in PPP ... It doesn't ... It's really a shame for the
>program and the creators who do even not answer to our complaint ...
>Then whe have no choice and must continue to use the old 1.35E version
>which, helas, doesn't support true GEM windows ...

Oasis does in fact support PPP. However it appears there are two PPP
standards, an older standard which it does work with and a newer one
where it failed. The newer standard was only discovered by Dave about
10 days ago, and he is now working hard to implement the 16 additional
commands needed.

--

---
dbrewood@nest.demon.co.uk
---

# 5604. FS: Atari ST Software

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: j-young@msys.net
Message-ID: <5h16qj$4f3@lois.zippo.com>
Source record: 125232

Hello,

The following ST software is for sale. All programs include the
manual unless noted. Shipping is extra. No CODs.

$23 STraight Fax 2.5 Full-featured fax program
$14 Pagestream 2.2SE Desktop publishing with Postscript support
$14 ImageCopy 3.5CD Multi-format image capture and manipulation
$14 XBoot 3.10 *THE* boot manager for the Atari

$ 9 Chaos Engine Intense arcade action from the Bitmap Bros
$ 9 Doodlebug Colorful, fun platform game from CORE software
$ 9 Torvak the Warrior Side-scrolling action game from CORE software
$ 9 Wolfchild Action-packed arcade adventure from CORE software

$ 7 Misc Chips YM2149 Sound Chip, WD1772-PH, 8519 (2)

Email if interested.

# 5605. Re: Virtual Web 2!

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <E7GJty.517@cix.compulink.co.uk>
Source record: 125233

In message <33360cf0.21020040@news.airtime.co.uk>, !ynoT said:
> On 22 Mar 1997 15:58:16 +0100, hallvart@sn.no (Hallvard Tangeraas)
> wrote:
>
> > On Thu 20-03-97 19:36, Christopher Good (cgood@cix.compulink.co.uk)
> > wrote:
> > > In the meantime I'll be scanning the Web for as much Atari related
> > > stuff I
>
> You can have mine again, its a lot different than last time :)

Are you sending them or do I have to go get 'em?

Chris

# 5606. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703221910.a10271@ka2.maus.de>
Source record: 125234

D>merely an example of MagiC not being able to multitask in supervisor
D>mode.

I don't know Lattice C at all but are you sure the reason why MagiC can't multitask is the supervisor mode? If a program blocks the screen via wind_update() MagiC /does/ multitasking, but you can not see it (because every screen output is stopped).

Regards
Goetz

# 5607. ST USERS

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: meridian <meridian@141.1.29.40>
Message-ID: <01bc3626$708a4be0$281d018d@meridian.nychey.com>
Source record: 125319

Boy, I can say there are some real a$$holes on this newsgroup. Either some of you guys are just jealous of IBM users or you are a wanna be IBM user. There is no need to flame people in the newsgroup. Go take your compliants about piracy issues to some debate newsgroup or something.
As for this newsgroup. This is a ST newsgroup dealing with ST topics, software, emulators,ect... Plus it is one of the only active ST newsgroup(s) around. Since the release of PACifist you will see alot of more activity here also...

# 5608. Re: "Diamond Edge" upgrade patch?

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <333312985965d1@sn.no>
Source record: 125320

On Fri 21-03-97 02:59, Dave Gostl (dbg01@gnofn.org) wrote:

>On 20 Mar 1997, Hallvard Tangeraas wrote:
>
>->I recently bought a used copy of "Diamond Edge" version 2.01.
>->The previous owner mentioned that there's an upgrade patch available which
>->will bring it up to version 2.04.
>
>Are you sure about the version number? A patch to v1.10 was the latest I
>ever saw.

Yes, I'm sure I have version 2.01. That's what it says in the program.

>->Does anyone know where I can get hold of it?
>
>archive.umich.edu/atari/Diskutils/
>de100102.lzh 119 Diamond Edge upgrader, from 1.00 to 1.02
>de102103.lzh 120 Diamond Edge upgrader, from 1.02 to 1.03
>d1034_10.lzh 237 Diamond Edge upgrader, from 1.03 or 1.04 to 1.10
>
>I did the upgrade to v1.10.

Hmmm.... Perhaps there aren't any free upgrades for version 2.x then...

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5609. Re: Anyone had these problems with "Thing"

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3333129a597c82@sn.no>
Source record: 125321

On Fri 21-03-97 07:01, Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:

>
>On 20 Mar 1997 22:14:31, Hallvard Tangeraas wrote:
>>Has anyone experienced these two problems with the "Thing" versin 1.09
>>alternative desktop before?
>>
>>-When opening up a folder with many files it takes a pretty long time for
>>the window to be fully updated.
[...]

>Change the display in windows to plain text - Thing has a problem
>similar to Win95 when displaying icons - it has to read the whole folder
>adn then compare each filename against the icon resource.

Argh! I thought we could do better than have windoze95 features on our
systems.... I hope this feature with the icons will improve in the next
versions of "Thing".
I tried what you said, and you're right, but using icons is so much nicer
than plain text.

>>-Sometimes the system locks up while copying/moving files on the desktop!
>>The "progress bar" shows up, and the "busy bee" mouse pointer is there, but
>>instead of returning to the desktop after the job is done it just keeps on
>>being busy forever...
>>This has even happened before all files have been moved.. A pretty serious
>>problem, so I try to use "Selectric" (the file selector) instead for jobs
>>like this where I have no problems like this.

>Get Kobold and use it for file copies and moves; I haven't had that
>problem, but Kobold should solve it anyhow.

Yes, I'll be getting Kobold in a short while, so I guess everything will go
a lot faster then.

>Oh, and be sure that you
>have NOT enabled write caching in your hard disk drivers (or with
>WBDAEMON or whatever it is). It seems to speed things up, but unless
>you make backups daily, sooner or later, you will lose critical files
>because of the write cache not being flushed when the system crashes.

Oops! I wasn't even aware that I had this option switched on, but I did!
I ran "Hdutil.prg" from ICD and reconfigured ICD's "icdboot.sys" to turn
off the write cache. But having the read-cache on is OK, right?

Hallvard
--

-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5610. Re: ATARI WaReZ

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970322021404363526@pwomar.demon.co.uk>
Source record: 125322

Mark Baker <mnb20@cam.ac.uk> wrote:

> In article <19970320193324152333@pwomar.demon.co.uk>,
> News@pwomar.demon.co.uk (Paul Womar) writes:
>
> > 2 problems:
> > 1, Anyone with common sense will say "This is taking bllody ages! I'll
> > switch the GFX off"
>
> We're talking warez d00ds here. Where does common sense come into it?

I knew someone was going to say that :)

> > 2, Demon webpages have limited bandwidth, >25meg/day gets you onto a
> > slower server, >100meg/day gets your site disabled :(
>
> Isn't a slow server exactly what you want?

If that's *ALL* you have on the server then yep but if you've got some
real pages ont here too then nope.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5611. STBOOK

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: shawnh@on-ramp.ior.com
Message-ID: <33332d6f.0@news.ior.com>
Source record: 125323

i want an st book if you wanna sell me one that works then email me i barely read the newsgroups so dont bother with a reply to this....

and about all these TOS image piracy posts...WHO CARES! sure you can care, but it would be a waste of time (no offense to people who care) what good is it doing to get all mad about it? i dont agree with piracy but it will always happen and i have much better things to do with my time than worry about it on any platform :)

i dont mean any offense to anyone if you WANT to worry about it then keep on doing so...i just had to put in my two cents sorry :)

--

ATARI FALCON /|\http://www.ior.com/~shawnh/

## 5612. Re: Tape drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: ebaiz@qtm.net
Message-ID: <5gvj3s$pfa$1@news2.qtm.net>
Source record: 125324

>|I finally found a tape bckup drive that works well with my Hades 060
>|and Diamond Back III. It is the CTM3200 by Connor. It is a 2gig/4gig
>|drive and was only $139 from Corporate Systems Center. I have never
>|had a hard drive crash, but it is nice to know that I have my data
>|backed up.
>
>Cool! How do I get in touch with Corporate Systems Center?

Their website address is: www.corpsys.com. The drive is still working
fine, but some people have reported some problems with it.

# 5613. Re: Tape drive

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gvk3k$9vp$4@nadine.teleport.com>
Source record: 125325

On 21 Mar 1997 05:25:07, Tom Derrick wrote:
>
>Cool! How do I get in touch with Corporate Systems Center?

Call 408-743-8710, fax 408-745-1816, or point CAB at www.corpsys.com -
I've done some business with these folx, and they are quite
well-informed for PC Pukes. <G> They handle SCSI almost exclusively, so
if you say "I want SCSI-1" they will know that's not the same as EIDE
(which cannot be said for most of the salesdroids at your local Radio
Shack).

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# 5614. Re: Auto folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gvk3g$9vp$3@nadine.teleport.com>
Source record: 125326

On 21 Mar 1997 05:25:07, Tom Derrick wrote:
>
>(Not to confuse the issue, but... I have occasionally copied in a
>..prg to the auto folder, and then gone to re-order the folder, and
>found that the new .prg was /not/ last, as I expected it would be.
>Anybody know what voodoo /this/ is?)

If you delete a file from th AUTO folder adn later copy something else
in there, it may end up occupying the slot in the FAT that the first
file formerly did. I suspect it has to fit within the space vacated by
teh previous occupant, but don't feel obligated to run the necessary
experiments to verify that. <G>

>|the HD partition is not copy protected, but the boot
>|and root sectors are.
>
>How does one do this? Tell me more.

HDdriver from Uwe Siemet does it (although it's not a feature I use).

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# 5615. Re: Anyone had these problems with "Thi

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gvl8e$9vp$5@nadine.teleport.com>
Source record: 125327

On 22 Mar 1997 00:01:52, Hallvard Tangeraas wrote:
>On Fri 21-03-97 07:01, Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:
>
>>>-When opening up a folder with many files it takes a pretty long time for
>>>the window to be fully updated.
>[...]
>
>>Change the display in windows to plain text - Thing has a problem
>>similar to Win95 when displaying icons ...
>
>Argh! I thought we could do better than have windoze95 features on our
>systems.... I hope this feature with the icons will improve in the next
>versions of "Thing".
>I tried what you said, and you're right, but using icons is so much nicer
>than plain text.

I agree - so I live with the lower speed. The Nemesis should improve
that. <G> A big second-level cache would help, too. Hmmm, maybe run
Thing from a RAMdisk?

>>... be sure that you have NOT enabled write caching in your hard disk
>>drivers ...
>
>Oops! I wasn't even aware that I had this option switched on, but I did!
>I ran "Hdutil.prg" from ICD and reconfigured ICD's "icdboot.sys" to turn
>off the write cache. But having the read-cache on is OK, right?

Basic rule: Read cache GOOD, write cache BAD! If you back up
everything important every day, the write cache is OK - but you can
still lose all open files when the crash comes. Read cache doesn't
write to the disk, though, so it can't harm you.

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# 5616. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <33331296595700@sn.no>
Source record: 125328

On Mon 17-03-97 15:17, Kim Lebech (lebech@post3.tele.dk) wrote:

> RT> Buy a copy of TOS, or get lost. Thieves are not welcome.
>
>Yeah they are pretty easy to get!! Ok I will go to my Atari Store
>tomorrow and get a rom :*/**/!! really funny!!

In Denmark where you are you can contact Indigo 2. I've ordered from them
several times and I've been very happy with their services.
You can also order TOS from them. Their web page is at:

http://194.19.145.26:80/users/indigo2/

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5617. Re: Q: SCSI ZIP on Mega 2 ST .. how?

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: csilver@kendaco.telebyte.Spam.This.com
Message-ID: <5h00vu$luv@news.telebyte.com>
Source record: 125329

On 20 Mar 1997 23:11:08, Paul Womar wrote:
>>Charles Silver <csilver@kendaco.telebyte.com> wrote:

>> Do yourself a favor and get an EZ Drive if available :) The "Price is Right"
>> and setup is a breeze. You'll thank me later. The only reservations I have
>> were a post from "Kevin" who used them as a data backup for video files.
>> I've never had this problem. As always "Caveat Emptor!"

>Lots of people, especially in the US recommend the Syquest but over here
>they are VERY difficult if not impossible to get hold of! I have not
>seen one advertised for sale for well over a year :(

Hi Paul,

OK, if any Atarians in the UK want a SyQuest EZ Drive I'll see what I can do.
The last add I saw was priced at $119 US. If anyone is interested let me
know and I'll double check the price to send one to you in the UK. I haven't
done this before, but I will if you want one :)

Charles

P.S. At least Nemesis is available to you. No so in the USA.

# 5618. Re: ST USERS

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: geh3rd@exis.net
Message-ID: <5gv9k7$ies@grouper.exis.net>
Source record: 125330

On 21 Mar 1997 22:29:23, <leslieh@valis.worldgate.com> wrote:
>meridian <meridian@141.1.29.40> wrote:
>: Boy, I can say there are some real a$$holes on this newsgroup. Either some
>: of you guys are just jealous of IBM users or you are a wanna be IBM user.
>: There is no need to flame people in the newsgroup. Go take your compliants
>: about piracy issues to some debate newsgroup or something.
>: As for this newsgroup. This is a ST newsgroup dealing with ST topics,
>: software, emulators,ect... Plus it is one of the only active ST
>: newsgroup(s) around. Since the release of PACifist you will see alot of
>: more activity here also...
>
> Although I have no intention of continuing the arguments, the truth is
>that I am neither jealous of PC users, nor do I want to be one of them.
>However, my reason for replying is that copying TOS images is illegal, and
>the fact that the copyright holders of the item in question are not doing
>anything with said item does not nullify their copyright. TOS is
>copyrighted, and as such, copying it is piracy, just as certain as copying
>MagiC, Windows 95 or AT&T UNIX is illegal, carrying the same penalties.
>Some of the users here are coming across as erratic, but considering how
>many different platform users come here to harass Atari users, I'm not
>surprised by their vehemence. Besides, they're right.
>
>Leslie
>.

Here, here, well said!!!!

## 5619. Falcon Ethernet NIC ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: Landier Stephane <slandier@icon.co.za>
Message-ID: <333318E9.8D0@icon.co.za>
Source record: 125331
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can somebody tell me if it is possible to conect a Falcon on an Ethernet
Network ?
Thanks
Steph

# 5620. Re: Virtual Web 2!

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gvk3a$9vp$2@nadine.teleport.com>
Source record: 125332

On 20 Mar 1997 19:36:00, "Christopher Good" wrote:
>
>Hi All Atarians,
>
>Yes it's here! The Virtual Web returns! VW2 should hopefully be at the
>April Atari shows if I can get somebody to run it (offers please -
>preferably somebody with a Falcon and Zip drive)?
>
>As before all I need is for everyone to send me their Websites.

<SNIP>

>Any useful URL's or info gratefully received ...

I would imagine you already have mine:

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# 5621. Re: Conversion from .DOC to A

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3333129c5995a4@sn.no>
Source record: 125333

On Fri 21-03-97 05:25, Tom Derrick (tom.derrick@acpu.com) wrote:

>hallvart@sn.no (Hallvard Tangeraas) wrote:
>
>H > will convert 1st Word+ files (.DOC) into plain ASCII files?
>H > Preferrably Free/share-ware/PD.
>
>Marcel. It is a wp, not a utility, but it will do what you require.
>Since Marcel rarely barfs on any input, it is a useful thing to keep
>around for conversions.

Thanks. I was hoping for a smaller utility, like a .TTP which you can drag/drop the file into and it converts it into pure ASCII text, but I guess this will do. I'll check it out.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5622. Re: Anyone understanding French here?

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3333129a598913@sn.no>
Source record: 125334

On Thu 20-03-97 21:11, Katherine L Ellis (kellis@primenet.com) wrote:

>hi, well basically it says that it's an auto program that lets you run
> programs compiled by pureC and turbo C in a megaste with the fpu
>68882.

Thanks to you and everybody else who replied in the group and via email.
So, do you think this is something I should put up on my FTP site as a
useful utility, or is it a more specialized item?

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5623. Re: Conversion from .DOC to A

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: apalmer@zapcom.net
Message-ID: <5gv8lc$5pj$1@ultra.sonic.net>
Source record: 125335

```
>>hallvart@sn.no (Hallvard Tangeraas) wrote:
>>
>>H > will convert 1st Word+ files (.DOC) into plain ASCII files?
>>H > Preferrably Free/share-ware/PD.

>Thanks. I was hoping for a smaller utility, like a .TTP which you can
>drag/drop the file into and it converts it into pure ASCII text, but I
>guess this will do. I'll check it out.

If you are using MiNT or any other unix clone on your system, you can
use the command "strings" to pull the ascii out of a .doc file. Just
use the command line "strings example.doc | more" to read the text.
To put the text in a file use "strings example.doc > example.txt".
Hope this helps.

\\\|///
\\ - - //
( @ @ )
+-------------------------+---oOOo-(_)-oOOo-----------------------------+
| Albert M. Palmer, Jr. | Let your child choose his/her own path, |
| Lakeport, CA, USA | and it will always lead back to you. |
| (707) 263-4565 | Hang on to your dreams |
| apalmer@zapcom.net | Use your brain to fix your mind. |
+-------------------------+-----------Oooo-----------------------------+
oooO ( )
( ) ) /
\ ( (_/
\_)
```

# 5624. Re: Atari Computing Magzine

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: dest@freenet.edmonton.ab.ca
Message-ID: <5gvngp$ek6$1@news.sas.ab.ca>
Source record: 125336

dest@freenet.edmonton.ab.ca wrote:

: One question: The MagicPC review used a mid-range Pentium. Any more
: details on configuration (cpu Mhz, RAM, video card)?

Thanks, Joe and Chris for the email re. above
--
<dest@freenet.edmonton.ab.ca> F030/STE/Mega/XE/Lynx/Jag-CD-Catbox

## 5625. StarCall

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: ebaiz@qtm.net
Message-ID: <5gvjal$pfa$2@news2.qtm.net>
Source record: 125337

I have the demo to this program. It works fine except I cannot get it to download any files from a BBS. I was wondering if the reason was because it is a demo and if that was one of it's limitations? I want to register, but only if I know it will work for me on my Hades 060.

## 5626. "Alice in wonderland" (.HYP) file corrupt!

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3333bdf0ff34b5@sn.no>
Source record: 125338

Has anyone got the "Alice in Wonderland" hypertext file (.HYP) for use with ST-Guide which works?

I downloaded mine from Funet.fi, but it doesn't work- just bombs when I try loading it into ST-Guide.
Where can I get hold of a working one?

(PS. Please don't start sending me this file everybody, so I end up with several Mbytes of the same files- contact me first if you have it available!)

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5627. Re: Spamblock Ineffective!

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: csilver@kendaco.telebyte.Spam.This.com
Message-ID: <5h0a57$mqu@news.telebyte.com>
Source record: 125339

Message-Id: <5gqlg0$5p0$13@nadine.teleport.com> And Rich wrote:

>IIRC, truth is an effective defense against libel charges.
>According to the latest info available in news.admin.net-abuse.misc,
>only the headers are being grepped - and I suspect that only <From: and
>Reply-to:> are targeted. I'll be doing a little spam-baiting Real Soon
>Now to find out for sure.
<snip>

Hi Rich,

Here's how one bulkmailer says how:

"You can have as many as 1.1 million e-mail addresses in a list. The average
length of an e-mail addresse is 22 characters, so every 45,000 addresses will
add one megabyte to its size. Your e-mail list should be no bigger that one
half of your computer' available memory - meaning you'll need at least 42 megs
of free RAM to process a list with over one million e-mail addresses."

"There are nine ways to create an e-mail list."

"You can extract e-mail addresses from newsgroups (Headers)"
"You can import any text file and Mailxxxx will extract the e-mail addresses from it."
"You can add e-mail addresses manually."
"You can extract e-mail addresses from any file downloaded with the FTP client."
"You can extract e-mail addresses from any file downloaded with the HTTP client."
"You can construct an e-mail list from the results of a finger request"
"You can extract e-mail addresses from the results of a WHOIS lookup"
"You can extract e-mail addresses from the results of a UNIX command"
"You can allow people to 'subscribe' to your newsletters"

I have no reason to doubt any of this. As you know, DejaNews can easily find
any e-mail address in the text message (in blue) ,so I assume so can bulkmailers.

CS>>know there are literally millions of people fed up with spamming. So a
CS>>little creative programming may be the answer; both legal and effective.

>How much money do you need to get started? <G>

Well, I was going to ask you the same <g>. Basically, I don't think this is any
secret, you need a prg that auto executes when unMIMEd on Windoze PC's, which
would delete YOUR "private" e-mail address from the Bulkmailer's data file :)
Then deletes itself. Not a virus, as it doesn't replicate.

Legally, this may be acceptable. Something "Nasty" may not ;) Netscape "cookies"
allows webmasters to write data to your HD, so deletes may also be allowed for
unsolicited e-mailers :) Not a lawyer, so... My "understanding" is similar
prgs do exist, only a bit more "unpleasant". The guys/gals who hack this stuff

should wakeup and "Smell the Coffee". (See below).

CS>>Wouldn't it be ironic if an Atarian developed this software? "Nasty" or
CS>>otherwise; It would be a BIG market...

>It /is/ a big market. Maybe the only real way to make big money on the
>Internet.

To be honest, I'm a bit surprised that someone hasn't done this already.
The "Key" word in the USA these days seems to be "Show Me The Money!!!"

Charles

# 5628. Re: Mega ST Keyboard

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: "L. Frank Stallings" <farnorth@polarnet.com>
Message-ID: <3333943B.4FB3@polarnet.com>
Source record: 125340

Mark Burmeister wrote:
>
> I found a used keyboard for my Mega ST but have not been able to get it
> to work. The keyboard came without a cable, and I have tried an R11 and
> R12 (I believe that's right, 4 and 6 conductor phone cords) cable
> without success, although the computer does stop its no-keyboard
> beeping. The power light on the keyboard also does not light, key
> punches aren't recognized, and the mouse is not recognized. I would
> appreciate any information on finding/making a workable cable or finding
> out if the problem is elsewhere.
=========----------------------------------------------==========

The phone cables are like null modem cables the are flipped 180 out .
The key lines are straight through . frank

# 5629. Re: ATARI 286/30 does not boot from HD st225.

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: "L. Frank Stallings" <farnorth@polarnet.com>
Message-ID: <33339571.303E@polarnet.com>
Source record: 125341

Peter de Jong wrote:
> 
> From: Peter de Jong padj@euronet.nl
> 
> I can use some help from Atari users/specialists.
> 
> Atari 286/30
> HD Seagate st 225 20 MB
> 
> This Atari computer does not boot from it's HD. It keeps on giving
> " HDD Controller Failure" during the boot process.
> 
> My method:
> I selected IBM disk no 2 in the BIOS.
> Started ms-dos 6.22 in A:
> Removed the existing partition on the HD,
> Installed MS-DOS on the HD,
> MS-DOS first formatted the disk to 31? MB
> MS-DOS moved the system files to the HD and
> the MS-DOS files to c:\dos
> 
> But the bios still reports a "HDD Controller Failure" .
> and the computer only boots from A:
> After booting from A: the HDD is accessable but scandisk reports
> a unrevorable fat errors.
> I can install software on the HD.
> 
> Questions:
> 
> Is the above described possible when the MFM controller is
> defect.
> What can i do to have this PC boot from it's HD ?
> 
> Thanks in advance,
> 
> Peter.
This more a dos problem than a Atari problem. Yes the controler can be
bad or bad cables but probably is the drive try it on another mfm
controler. Then swap cables get a working system and isolate the failing
part. Frank

# 5630. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <3333BEBA.794B@gte.net>
Source record: 125342
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Roger Merchberger wrote:
>
> My question is this: Does an ST have an SIO interface to hook up 8-bit
> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>

No, but there was a custom cable designed for use with Darek Mihocka's
8-bit emulator on the ST. I can't remember Darek's e-mail address, but
his company (which markets 8-bit and ST emulators for the Windoze) is
called Branch Always Software (BRA-Soft) and is on the web... perhaps he
still sells these cables?

--
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley@gte.net -=-=-=-=-
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, remove the .antispam from my ID.

# 5631. Re: TOS Copyright & More (Quark angle)

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: CATHY <snapper@dial.pipex.com>
Message-ID: <01bc36ad$affbfb20$LocalHost@snapper.dial.pipex.com>
Source record: 125343

Richard Karsmakers <cronos@worldaccess.nl> wrote in article
<N.032097.181228.79@wxs1-16.worldaccess.nl>...
> The guy with the quarks is right. I once made a program that calculated
the
> amount of different screens on an Atari ST monochrome screen. If memory
serves
> me right, the number is about 75000 digits long. This is one huge
whopping
> number, and it boggles the mind to such extent that, whatever you say and
do,
> it cannot be coped with rationally.
> Even if every quark were in fact a tiny universe with as many atoms as
we now
> claim the universe itself has, and you put all those quarks together,
there
> would not be enough to comprehend the enormity of the 75000-digit number.
I
> think, in fact, that the total amount of atoms in the universe is
something
> like 2 to the power of 20. This hypothetical amount of quarks might
represent a
> number that is a couple of hundred digits long, possible even one
thousand
> digits long. Still...that is a long way from 75000 digits long!
> Interesting discussion, this one.
>

The number of 'quarks' needed to store? All these number combinations?
It can be said that all these combination exist already, yet are not stored
anywhere.

They exist, theoretically, in the same way as any other number.

Wether a number be one digit long or 2^20 digits long, doesnt alter much
really.

It is only *our* minds which baulk at the number of digits.

Nothing to do with the number of atoms in the universe or whatever.

Just because something is incomprehensible to the human mind, this doesn't

alter the fact of it being theoretically possible, and in fact, existing.

The speed at which computers today operate on numbers, would have been

beyond believe not so long ago.

We imprison ourselves, by our own ignorance I think.

# 5632. Re: Atari Sales in Western Canada ??????

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5h0fj2$d66@scanner.worldgate.com>
Source record: 125344

Ben Van Mil <VanMil@mindlink.bc.ca> wrote:
: I am looking for a Mouse for my old trusted 1040ST and was wondering if
: anyone out there can tell me where to go and buy one.

: THX.

: bvm

Call Chris Krowchuk at Computer Direct (or leave email to
chris@compdirect.com) here in Edmonton. I'm not at home, so I cannot give
you his phone number.

Leslie

# 5633. Re: REQ ***Help with PacifiST and Gemulator***

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: damien@jetman.nojunkmail.demon.co.uk
Message-ID: <3338f1f0.2520975@news.demon.co.uk>
Source record: 125345

On Thu, 20 Mar 1997 20:36:16 GMT, hacer@ukonline.co.uk
(thefunkster) wrote:

>I have games and programs on Atari disks and neither Gemulator or
>PacifiST can read them. I have used imgbuild for Pacifist and it
>returns errors on atari disks when it is converting them. My other
>problem with Gemulator is similar, it can't read atari disks when in
>atari disk mode. How am I supposed to install programs? I take it that
>it's the extended formatting that software companies use for copy
>protection that is causing the problem.

That is one possiblity (and protected software is then going to
fail to run in both emulators anyway) but if the software is not
disk-copy protected, it may just have been formatted using one
of the 'fast format' options available, or an unusual interleave
factor. Use your ST to copy the disks to a a new disk without
using any odd formatting options and you should have more
success.
--
Damien Burke (to reply, remove the 'nojunkmail' part from my address)
Atari ST/PacifiST page: http://www.jetman.demon.co.uk/st/index.html

## 5634. Time Bandits Game for ST...

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: "Douglas S. Coleman" <superdc@digital.net>
Message-ID: <01bc36cc$57b2dfa0$246a45c6@default>
Source record: 125346

Does anyone know where I can get a copy of this game.

Yes, it is very old ...but I started playing it a long time ago and I never finished it.

Thanks,
Doug

email: superdc@digital.net

# 5635. WTB TT030

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: ha024@cleveland.Freenet.Edu
Message-ID: <5h101e$2es@alexander.INS.CWRU.Edu>
Source record: 125347

If you have a TT you wish to sell Email me hopefully with a price.
--
ha024@Cleveland.Freenet.Edu (Richard Jones)

# 5636. Re: Virtual Web 2!

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: !ynoT
Message-ID: <33360cf0.21020040@news.airtime.co.uk>
Source record: 125348

On 22 Mar 1997 15:58:16 +0100, hallvart@sn.no (Hallvard Tangeraas)
wrote:

>On Thu 20-03-97 19:36, Christopher Good (cgood@cix.compulink.co.uk) wrote:
>>In the meantime I'll be scanning the Web for as much Atari related stuff I

You can have mine again, its a lot different than last time :)

Plus the whole new ST+ Diskmagazine page that will be up and running
later today, see announcement in this group,

The urls for both these are below in my sig file :)

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR stplus@geocities.com
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

## 5637. Oasis where?

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: ae900@FreeNet.Carleton.CA
Message-ID: <5h13bg$cp7@freenet-news.carleton.ca>
Source record: 125349

Would anyone be able to point me in the direction of an ftp site where I could find the latest/greatest version of Oasis (210?)? BTW, Oasis does support PPP does it not? Thanks for any help.

RMS

## 5638. Shareware games

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: nobody@REPLAY.COM
Message-ID: <5h15sv$75a@basement.replay.com>
Source record: 125350

Can someone post the lastest URL for the lastest Atari ST shareware games?

## 5639. FS: Sketch

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: jpasquini@aol.com
Message-ID: <19970322181400.NAA27438@ladder01.news.aol.com>
Source record: 125351

I have Sketch, the High-Res Painting program with the 3D Modeler for sale.
Asking $15+shipping.

# 5640. Re: Shareware games

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: !ynoT
Message-ID: <333e1d2f.25180066@news.airtime.co.uk>
Source record: 125352

On 22 Mar 1997 18:46:07 +0100, nobody@REPLAY.COM (Anonymous) wrote:

>Can someone post the lastest URL for the lastest Atari ST shareware games?

Well I have quite a few FREEWARE games, and you will be pushed to
find better as shareware.IMHO?...But if you INSIST on wanting
shareware ?

<smile> see the STOSSER URL

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5641. ST+ Diskmag is Here!

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: !ynoT
Message-ID: <333a16fa.23590796@news.airtime.co.uk>
Source record: 125353
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.emulators.misc

ST+ ISSUE 14
The Monthly ATARI PD Diskmagazine
http://www.geocities.com/TimesSquare/Alley/7454/
Editor Dave Hollis
Compatable with All ATARIs Min 1 Meg,
ST, STe, Falcon, Mega's and TT

ST+ Has been released at the end of every month for over
a year now, At last it is on line and available for download
from its new home at the above url, the page is under
construction so bookmark it and keep going back, not forgetting
your RELOAD/REFRESH Buttons :)

You will have to hurry for Issue 14 as ST+ 15 is due for release
at the end of March,

** NOTE ** PaCifiST users can downlaod the diskzine as a ready to use
PaCifiST image file to run in your brilliant ATARI emulator, just go
to the page and follow the links.

This Diskzine is Free, Its Current, Its got loads in it and it
is released EVERY Month

Heres a list of what you can read in this issue........

** NOTE ** This is NOT a STOSSER Software release, I make the
Diskzine shell for this and many other current UK Diskzines,
However Much needed Feedback, Comments, Snippets and maybe even
Articles, as well as reviews, messages and Letters, can all be
sent to me at stp@stosser.airtime.co.uk and will be instantly
passed on to the Editor Dave hollis...........

ST+ 14 INDEX OF FILES

REGULARS

[] THIS ISSUE.......This file...
[] SHELL INFO.......Some info to get the best out of ST+.
[] WELCOME AGAIN....My usual bit from me, myself and I.
[] CONVENTION REP...More info on this great idea.
[] CONVENTION INFO..CiH has a few things to tell ya.
[] READER LETTERS...More of your views and suggestions.
[] NEWS.............Only a few bit's this month.
[] STOCKMARKET......Reader adverts.
[] QUESTIONNAIRE....Reader feedback,
[] KONTACT KORNER...Wanna get to know some new Atari users

ADVERTS
The following are commercial adverts...

{} ALIEN TECHNOLOGIES.
{} ANALOGIC.
{} FLOPPYSHOP.
{} FLOPPY PHOTO's.
{} GASTEINER.
{} GOODMANS INTERNATIONAL.
{} PROPHECY PDL.
{} TITAN DESIGNS.
{} A.S.P.

OTHER ADVERTS
The following are misc adverts, important nonetheless.

* ALL AT SEA BBS.
* MAGGIE DISKZINE
* WARP DISKZINE
* KELSTAR DISKZINE
* STOSSER.

* ON THE HORIZON.
A NEW BOOK..

ART GALLERY

[] CLASSIC MOMENTS - Jody D'art..
[] HAPPY BIRTHDAY - Almost as good as a card..
[] SMALL REMINDER - Just in case you forget.
[] MARBLE ARCH.. - A great piccie I found that impressed me.

SCI FI CHANNEL

{} THARGOIDS... - A story by Martin.

ASSEMBLY

# HELLO THERE - Steve seems in a better mood, find out why.
# ARRgghhhh!!! - But then he's off ranting again..
# PICTURE BOOTIN' - A reader letter answered.

RESEARCH

{} JODY'S BACK.. - ...with a vengeance.
{} DANDY KANDY - And more grumbles.
{} COMPUTERS Pt 1 - A brilliant bit of research from Colin.
{} WHERE ARE THEY? - And then some from Jody.

MUSIC'N'MIDI

[] BACK AGAIN... - More jivin' from the man Nev.
[] TRACKER COMMAND - Tracker commands made simple.
[] MUSIC REVIEWS - Pretty self explanatory really.
[] MISCELLANEOUS - The bit's that didn't fit anywhere else.
[] GOTTA FLY.. - And it's goodbye from him.

CONSOLE CORNER

' NINTENDO 64 - Is this REALLY the wonder machine..?
' VIEW POINT.. - Sega Saturn game review.

FALCON

+ THE FUHER... - More from Martin.
+ 030 GAMES - Some Falcon compatible games.
+ LOST BLUB DEMO - Falcon super demo,.
+ FALCONS & ST+ - Compatibility central,
+ THE TWO REVIEWS - More falcon reviews

REVIEWS

* DBWriter - As if I didn't do enough word processing...
* KEEFY'S BIT.. - Mr warp's loose in this very mag..
* DOMINOES - Review of that all time classic mind game
* I.C.B.I.S. - STOS users read on..
* BACKGAMMON - Another mind game..
* GHOSTLINK - Fancy using a PC as a slave to your ST?..

DISKMAGS DEPT

# A FEW FACTS.. - Wiggle central..
# EEZI-PC - A review of by the Maggie team.

HARDWARE

- ZIPPIN ALONG..Feedback regarding last month Feature

FEATURES

() GEM'ulators..Tony Reviews (PRE PaCifiST)
() ATARI v PC - Which is best (as if we didn't know)
() MORE GRUMBLES -Is there no-one who's not moaning?.
() C TUTORIAL pt2 - More help with C programming.
() I SEE THE LIGHT - Disheartened ST users read on..
() A FEW IDEA'S - Actually, a LOT of idea's..

() NEXT MONTH.. - The not so final curtain..

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR stplus@geocities.com
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

## 5642. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: lebech@post3.tele.dk
Message-ID: <5h0od9$dpc8$1@news.inet.tele.dk>
Source record: 125354

DLD> then quit asking for illegal ROM Images in this site. It'll solve
DLD> the =
DLD> problem nicely.
DLD> =

Ok, let me just say this so you can relax again: THe emulator did not
work !!! Happy??? (I have an Amiga1200 and this is the problem!)

And now I have a Q 4 U:

Is there a Amiga emulator for the atari ??? if an Atari owner want
to see if the amiga has something to offer is it then ok for him to
get a rom to test it?? NO (but when YOU are in the same situation then
I'll bet you will shit on the rules and then just do it. No NO of cause
you will buy a Amiga to test it would'nt you?? (Right!)

So please stop being SO strict!!

>> RT> Judging from the X-Newsreader header, you make a regular habit of
>> this=3D
RT>> sort of thing.

>> Ok since when is it a crime to use unregistered software????

DLD> maybe not a crime, but certainly a breach of faith between you an=
d
DLD> the =
DLD> programmer, who certainly should deserve some monetary compensation
DLD> for his
DLD> hard work. Get your crowbar out of your wallet and send him a
DLD> registration =
DLD> fee, loser.
DLD> =

As far as I know the programmer does not develop my mailer anymore, so
why should I??

>> RT> Buy a copy of TOS, or get lost. Thieves are not welcome.

>> Yeah they are pretty easy to get!! Ok I will go to my Atari Store
>> tomorrow and get a rom :*/**/!! really funny!!

DLD> why not check Goodwill, or some of the music shops? I'm very
DLD> sure
DLD> you'll find a nice used ST there so you can legally own your ROMs to
DLD> take
DLD> the dump from!

Hey, where do you live?? in a cave where they have just oppend an
Atari ST store. Better think again! Denmark is pretty much the most
hitech country in the WORLD!! So there are NO Atari's!!!! (for sale!)
I have checked papers/used gear/everything..

OK!!??

DLD> Oh, wait, I forgot - you're an idiotic tightwad who
DLD> thinks =
DLD> the world owes him.

I am so sorry that you live in some old stinking cave..

>> moron!

DLD> you certainly are! :)

hahaha you are really funny caveman!!

# 5643. I'm looking for Atari accelerator board...

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: Alessandro Marzini <a.marzini@iol.it>
Message-ID: <587.7020T1172T1973@iol.it>
Source record: 125355

Hello!

I'm Italian, I'm looking for an accelerator board for Atari Mega ST 4.
Please send you price to me at a.marzini@email.it

Bye.

```
///
/ ^ \
( o-o )
--oOOO--(_)--OOOo-------------------------------------
```

Alessandro Marzini - Amiga Group Italia (Livorno)

Email : a.marzini@iol.it
WWW : http://studenti.ing.unipi.it/~s189953
IRC : Kevin3 on #amiga, #amigaita
FidoNet : 2:332/703.10
Voice : 0586/862344

```
.oooO
( ) Oooo.
----\ (----( )-------------------------------------
\_) ) /
(_/
```

# 5644. Re: Oasis where?

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: dipching@ping.be
Message-ID: <859057756_OASIS_@ping.be>
Source record: 125356

In article <5h13bg$cp7@freenet-news.carleton.ca>
ae900@FreeNet.Carleton.CA (Roger M. Selby) said:-

>
>Would anyone be able to point me in the direction of an ftp site where I
>could find the latest/greatest version of Oasis (210?)? BTW, Oasis does
>support PPP does it not? Thanks for any help.
>
>RMS
>
Don't waste your time ... Oasis 2.10 pretend to support PPP but in
fact it doesn't ... A lot of people has spent too much time trying
to make it run in PPP ... It doesn't ... It's really a shame for the
program and the creators who do even not answer to our complaint ...
Then whe have no choice and must continue to use the old 1.35E version
which, helas, doesn't support true GEM windows ...

--


---
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# Jo Vandeweghe * FREE TIBET * dipching@ping.be #
# MIDI COMEDIE http://www.ping.be/~pin10575/INDEX.HTM #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---

# 5645. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5h1cge$c3j$3@nadine.teleport.com>
Source record: 125357

In article <5gkc8f$cbk$2@news.inet.tele.dk>,
lebech@post3.tele.dk (Kim Lebech) wrote:

>X-mailer: NetGate 1.3a (Amiga; TCP/IP)
>
>I am really tired of replying to lamers like you!!!

I don't see anyone holding a gun to your head and forcing you to write
articles.

Regarding your plaintive lament that you can't find a retailer to sell TOS
ROMs to you - I refer you to THIS newsgroup:

<forwarded message follows>

FROM: modemkid@gate.net
SUBJECT: ATARI RETIALER GONE OUT OF BUSINESS. SELLING EVERYTHING IN STOCK
DATE: Tue, 18 Mar 1997 03:12:19 GMT
Message-ID: <332e072c.638055@news.gate.net>
ORGANIZATION: CyberGate, Inc.
NEWSGROUPS: comp.sys.atari.st

Atari retialer gone out of business is selling everything in stock.
1000's of ST software titles (mostly games) & some hardware. I have
no list's, make out your wants and email me at modemkid@gate.net or
call me between the hours of 1pm - 9pm est at 561-464-0019. Ask for
Gary. Most items are one of a kind. Quantities are limited, act now
before your wants are gone. First come, First serve.

<end of forwarded message>

If you can't find anyone to sell you the TOS legally, it's because you
aren't trying.

>moron!

What an unusual .sig file.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 5646. First Word Plus files on PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: steve.brown3@ukonline.co.uk
Message-ID: <5h155j$7nr$1@morse.news.easynet.net>
Source record: 125358

Is it possible to be able to read files that were created in First Word Plus on the ST all of 5 years ago on my PC?.I had heard that there was a small utility that could do this but where it is I don't know.

I would greatly appreciatte it if spmeone could kindly point me in the right direction

# 5647. Re: Virtual Web 2!

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3333f30210dbb00@sn.no>
Source record: 125359

On Thu 20-03-97 19:36, Christopher Good (cgood@cix.compulink.co.uk) wrote:
>In the meantime I'll be scanning the Web for as much Atari related stuff I
>can find. Any useful URL's or info gratefully received (Harry?).

Check out my pages (URLs below):

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5648. Re: Mega STE, 10 MB memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32198_please@no.spam.mail.here.mettav>
Source record: 125360

*Hi Frank*, on 21 Mar 97 you wrote:

FS>
P>> s> Well there is a VME slot memory board to take your Mega STE to
P>> 10MB.
P>> s>
P>> ~~~~~~~~~~~~~~~~
P>> s> Martin_Wevelsiep@ac2.maus.de (Martin Wevelsiep) designed the board.
FS>
P>> ...but if it used the VME port it always looked to me like it
P>> partially defeated the object of one of the main causes for lack of
P>> memory was due to setting aside up to 1Mb for screen RAM using a
P>> graphics card with that same port.
P>>
P>> Now, if there was some form of thru-port it would become interesting
P>> again...
FS>
FS> Martin's RAM card does *not* use the VME slot, its internal.

I wish I'd known about this before. It would've saved me a lot of
aggravation... B^{< The trouble is, I had an EMail about this card last year
from Michael Depke, which quoted a message from Martin Wevelsiep dated 1993,
which quoted a priced of 449DM, not the 149DM quoted by Jan !!

====================INFO ON====================
Von : Martin Wevelsiep @ AC3 (Mo, 20.12.93 10:32)

[cut]

Die Mega STE-Version geht nur bis 10MB, weil darueber der Adressbereich fuer
den VME-Bus liegt. Sie wird vor dem Netzteil eingebaut, wodurch der Platz
fuer eine Buskarte nicht eingeschraenkt wird.

[cut]

Die MegaSTE-Version kostet ohne Speicherchips 449,- zuzueglich 160,- pro zwei
MByte Speicher.
====================INFO OFF=======================

FS> But I would recommend to install a PAK with FRAK instead because with
FS> a FRAK your ST can have up to 64 megs of FastRAM.

The problem with a FRAK is that it needs a PAK, which involves considerable
expense both to purchase and to fit (for additional expense) into a Tower
(additional expense) unless you have an external power supply (messy).

I know Steve will come along and say it's a solid piece of kit, but I can't bring myself to think so tbh (it's your third isn't it, Steve?)

Much rather have a TT and solve all problems at once B^{)

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 5649. "Diamond Edge" upgrade patch?

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32200_please@no.spam.mail.here.mettav>
Source record: 125361

*Hi Hallvard*, on 21 Mar 97 you wrote: ...respect, brethren

h>
h> I recently bought a used copy of "Diamond Edge" version 2.01. The
h> previous owner mentioned that there's an upgrade patch available which
h> will bring it up to version 2.04.
h>
h> Does anyone know where I can get hold of it?

Paul Womar mentioned:

=====
I think I saw the patch on ftp.cnam.fr something like
pub/Atari/Disk/depat204.zip I'm sure that isn't the ex
=====

It wasn't too far from that address...

HTH

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 5650. Anyone understanding French here?

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32201_please@no.spam.mail.here.mettav>
Source record: 125362

*Hi Hallvard*, on 21 Mar 97 you wrote: ...respect, brethren

h>
h> I found a folder on my harddisk called simply "68882". Obviously it has
h> something to do with the FPU (?) on the MegaSTE, but what?
h>
h> (I don't need a translation of it all, just an explanation of what it
h> does).
h>
h> ------------------------------------------------------------
h> Le programme 68882 doit ?tre plac? dans le dossier AUTO de votre
h> partition de boot (C).

Place in the Auto folder.

h> Ce programme permet l'utilisation d'un 68882 dans un Mega STE avec les
h> programmes compil?s en TURBO C et PURE C. Il n'a pas ?t? test? avec les
h> programmes compil?s en LATTICE C qui sont plus rares...

This program allow the use of a 68882 in a Mega STe with programs written in
Turbo C or Pure C. It hasn't been tested with programs written in Lattice C
which aremore rare...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*#*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #
* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5651. Re: Atari Printing

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <5h1gjc$q8p$1@roch.zetnet.co.uk>
Source record: 125363

On 18 Mar 97 19:04:06 G, Guy Harrison wrote:
> In article <332DCA1A.C00@nt.com>
> charles_gamble@nt.com said:-
>
>>I own a 1 MB Atari STE without a second floppy disk or a hard drive.
>>I am looking for a good word processing package that can print different
>>sizes of the one font without the expense of buying a second floppy
>>drive or a hard disk to install GDOS. I already have PROTEXT 4.3 which
>>has its own printer drivers, it has one font but you can only get the
>>one size. Is it possible to get a package which can print fonts of
>>different sizes without GDOS? I need an inexpensive package. Any help
>>is appreciated.

Whoever it is that is looking for the WP package, I have the ST format
version of Write on, as mentioned below, I also have a copy of the
original Manual to go along with it. If interested drop me an E. Mail
and make an offer. Not expecting much for it but something for the
trouble I went to to look after it so well all these years would be
nice :-))

>
>Write-On can do this. It was given away on an ST Format cover disk - I
>dunno which issue. It was designed for mono displays but will run in
>medium, although you can't seen many lines at once!

Regards,
James ��������

|\ _____ * *
|/ock |roll  An tari user
|\ | <------->
In Scotland!!

james.pirie@zetnet.co.uk

Telephone, (voice) 01571-855327
,, (Mobile) 0378 779120

## 5652. Conversion from .DOC to ASCII text file?

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32202_please@no.spam.mail.here.mettav>
Source record: 125364

*Hi Hallvard*, on 21 Mar 97 you wrote: ...respect, brethren

h>
h> Is there a utility around which will convert 1st Word+ files (.DOC)
h> into plain ASCII files? Preferrably Free/share-ware/PD.

1st Guide will do it quickly and easily.

Load the FWP file and it displays with all (most) text effects intact.

Hit ^X and it'll save an ASCII file with an .OUT extension. Simple!

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

# 5653. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970322202635129313l@pwomar.demon.co.uk>
Source record: 125365

Kim Lebech <lebech@post3.tele.dk> wrote:

> DLD> then quit asking for illegal ROM Images in this site. It'll solve
> DLD> the DLD> problem nicely.
> DLD>
> Ok, let me just say this so you can relax again: THe emulator did not
> work !!! Happy??? (I have an Amiga1200 and this is the problem!)

Extatic.

> And now I have a Q 4 U:
>
> Is there a Amiga emulator for the atari ???

No.

> if an Atari owner want
> to see if the amiga has something to offer is it then ok for him to
> get a rom to test it??

Of course not, how dare you suggest that I/we are hypocrites and
pirates.

> NO (but when YOU are in the same situation then
> I'll bet you will shit on the rules and then just do it. No NO of cause
> you will buy a Amiga to test it would'nt you?? (Right!)

I wouldn't buy an Amiga of course not, I'd put an advert in the locacl
paper to buy a copy, it's probably only cost me a fiver or so from
someone who no longer used their machine I expect.

> So please stop being SO strict!!

Even if people did pirate the AmigaOS that doesn't make what you do
acceptable or righ, it just makes both WRONG.

> As far as I know the programmer does not develop my mailer anymore, so
> why should I??

You are using software someone took a lot of time and effort to produce,
maybe if the people that used it bothered to register he would still be
writing and updating it? It seems only fair that you negociate with
them they may be willing to accept a more modest fee now that they don't
develop it.

> Hey, where do you live?? in a cave where they have just oppend an
> Atari ST store. Better think again! Denmark is pretty much the most
> hitech country in the WORLD!! So there are NO Atari's!!!! (for sale!)

> I have checked papers/used gear/everything..

I didn't know anything about Denmark being hi-tech as you put it but I'm sure there is someone that will sell you a copy of TOS. If you have a credit card the you can order overseas with great ease.

> DLD> Oh, wait, I forgot - you're an idiotic tightwad who
> DLD> thinks DLD> the world owes him.
>
> I am so sorry that you live in some old stinking cave..

So if someone lives where there are shops that sell things that they want to buy, old or new, then you define that as a 'cave'. Maybe it's something that just doesn't translate into english, I think you might have hered of "supply & demand"? In the UK I believe System Solutions have something like 7 telephone lines and I always have a hell of a time trying to get through so there must be a pretty big market here still and I can't imagine that it's far worse in Denmqrk.

> >> moron!
>
> DLD> you certainly are! :)
>
> hahaha you are really funny caveman!!

Fuckwit.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5654. Re: ST USERS

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970322195537118134 8@pwomar.demon.co.uk>
Source record: 125366

meridian <meridian@141.1.29.40> wrote:

> Boy, I can say there are some real a$$holes on this newsgroup. Either some
> of you guys are just jealous of IBM users or you are a wanna be IBM user.

Surely those 2 statements are pretty much the same thing?

> There is no need to flame people in the newsgroup.

If they are piratating software on a platform which is strugglig to keep
any form of commercial support then they deserve a great big flaming.

> Go take your compliants
> about piracy issues to some debate newsgroup or something.

No, take the piracy stuff to the warez groups. I believe the charter in
this group says no piracy but I don't have a copy to hand ATM.

> As for this newsgroup. This is a ST newsgroup dealing with ST topics,
> software, emulators,ect... Plus it is one of the only active ST
> newsgroup(s) around. Since the release of PACifist you will see alot of
> more activity here also...

Great, that's good to know but kepp the piracy out of here.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5655. Re: Oasis where?

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970322220741165829 3@pwomar.demon.co.uk>
Source record: 125367

Vandeweghe Jo <dipching@ping.be> wrote:

> In article <5h13bg$cp7@freenet-news.carleton.ca>
> ae900@FreeNet.Carleton.CA (Roger M. Selby) said:-
>
> >
> >Would anyone be able to point me in the direction of an ftp site where I
> >could find the latest/greatest version of Oasis (210?)? BTW, Oasis does
> >support PPP does it not? Thanks for any help.
> >
> >RMS
> >
> Don't waste your time ... Oasis 2.10 pretend to support PPP but in
> fact it doesn't ... A lot of people has spent too much time trying
> to make it run in PPP ... It doesn't ... It's really a shame for the
> program and the creators who do even not answer to our complaint ...
> Then whe have no choice and must continue to use the old 1.35E version
> which, helas, doesn't support true GEM windows ...

I quite agree I could never get on with v2. If you want 1.35 then it's
available direct from:
www.pwomar.demon.co.uk/oasis135.tos

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5656. Re: Time Bandits Game for ST...

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5h1j01$fjr$2@nadine.teleport.com>
Source record: 125368

On 22 Mar 1997 14:14:07, "Douglas S. Coleman" wrote:
>Does anyone know where I can get a copy of this game.
>
>Yes, it is very old ...but I started playing it a long time ago and I never
>finished it.

Send email to info@compdirect.com, info@toad.net, or to modemkid (he
posts here regularly) - one of them probably has it. B&C
Computervisions may also, and Ben Smith is pretty good at tracking
things down.

----------http://www.teleport.com/~atari----------
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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 5657. Re: Will a PC Hard Disc work in an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E7Gqwz.E3D@iglou.com>
Source record: 125369

Dr A.C. Marshall (adamm@liverpool.ac.uk) wrote:

: Sorry, just thought of another question. Can I plug a PC Hard disk into
: the back of my STE? Does it have to be an IDE or SCSI or anything like
: that??

You're gonna get answers galore on this.

Yes, but you will need a host adaptor. There's ICD's AdSCSI, and Toad's
Link. Both do quite well. There's others, though I've not used them yet.

IDE, well, unless you can find the controller for it. SCSI can be used
quite easily. I use SCSI and SCSI-2 devices all the time.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 5658. Re: "Diamond Edge" upgrade patch?

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970322220739165822O@pwomar.demon.co.uk>
Source record: 125370

please@no.spam.mail.here.mettav <please@no.spam.mail.here.mettav> wrote:

> *Hi Hallvard*, on 21 Mar 97 you wrote: ...respect, brethren
>
> h>
> h> I recently bought a used copy of "Diamond Edge" version 2.01. The
> h> previous owner mentioned that there's an upgrade patch available which
> h> will bring it up to version 2.04.
> h>
> h> Does anyone know where I can get hold of it?
>
> Paul Womar mentioned:
>
> =====
> I think I saw the patch on ftp.cnam.fr something like
> pub/Atari/Disk/de204pat.zip I'm sure that isn't the ex
> =====
>
> It wasn't too far from that address...

I maile Hallvard about it earlier, just for anyone elses benefit the
above address has just been corrected by me and is now correct with the
possible exception of the case of the paths but even they look OK.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5659. Re: TOS ROMs & copyright in general

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: CATHY <snapper@dial.pipex.com>
Message-ID: <01bc371b$754c2360$LocalHost@snapper.dial.pipex.com>
Source record: 125371

> In my past, I have bent the spirit of the law and used small portions of
> software that I did not pay for. Without exception, I can say that the
effort
> I made to jury-rig something illegal was not worth the benefit I would
have
> gained by doing it legally.
>
> As for my above mentioned actions, at least I admit my moral weakness and
do
> not try to dress it up by justifications.
>

Yes I agree with you. We are all weak, and let he who is without sin, cast
the first
stone...

Any wrong doing can be "BAD KARMA"

Still, it doesn't affect the legitimacy of the original argument does it?

# 5660. Diamond Edge and BigDOS/HD Driver

Newsgroup: comp.sys.atari.st
Date: 1997-03-22 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5h1m0q$5qf@einstein.ebicom.net>
Source record: 125372

Aloha,
I've had an EZ 135 for some-time now, but until recently
I've had no need to try using BigDOS to format some of the Cartridges
in a PC compatible format. I'll be attempting this soon.
My question is this...
Will Diamond Edge work on the PC formated hard disks, as I will
be wanting to defrag my DOS disks quite a lot since I'll be using
my EZ-135 to transport CuBase Audio files from PC to PC in a BIGDOS
format.

Thanks,
Brian

# 5661. Re: Oasis where?

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <859115916_OASIS_@pcc-uky.campus.mci.net>
Source record: 125173

In article <13977855_Beta04_OASIS_NEWS@nest.demon.co.uk>
dbrewood@nest.demon.co.uk (Daron Brewood) said:-

>Oasis does in fact support PPP. However it appears there are two PPP
>standards, an older standard which it does work with and a newer one
>where it failed. The newer standard was only discovered by Dave about
>10 days ago, and he is now working hard to implement the 16 additional
>commands needed.

Thats great news! I know as is, it would -not- work with my ISP. Thanks for
continuing to support the software and please post a message here when you
have a patch/update ready, and an ftp site where we can get our eager little
hands on it! :)

--

```
_/_/_/
```

# 5662. Re: H.E.R.O. was BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <859116344_OASIS_@pcc-uky.campus.mci.net>
Source record: 125174

In article <333821b8.3153048@news.airtime.co.uk>
!ynoT said:-

> heres the question?, i am about to finish BILLY BOY the
> "** childrens **" platformer, then starting work on a TEMPEST clone
>thats going to knock your socks off,
>
> I could do the HERO convert while awaiting artwork and things like
>that for other projects, it shouldnt take that long, BUT because its
>not that simple then i aint doing all that for 2 or 3 people, if
>theres enough interest in a enhanced 2 meg version of hero for the
>Falcon and Tt and other fancy ataris then i will do it within the next
>couple of weeks, its as simple as that,
>
> so put your name forward, enough names and it will get done, if you
>respond to this thread then everyone can count how many respond and i
>cant be accused of weaseling out :))
>
> so lets see a show of hands...or lets not bother ?? sign below :))

Well, I'd certainly be interested in a mega Falcon version of Tempest and
H.E.R.O!!! :)

--


_/_/_/

# 5663. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3336b0e3.87659858@news.inc.net>
Source record: 125175
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

On Sat, 22 Mar 1997 05:12:58 -0600, Dan Mazurowski
<smedley.antispam@gte.net> wrote:

>Roger Merchberger wrote:
>>
>> My question is this: Does an ST have an SIO interface to hook up 8-bit
>> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>>
>
>No, but there was a custom cable designed for use with Darek Mihocka's
>8-bit emulator on the ST. I can't remember Darek's e-mail address, but
>his company (which markets 8-bit and ST emulators for the Windoze) is
>called Branch Always Software (BRA-Soft) and is on the web... perhaps he
>still sells these cables?
>
>--
> -=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
> -=-=-=-=- Dan Mazurowski -=-=-=-=-
> -=-=-=-=- smedley@gte.net -=-=-=-=-
> -=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
>
> "There's a fine line between clever and stupid."
> - David St. Hubbins (lead singer, Spinal Tap)
>
>Check out my video game retrospect web site!
>
>http://home1.gte.net/smedley/index.htm
>
>To reply via e-mail, remove the .antispam from my ID.

His company is now called Emulators Inc. I wonder if Darek works for
MS, he is in the same neighborhood.

## 5664. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: lebech@post3.tele.dk
Message-ID: <5h47ol$36am$2@news.inet.tele.dk>
Source record: 125176

```
>> if an Atari owner want
>> to see if the amiga has something to offer is it then ok for him to
>> get a rom to test it?? =

PW> Of course not, how dare you suggest that I/we are hypocrites and
PW> pirates.

Ahhh come on.. who are your trying to fool?? I am not say you ALL
but most of you.

>> NO (but when YOU are in the same situation then
>> I'll bet you will shit on the rules and then just do it. No NO of cause
>> you will buy a Amiga to test it would'nt you?? (Right!)

PW> I wouldn't buy an Amiga of course not, I'd put an advert in the locacl
PW> paper to buy a copy, it's probably only cost me a fiver or so from
PW> someone who no longer used their machine I expect.
PW> =

Is it legal to BUY a copy of a ROM??? (dump to a file) HMMM.. wierd.
=
>> So please stop being SO strict!!

PW> Even if people did pirate the AmigaOS that doesn't make what you do
PW> acceptable or righ, it just makes both WRONG.

But I could have wasted money if I did buy it. And I am really happy that
I did not.

>> As far as I know the programmer does not develop my mailer anymore, so
>> why should I??

PW> You are using software someone took a lot of time and effort to
PW> produce,
PW> maybe if the people that used it bothered to register he would still=
be
PW> writing and updating it? =

Maybe, but my version is from 94 so if he still works on it I would
see some more demos on aminet or?? or maybe I would have seen some
announcements..

PW> It seems only fair that you negociate with
PW> them they may be willing to accept a more modest fee now that they
PW> don't
PW> develop it.
PW> =
```

If he does not develop there is no money from me..

>> Hey, where do you live?? in a cave where they have just oppend an
>> Atari ST store. Better think again! Denmark is pretty much the most
>> hitech country in the WORLD!! So there are NO Atari's!!!! (for sale!)
>> I have checked papers/used gear/everything..

PW> I didn't know anything about Denmark being hi-tech as you put it but
PW> I'm
PW> sure there is someone that will sell you a copy of TOS. If you have=
a
PW> credit card the you can order overseas with great ease.
PW> =

Yeah really great with the credit card!! NO way!! I am not taking =
any risks.

>> DLD> Oh, wait, I forgot - you're an idiotic tightwad who
>> DLD> thinks DLD> the world owes him.

>> I am so sorry that you live in some old stinking cave..

PW> So if someone lives where there are shops that sell things that they
PW> want to buy, old or new, then you define that as a 'cave'. Maybe it's

Hello?? how old is the atari??? HMmmm if he is so lucky to have a
store in his town then GREAT for him, but dont expect that it is the
same in other countries!!

The atari is dead !!! even the amiga!! there are only 2-3 active Amiga
stores in Denmark (and they say the end is near!) so maybe you can
imagine how many atari stores there are... (ehhhhh NONE!)

If there are filled with atari shops in his/or your country/town then
it is a cave because the pc market has taken over years ago.

Do you know what a PC is?? or maybe such a device has not arrived
in you town yet?? ohh let me know..

PW> something that just doesn't translate into english, I think you might
PW> have hered of "supply & demand"? In the UK I believe System Solutions

Ehhhh what?? FUCKWIT! of cause!! but since I am the only one in DK =
then a store will pop up tomorrow and sell me it.. YEAH RIGHT!

PW> have something like 7 telephone lines and I always have a hell of a
PW> time
PW> trying to get through so there must be a pretty big market here still
PW> and I can't imagine that it's far worse in Denmqrk.
PW> =

It is worse in *DENMARK* . There is no demand for the Atari at all.

>> >> moron!

>> DLD> you certainly are! :)

>> hahaha you are really funny caveman!!

PW> Fuckwit.

Ok, another caveman tried to hit the right keys... and when you reply
to someone could you please be so nice and use the 'TO:' ??? =
Only lamers do not use 'TO:'!!!

u.r.a.lamer.

# 5665. Re: Will PC SIMMs fit in an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970323220426245663@pwomar.demon.co.uk>
Source record: 125177

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

> On 21 Mar 1997 16:17:56, Dr A.C. Marshall wrote:
> >Anybody happen to know if I can place 30pin PC 1 Meg SIMMs in an Atari STE
> >(1040)???
> >
> >Please reply prvately: adamm@liv.ac.uk
>
>
> (Posted and mailed)
>
>
> You will need a SIMM board as well, but otherwise, no problem. Sicne
> you're in the UK, try to find a Marpet SIMM board. Possibly System
> Solutions has them - the other UK Atari users would know that better
> than I.

This is untrue, it's an STE, it has SIMM slots.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5666. Re: Virtual Web 2!

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: !ynoT
Message-ID: <3339a2d9.23365342@news.airtime.co.uk>
Source record: 125178

On Sat, 22 Mar 1997 18:39:34 GMT, cgood@cix.compulink.co.uk
("Christopher Good") wrote:

> > > > In the meantime I'll be scanning the Web for as much Atari related
> > > > stuff I
> >
> > You can have mine again, its a lot different than last time :)
>
>Are you sending them or do I have to go get 'em?

shall I send them?, the STOSSER one is ready, can send that, how?,
but the ST+ one is being developed all the time, just added MAGGIE
section to read and added maggie to downloads,
whats the time limit, when do you need them for?,

And how would you like them :)

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR diskzine@earthling.net
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5667. Re: Will PC SIMMs fit in an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5h4c4u$80h@epimetheus.algonet.se>
Source record: 125179

Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:

: You will need a SIMM board as well, but otherwise, no problem. Sicne
: you're in the UK, try to find a Marpet SIMM board. Possibly System
: Solutions has them - the other UK Atari users would know that better
: than I.

There is no need for a SIMM board in an Atari STe computer. The STe has
four SIMM slots.

--
@ @
----------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
---
oOo oOo
U U

# 5668. Re: Converting windows icons

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: dhedberg@aristotle.algonet.se
Message-ID: <5h4ccv$80h@epimetheus.algonet.se>
Source record: 125180
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Gary Priest (gary@the-gap.demon.co.uk) wrote:

: A while ago, I had a program sat on my hd that ran through a path of
: Windows .ico files and produced a .rsc file of them.
: They could then be treated as Atari icons.
:
: Has anyone got an idea of what this program is called and where I can find
: it?

I don't know of this specific program, but Interface and the ZOOM icon
editor is also able to import Windows icons. Both are commercial
programs, though.

All the best,
Daniel

--
@ @
----------------------------------------------------------------oOO-(_)-OOo-----
Daniel Hedberg of New Beat Development

New Beat Development on the Web: E-Mail:
http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
-------------------------------------------------------------------------------
oOo oOo
U U

# 5669. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <3335C65E.794B@gte.net>
Source record: 125181
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Jon D. Melbo wrote:
>
> His company is now called Emulators Inc. I wonder if Darek works for
> MS, he is in the same neighborhood.

He was hired by Microsoft right out of college years ago, and he was
still working for them when I met him about 18 months ago. So he's
probably still there.

--
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley@gte.net -=-=-=-=-
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, remove the .antispam from my ID.

# 5670. Re: NVDI driver for stylus

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <xpAZbyi.greg_evans@delphi.com>
Source record: 125182

NVDI 4 has an Epson Stylus Pro driver. It supports 360 and 720 DPI printing, with and without microweaving.

Greg

# 5671. Re: Conner CP30200

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <xrJZT+l.greg_evans@delphi.com>
Source record: 125183

I have a Conner CP30200 (212 mb) drive and have no problems with
it, _but_, I've probably never fromatted it. Do you really need
to or can you just partition it? Partitioning looks for bad sectors
so that is usually all you need.

Greg

## 5672. "Diamond Edge" upgrad

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: Mike.Morais@pconline.gryn.org
Message-ID: <f6a_9703231638@tor250.org>
Source record: 125184

d@> Are you sure about the version number? A patch to v1.10 was
d@> the latest I ever saw.

Version 2.04 is the latest version - it came out a while ago.
Originally, version 2.0 was released and patches had been made
available taking it up to version 2.04. They're available on Genie,
but I couldn't tell you anywhere else.

Also, FWIW, I hear that a new version is due to be released RSN.

... That boy is just a few fries short of a Happy Meal.
___ Mountain Reader II - #00000081

# 5673. Re: test, do not read it.

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: FPINTO <fpinto@cougarnet.byu.edu>
Message-ID: <Pine.OSF.3.95.970323201557.25594A-100000@acs2.byu.edu>
Source record: 125185

On 23 Mar 1997, Katherine L Ellis wrote:

> I said DO NOT READ IT!. :)
>
>
> _____________________________________________________________________________
> Email:Kellis@primenet.com
> Web http://www.primenet.com/~kellis/
> _____________________________________________________________________________

Forbidden things... they taste better! ;).

( ( ( ( ( ( -F. ) ) ) ) ) )
UTAH * USA * 1997

# 5674. Re: A few E-Mail addresses...

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: Joseph M Hogan <hoganj@freenet.msp.mn.us>
Message-ID: <Pine.SGI.3.91r.970323134539.11530F-100000@freenet>
Source record: 125186

On 19 Mar 1997, Daniel Rojo wrote:
> Ronald J. Hall (thechyld@pcc-uky.campus.mci.net) wrote:
> : E-mailed them for details on the rumored I-Browse/Termite port they are
> : supposed to be doing! :)
> Did you get any answer?

I wrote to them, and they said that ot wasn't released yet:( Nothing
more than that

Joseph

# 5675. Re: Mega STE, 10 MB memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32301_please@no.spam.mail.here.mettav>
Source record: 125187

FROM: SSweet@mettav.demon.co.uk
SUBJ: Mega STE, 10 MB memory upgrade

HS> I know Steve will come along and say it's a solid piece of kit, but I
HS> can't bring myself to think so tbh (it's your third isn't it, Steve?)

No, it isnt, its the second, which is why i cant understand your slagging it
off. I had one duff board, lots of intermittent unexplainable probs for a
while, then the new board was fitted, end of probs, end of story. 0 probs
since. You really have got hold of the shit end concerning this PAK. 8~))

HS> Much rather have a TT and solve all problems at once B^{)

They arent so easy to aquire though are they?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= There's no gain without pain...
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5676. Re: Oasis where?

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: dipching@ping.be
Message-ID: <859099570_OASIS_@ping.be>
Source record: 125188

In article <13977855_Beta04_OASIS_NEWS@nest.demon.co.uk>
dbrewood@nest.demon.co.uk (Daron Brewood) said:-
>Oasis does in fact support PPP. However it appears there are two PPP
>standards, an older standard which it does work with and a newer one
>where it failed. The newer standard was only discovered by Dave about
>10 days ago, and he is now working hard to implement the 16 additional
>commands needed.
>--
>
> ---------------------------------------------------------------------------
> dbrewood@nest.demon.co.uk
> ---------------------------------------------------------------------------
Hello Daron,

I'm really astonished by your answer as I'm trying to contact Oasis
author's since a lot of weeks ago without any success ... and also I
have payed my program fee for Oasis 1.35E and they never sent me a
registered version ... and above all they never answered to any of my
10 e-mails ...
Then I must thank you to give me some hope ... and to other hundred
million people who are waiting to use the next version 2.10 with
succes ...

Thank you again, I will never forgot your e-mail address.

Regards
Jo

--

---------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# Jo Vandeweghe * FREE TIBET * dipching@ping.be #
# MIDI COMEDIE http://www.ping.be/~pin10575/INDEX.HTM #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---------------------------------------------------------------------------

# 5677. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: lebech@post3.tele.dk
Message-ID: <5h47oi$36am$1@news.inet.tele.dk>
Source record: 125189

>> I am really tired of replying to lamers like you!!!

RT> I don't see anyone holding a gun to your head and forcing you to write=
=
RT> articles.

No, but I am just saying that if a strict person saw this then it =
would be better to keep his flamegun in his pocket.

RT> Regarding your plaintive lament that you can't find a retailer to sell
RT> TOS =
RT> ROMs to you - I refer you to THIS newsgroup:

Yes I saw the letter! but I am not sending some stranger my money and
then maybe I get something back.. (NO WAY!)

Ok , lets pretend that I bought a tos rom. Then the money was wasted =
because my emulator did not work!.

RT> If you can't find anyone to sell you the TOS legally, it's because you=
=
RT> aren't trying.

Why waste money on something that does not work???

# 5678. Want to trade for Atari equipment

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: "George R. Julian" <gjulian@Micron.Net>
Message-ID: <33362618.17AD@Micron.Net>
Source record: 125190
Cross-posted to: comp.sys.atari.st,rec.games.video.marketplace,rec.games.video.atari

I'm looking for a working system that has the MIDI ports, a DS disk drive and either an RF modulator or monitor for display.

I've seen these systems go for around $70 on the various action web sites. I have a HP 48GX calculator valued at $130-$150 to trade for a similar system. This calc is expandable with plug in cards, has a built in equation solver, does graphic polts and is great for school as well as mechanical, electrical, chemical or civil engineering professions.

If you're interested please respond to

GJulian@Micron.Net
I would consider paying postage both ways.

# 5679. Re: StarCall

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: Eric_Hodzelmans
Message-ID: <33352504@p126.f503.n286.z2.fidonet>
Source record: 125191

Hi Edward,

In your message over Starcall's not receiving file's from a BBS well here's my solution. You have to install the program GSZRZACC.PRG or ACC. in an AUTO folder. If you installed this program you'l see that your problems with downloading and uploading from a BBS is no longer a problem. Beware that you look for the config. of Starcall if the 2 file's SZ.PRG (sendfile) and RZ.PRG (receivefile) is correctly installed.
Well I hope that all this information will help you too start and enjoy Starcall.

Greetings from Eric.

---

--
BearBoard kunt je op de volgende beurs vinden!
--- ScanMail 0.70c [IOS 0.70c]
* Origin: Default origin created by AVALON... (2:286/503.126)

# 5680. Re: Conversion from .DOC to A

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: Robert_Best
Message-ID: <33355440@p78.f503.n286.z2.fidonet>
Source record: 125192

```
>> hallvart@sn.no (Hallvard Tangeraas) wrote:
>>
>> H > will convert 1st Word+ files (.DOC) into plain ASCII files?
>> H > Preferrably Free/share-ware/PD.
>>
>> Marcel. It is a wp, not a utility, but it will do what you require.
>> Since Marcel rarely barfs on any input, it is a useful thing to keep
>> around for conversions.
>
>
> Thanks. I was hoping for a smaller utility, like a .TTP which you can
> drag/drop the file into and it converts it into pure ASCII text, but
> I guess this will do. I'll check it out.
>
You don't need any utility to export WordPlus files in plain ASCII.
Click on WP in the Edit menu (remove the V) end save it as <file>.asc

Greetings

--- ScanMail 0.70c [IOS 0.70c]
* Origin: http://www.worldaccess.nl/~rwbest/home.html (2:286/503.78)
```

# 5681. Re: BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <33347c31.0@lagoon.idirect.com>
Source record: 125235

On 21 Mar 1997 21:33:49, Eric Hays wrote:
>!ynoT wrote:
>:
>: yep, Tom Lamparty tested Billy Boy on all manner of machines,
>: including a pretty fast TT , all manner of TOS versions and MHZ it ran
>: and sounded about the same on the lot, so NO MORE COMPATABILITY
>: PROBLEMS :))) Sorry I felt it needed shouting from the rooftops :)))
>
>Cool. You know what would be really neat would be to recompile the best
>of the STOS games using these new techniques so they would run on all TOS
>machines without having to make the end user recompile them. Then create
>an FTP site that has all these old (and new ;-) games ready to download
>and run.
>
>Obviously, the best of these games come from STOSSER software anyway, but
>it would brilliant to include the best of the rest as well.
>
>Anyone second the motion?

Sounds fine by me! I've experimented and found out that OZONE 1
actually works very well on a Falcon when fixed with Anthony's programme.

Of course, there is that thorny issue of copyright again - no, I
don't mean commercial games, but I mean the shareware stuff - wouldn't
we need to get the permission of the games' authors before we start
putting up fixed versions of their games? And of course, shareware fees
would have to be paid....

I'd be first in line to try out a fixed version of H.E.R.O. on my
Falcon, anyway. :)

# 5682. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <85540007_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 125236

I've been running my Falcon with a Nemesis board in, for nearly 2 months
now, and I've not encountered any incompatabilities!
640x480x65k res running CAB is superb!
I'm still waiting for Videlity, so I can't comment on that :(

Regards, Gary

In article <858902526_OASIS_@spirit.demon.co.uk>
greeny@spirit.demon.co.uk (David Greenhough) wrote:-

>Has anyone got a Nemesis Falcon accelerator installed yet?
>Before I order mine I was wondering how compatible these boards are.
>Blow-up FX seems to have problems ATM with some motherboards and the
>scorpions seem to know the Falcon inside out but it'd be nice to know
>what would and wouldn't run. I wont go the whole hog with the
>afterburner yet until I see what an 030 with 14meg and videlity can
>do.
>
>Many thanks for any advice
>.........................greeny

--

---

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 5683. Re: ImageBuild instructions (Was Re:ST disk Images?)

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc3738$7f768020$LocalHost@computer-name>
Source record: 125237

> Disk images are files which ae virtual disks with the programs and
> files to be run on Pacifist or any other emulator. (This is normal)

I found a few *.ST files that I would like converted back to ST disks. Is there an ST program that will do this, or will Imgbuild do it? I tried getting that program off of a web page twice and my PC decided to hide it. I can't find it in any directory.

--
Mike Hopkins
mhop@snip.net

# 5684. Re: Atari Printing, GDOS and Protext questions

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc3737$2cb946c0$LocalHost@computer-name>
Source record: 125238

charles_gamble@nt.com wrote in article <332DCA1A.C00@nt.com>...
> I own a 1 MB Atari STE without a second floppy disk or a hard drive.
> I am looking for a good word processing package that can print different
> sizes of the one font without the expense of buying a second floppy
> drive or a hard disk to install GDOS. I already have PROTEXT 4.3 which

The implications I see here is that a hard drive is needed to install Gdos.
This isn't the case, is it?

I never heard of Protext. Is this a word processor (versus a dtp program)?
How does it compare to Marcel?

# 5685. test, do not read it.

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970323015829.14210A-100000@usr07.primenet.com>
Source record: 125239

I said DO NOT READ IT!. :)

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 5686. WTB WTB Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: collins@upanet.uleth.ca
Message-ID: <5h2gst$min1@mars.online.uleth.ca>
Source record: 125240

Would like to buy a falcon in canada pls email me at
collins@upanet.uleth.ca

---
Patric & Libby April

e-mail: COLLINS@upanet.uleth.ca
"We will lose or humanity through Technology"
If all the world had Ataris the world
would be a better place =)

# 5687. Re: First Word Plus files on PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: nermal@magic
Message-ID: <nermal-2303970315400001@pm8-20.magicnet.net>
Source record: 125241

In article <5h155j$7nr$1@morse.news.easynet.net>,
steve.brown3@ukonline.co.uk wrote:

> Is it possible to be able to read files that were created in First Word
> Plus on the ST all of 5 years ago on my PC?.I had heard that there was a
> small utility that could do this but where it is I don't know.
>
> I would greatly appreciatte it if spmeone could kindly point me in the right
> direction
Yes:
Install a copy of First Word Plus on your PC! I used to transfer files
from one machine to the other. You have to use a DOS formatted disk
though.

# 5688. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: csilver@kendaco.telebyte.Spam.This.com
Message-ID: <5h2sfn$1f9@news.telebyte.com>
Source record: 125242

Subject: Re: Nemesis
From: gary@the-gap.demon.co.uk (Gary Priest)
Message-Id: <85540007_000003_OASIS_NEWS@the-gap.demon.co.uk>

And Gary wrote:

>I've been running my Falcon with a Nemesis board in, for nearly 2 months
>now, and I've not encountered any incompatabilities!
>640x480x65k res running CAB is superb!

Hi Gary,

Just wondering if anyone in the UK would be interested in trading a Nemesis board and installation Manual for a 2.5" 84meg Conner IDE for a internal Falcon Drive in excellent condition. Heck, I'll even throw in a 4meg RAM Falcon board! The Conner is formatted in four partitions with AHDI 6.061 boot loaded.

BTW, did you install Nemesis yourself?

Charles

```
___ __
|~~\_____/~~\__ |
------------------------------------ |___ ------ )-+
csilver@kendaco.telebyte.com 0'--- ~~~| /~~ |
------------------------------------ (*)
```

# 5689. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: Wojciech Hartman <harti@waw.pdi.net>
Message-ID: <5h2vdp$dfm@info.nask.pl>
Source record: 125243

Charles Silver <csilver@kendaco.telebyte.Spam.This.com> wrote:

: And Gary wrote:

: >I've been running my Falcon with a Nemesis board in, for nearly 2 months
: >now, and I've not encountered any incompatabilities!

Have you tried it with Cubase Audio Falcon?

Wociech Hartman.

# 5690. Re: Virtual Web 2!

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: szhays@boris.ucdavis.edu
Message-ID: <5h31do$m0l$1@mark.ucdavis.edu>
Source record: 125244

The YAC pages are available to you as well. Our shortest URL yet is now:

http://vme.net/dvm/yac/

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-----------------------------------------------------+

# 5691. For sale: CaTTamaran 48Mhz accelerator for TT030

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCXUFGUQUp@tos.ak.planet.gen.nz>
Source record: 125245

For sale:

CyReL CaTTamaran 48MHz accelerator for Atari TT030 machines. Accelerates
CPU and FPU to 48MHz.

Unused, unopened, still in original wrapping.

Installation is simply "plug in and go" on newer TT030 motherboards, some
soldering may be required on older boards. Comprehensive instructions
on paper and easy-to-follow onscreen step-by-step instructions for the
installation supplied.

NZ$90 (approximately US$60, UKP30) or near offer, plus shipping.

Please contact me at

mbecroft@tos.ak.planet.gen.nz

with any reasonable offers.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 5692. Re: XaAES Problem Question

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: mbecroft@tos.ak.planet.gen.nz
Message-ID: <HCXHDFXEUp@tos.ak.planet.gen.nz>
Source record: 125246

In <858975970.8896@dejanews.com> wrote :

>As long as I'm moaning - does anyone know of a way to make GlueSTiK work
>under MultiTOS? I get a bus error (think it was a bus error - the Falcon
>is 17 miles from here) when I try to run MT and GS, but GS works fine
>with oldGEM under FreeMiNT.

I have used AES 4 with GlueSTiK without any problems, although I have not
tried the most recent GlueSTiK version in this manner. I just executed
GlueSTiK from the mint.cnf.

I also have got XaAES going fine. I'm using MiNTOS, and when I get to the
shell prompt I just start XaAES. The Moose server has to be put in the mint
directory first, of course. This is on a TT030; I heard that on a Falcon
you need to specify what resolution you want, or something, when starting
XaAES - maybe this has got something to do with the problem.

--
Mario Becroft Auckland, New Zealand
mbecroft@tos.ak.planet.gen.nz |__/,| (`\
Tariland Atari http://www.pl.net/user/mario/ _.|o o |_ ) )
Support in NZ: http://www.pl.net/user/mario/tariland/ ---(((---(((---------

# 5693. Re: Conversion from .DOC to ASCII text file

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <5h32lp$dm9$1@roch.zetnet.co.uk>
Source record: 125247

On 21 Mar 1997 02:13:41, Hallvard Tangeraas wrote:
>Is there a utility around which will convert 1st Word+ files (.DOC) into
>plain ASCII files? Preferrably Free/share-ware/PD.

The PD word processor Marcel would handle this by importing as 1st
word+ and exporting as ASCII with a number of options to boot :-))
Don't know where you can get it but I could uue the files to you if
that would help>? probably be a huge mail though ;-)

Regards,
James ��������

|\ _____ * *
|/ock |roll  An tari user
|\ | <------->
In Scotland!!

james.pirie@zetnet.co.uk

Telephone, (voice) 01571-855327
,, (Mobile) 0378 779120

# 5694. Re: URL for Bad Mood page ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: james.pirie@zetnet.co.uk
Message-ID: <5h32lt$dm9$2@roch.zetnet.co.uk>
Source record: 125248

On 19 Mar 97 18:45:02 G, Mark Parry wrote:
>
>Hi all :)
>
>Just a quickie (oo-er, wahay, etc., etc. :) ). Can anyone tell me the URL for
>the Bad Mood website please ?
>
>Cab crashed and ate my hotlist :( and I can't bleedin' remember it !

I'm not at all surprised you could not remember this.

http://rand.thn.htu.se/cgi-bin/buildpage?bad_mood

I've not actually visited this site as I don't own a Falcon (yet) but
I hope it is the right one. Good luck

Regards,
James ����������

|\ _____ * *
|/ock |roll  An tari user
|\ | <------->
In Scotland!!

james.pirie@zetnet.co.uk

Telephone, (voice) 01571-855327
,, (Mobile) 0378 779120

# 5695. Re: "Diamond Edge" upgrade patch?

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970323061505.15325A-100000@sparkie.gnofn.org>
Source record: 125249

On 22 Mar 1997, Hallvard Tangeraas wrote:

->>->I recently bought a used copy of "Diamond Edge" version 2.01.

I had bought v1.02 and upgraded it to v1.10.

->Yes, I'm sure I have version 2.01. That's what it says in the program.

Well, you are right, sir! I didn't know there was a v2 of Diamond Edge.
I'm sure you know about the 2.04 patch now, is there a list of improvments
over v1.xx you could post?

->Hmmm.... Perhaps there aren't any free upgrades for version 2.x then...

Yes, the 2.04 upgrade is for v.2 owners only.
Looks like you are in luck! I still have nothing but problems with DE v1.10

Dave

```
_____
/ /
|||||||||||||||====]: dbg01@gnofn.org
\____\
```

## 5696. lamer*@aol.com

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970323063207.15325B-100000@sparkie.gnofn.org>
Source record: 125250

Did anybody here get a mail bomb from lamer or lamers @AOL.COM?
I got 350+ short messages, all of which were deleted by Lynx with a few
keystrokes.

Dave


_____
/ /
||||||||||||||||====]: dbg01@gnofn.org
____\

# 5697. Re: test, do not read it.

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: !ynoT
Message-ID: <33361a18.1200289@news.airtime.co.uk>
Source record: 125251

On 23 Mar 1997 00:00:11 -0700, Katherine L Ellis <kellis@primenet.com>
wrote:

>I said DO NOT READ IT!. :)

damm!!........hehehehe

"Curiosity killed the Cat" hey :)

.
Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5698. Re: ImageBuild instructions (Was Re:ST disk Images?)

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: !ynoT
Message-ID: <33351984.1051848@news.airtime.co.uk>
Source record: 125252

On 23 Mar 97 03:36:20 GMT, "Mike Hopkins" <mhop@snip.net> wrote:

>I found a few *.ST files that I would like converted back to ST disks. Is
>there an ST program that will do this, or will Imgbuild do it? I tried

Just run pacifist, open drive A then drag and drop the contents of A
into C, exit pacifist and the contents of what was the *.ST file will
be ready to do with as you wish from your normal PC enviroment

HTH :))

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5699. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: read@my.sig
Message-ID: <33362de1.1971752@news.networx.net.au>
Source record: 125253
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Dan Mazurowski <smedley.antispam@gte.net> wrote:

>Roger Merchberger wrote:
>>
>> My question is this: Does an ST have an SIO interface to hook up 8-bit
>> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>>
>
>No, but there was a custom cable designed for use with Darek Mihocka's
>8-bit emulator on the ST. I can't remember Darek's e-mail address, but
>his company (which markets 8-bit and ST emulators for the Windoze) is
>called Branch Always Software (BRA-Soft) and is on the web... perhaps he
>still sells these cables?
>

Actually, he's changed the URL to

www.emulators.com

and the company is now known as

Emulators Online

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-----------------------------------------------------------
```

# 5700. H.E.R.O. was BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: !ynoT
Message-ID: <333821b8.3153048@news.airtime.co.uk>
Source record: 125254

hOn 23 Mar 97 00:41:37 UTC, dreibel@idirect.com (Daniel L. Dreibelbis)
wrote:

>>Cool. You know what would be really neat would be to recompile the best
>>of the STOS games using these new techniques so they would run on all TOS

> Of course, there is that thorny issue of copyright again - no, I
>don't mean commercial games, but I mean the shareware stuff - wouldn't
>we need to get the permission of the games' authors before we start

There arnt many games that are sharware anyway? well not STOS ones,
and anyway its probably mute as the way I can get them working on the
FALCON and the TT etc is when actualy compiling so would need the
source to any of these games ?

> I'd be first in line to try out a fixed version of H.E.R.O. on my
>Falcon, anyway. :)

hehe....

well it had entered my mind to recompile hero to work on falcons, tt
and other normally not available tos versions,

hero is a couple of years old, disk access would need re writting in
order to use the hard drive, i simply didnt know how orignaly,

hero worked JUST on one meg, so changes would mean it being two meg
minimum, but as the version would be for mega, falcon and tt owners
etc then memory shouldnt be a problem

hero used some chip music for snd effects, these would have to come
out and replaced by sampled sound, and sampled at a good rate as the
lower rate is the same as OFF to a falcon ?? so definatly over one
meg, this would actualy mean a enhanced version? if your going to go
over one meg you may as well go all the way and use the 2nd meg :)

levels would probably be better being re designed as a lot of falcon
tt and mega owners will probably have played hero when they had a st?

so as you can see, its not just a case of re compiling?,

heres the question?, i am about to finish BILLY BOY the
"** childrens **" platformer, then starting work on a TEMPEST clone
thats going to knock your socks off,

I could do the HERO convert while awaiting artwork and things like
that for other projects, it shouldnt take that long, BUT because its
not that simple then i aint doing all that for 2 or 3 people, if

theres enough interest in a enhanced 2 meg version of hero for the Falcon and Tt and other fancy ataris then i will do it within the next couple of weeks, its as simple as that,

so put your name forward, enough names and it will get done, if you respond to this thread then everyone can count how many respond and i cant be accused of weaseling out :))

so lets see a show of hands...or lets not bother ?? sign below :))

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5701. Re: First Word Plus files on PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: dbsmith@microserve.net
Message-ID: <dbsmith-2303970933510001@ppp1-41.wbgate1.microserve.com>
Source record: 125255

In article <5h155j$7nr$1@morse.news.easynet.net>,
steve.brown3@ukonline.co.uk wrote:

> Is it possible to be able to read files that were created in First Word
> Plus on the ST all of 5 years ago on my PC?.I had heard that there was a
> small utility that could do this but where it is I don't know.
>...

There was an utility that converted FW+ files to Word Perfect 4.0, I
think. This utility ran on the Atari, not the PC. If you have acces to
an Atari and FW+, you could load each file and then save in ASCII, on a PC
disk of course.

--
David, Williamsport, PA. US http://williamsport-pa.com/
mail, dbsmith@microserve.net http://www.microserve.net/
using; PowerComputing PowerBase 200 http://www.powercc.com/
Hewlett Packard 200LX http://www.palmtop.net/
Atari 1040STe http://www.teleport.com/~atari/

## 5702. ST+ Diskzine

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: !ynoT
Message-ID: <33383a8f.4334758@news.airtime.co.uk>
Source record: 125256

Whoops..Just working on the page and had a quick test with CAB it would seem I made a BOO BOO and used nine letters naming the Download page, this has now been fixed, so anyone trying to download the current issue of ST+ with CAB that had problems, this should now be sorted :), well in the next 5 minutes when its uploaded :))

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5703. Oregon Research Replies!

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <859109340_OASIS_@pcc-uky.campus.mci.net>
Source record: 125257

Here is Oregon Research's reply to my request for more info on their upcoming Internet Software release for Atari computers. (I did not think they would mind my posting it here)

---

TTCP-Atari should be almost a mirror of the version for the Amiga.

PPP, TermiteFTP, TermiteTelnet, TermiteMail should be included.

As far as when, I could not say. Stay tuned.

Best regards,
Daniel Reichen
---
Oregon Research Orders/Info: (503) 620-4919
16200 SW Pacific Hwy. Ste 162 Tech Support:(503) 968-9250
Tigard, OR 97224 FAX: (503) 624-2940

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_/_/_/
```

# 5704. Re: "Diamond Edge" upgrade patch?

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970323145246270187@pwomar.demon.co.uk>
Source record: 125258

Dave Gostl <dbg01@gnofn.org> wrote:

> On 22 Mar 1997, Hallvard Tangeraas wrote:
>
> ->>->I recently bought a used copy of "Diamond Edge" version 2.01.
>
> I had bought v1.02 and upgraded it to v1.10.
>
> ->Yes, I'm sure I have version 2.01. That's what it says in the program.
>
> Well, you are right, sir! I didn't know there was a v2 of Diamond Edge.
> I'm sure you know about the 2.04 patch now, is there a list of improvments
> over v1.xx you could post?

Tb be honest there isn't much new, the interface has been improved and
now looks much nicer, it also has a disk editor built in, underneath
though is pretty much the same, what's wrong with 1.10?

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5705. Re: Spamblock Ineffective!

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: pobocik@aol.com
Message-ID: <19970323150800.KAA23760@ladder01.news.aol.com>
Source record: 125259

In article <5gqlg0$5p0$13@nadine.teleport.com>, atari@teleport.NO.SPAM.com (Rich Tietjens) writes:

>>know there are literally millions of people fed up with spamming. So a
>>little creative programming may be the answer; both legal and effective.
>How much money do you need to get started? <G>

I would love to contribute $ also if I can effectively stop spam and still use NGs

# 5706. Re: Atari Computing Magzine

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: publish@zetnet.co.uk
Message-ID: <5h3lp2$44k@irk.zetnet.co.uk>
Source record: 125260

On 20 Mar 1997 03:56:36, wrote:
>: Mike Kerslake (publish@zetnet.co.uk) wrote:
>
>: : I don't know if I am missing anything, but there never seems to be much
>: : discussion about Atari Computing magazine in this area!
>
>I enjoy ACM too. I'm relieved that the scores are readable now ;)

We now reckon we know pretty much what we can do, and what we can't do,
layout-wise!

>One question: The MagicPC review used a mid-range Pentium. Any more
>details on configuration (cpu Mhz, RAM, video card)?

I've passed this onto the reviewer, and will post his reply.

Best wishes
Mike Kerslake

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
publish@zetnet.co.uk - For Playback RadioWorks Info!
ataricomputing@cix.compulink.co.uk - For Atari Computing Info!
mkerslake@cix.compulink.co.uk - For Direct Mail!
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5707. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <24459981_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 125261

In article <5h2sfn$1f9@news.telebyte.com>
csilver@kendaco.telebyte.Spam.This.com (Charles Silver) wrote:-

>Hi Gary,
>
>Just wondering if anyone in the UK would be interested in trading a Nemesis
>board and installation Manual for a 2.5" 84meg Conner IDE for a internal
>Falcon Drive in excellent condition. Heck, I'll even throw in a 4meg RAM
>Falcon board! The Conner is formatted in four partitions with AHDI 6.061
>boot loaded.

Well not me, that's for sure! I wouldn't swap my Nemesis board for anything
(well, maybe, Megan Ward from Dark Skies) <grin>

>BTW, did you install Nemesis yourself?

Nope. I had Titan Designs do it. I felt safer that way :)

Regards, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

## 5708. Converting windows icons

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <67058580_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 125262
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

A while ago, I had a program sat on my hd that ran through a path of
Windows .ico files and produced a .rsc file of them.
They could then be treated as Atari icons.

Of course, now I need the thing, I can't find it! :(

Has anyone got an idea of what this program is called and where I can find
it?

TIA, Gary

--

---
Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 5709. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: gary@the-gap.demon.co.uk
Message-ID: <90377276_000003_OASIS_NEWS@the-gap.demon.co.uk>
Source record: 125263

In article <5h2vdp$dfm@info.nask.pl>
Wojciech Hartman <harti@waw.pdi.net> wrote:-

>Charles Silver <csilver@kendaco.telebyte.Spam.This.com> wrote:
>
>: And Gary wrote:
>
>
>: >I've been running my Falcon with a Nemesis board in, for nearly 2 months
>: >now, and I've not encountered any incompatabilities!
>
>Have you tried it with Cubase Audio Falcon?

No I haven't. I'm not very musical and hence don't have it. Sorry!
Try emailing Titan Designs and asking them if they're compatible.

Gary

--

---

Gary Priest,Southampton,England gary@the-gap.demon.co.uk
Atari Falcon030 + FPU + Nemesis http://www.the-gap.demon.co.uk/
---

# 5710. Will PC SIMMs fit in an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32300_please@no.spam.mail.here.mettav>
Source record: 125264

FROM: SSweet@mettav.demon.co.uk
SUBJ: Will PC SIMMs fit in an ST?

a> Anybody happen to know if I can place 30pin PC 1 Meg SIMMs in an Atari
a> STE (1040)???

That shouldnt pose you any problems providing they are matched and faster
than 80ns..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Er!, i'm not going to assimilate you... Fussy Borg.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5711. Re: Mega STE, 10 MB memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199703230037.a64092@do2.maus.de>
Source record: 125265

RJH>Just out of curiosity, will the PAK030 fit -inside- of the Mega
RJH>STe's case without having to do any major surgery? Thanks in advance!

No. I'm sorry. A towercase is necessary.

Tschuess
Frank

# 5712. Re: Will PC SIMMs fit in an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5h4081$4bn$4@nadine.teleport.com>
Source record: 125266

```
On 21 Mar 1997 16:17:56, Dr A.C. Marshall wrote:
>Anybody happen to know if I can place 30pin PC 1 Meg SIMMs in an Atari STE
>(1040)???
>
>Please reply prvately: adamm@liv.ac.uk
>
>.

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--------------------ftp://ftp.teleport.com/users/atari--------------------
```

# 5713. Re: ST USERS

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5h3vma$4bn$1@nadine.teleport.com>
Source record: 125267

On 22 Mar 1997 00:27:34, "meridian" wrote:
>Boy, I can say there are some real a$$holes on this newsgroup. Either some
>of you guys are just jealous of IBM users or you are a wanna be IBM user.

Hey, pinhead - I work for the world's largest chipmaker, who has much to do with IBM boxes. I know a thing or two about 'em - and I use Atari machines by choice at home. Three of them at the moment, I don;'t have room for the other 12 that are boxed up here and there. My wife uses a Win95 box (with a genuine Intel CPU) - and I have to fix it almost daily because the operating system is so unstable and unrelable. And it's a VAST improvement over Messy-DOS and Win 3.x...

>There is no need to flame people in the newsgroup. Go take your compliants
>about piracy issues to some debate newsgroup or something.

Hmmm, let's see - some jerkoff wanders into my living room, calls me an asshole and screams "give me free stuff," you come in calling me and the rest of the /HONEST? people here "assholes," and /WE? shoudl take the discussion elsewhere?

Does the expression "Go to Hell" ring any bells?

>As for this newsgroup. This is a ST newsgroup dealing with ST topics,

Bingo!

>software, emulators,ect... Plus it is one of the only active ST
>newsgroup(s) around. Since the release of PACifist you will see alot of
>more activity here also...

That part is certainly true - but the pirates will be driven out in whatever manner is necessary.

You want "warez," go talk to the fools in alt.2600 - you want to discuss things in a civil /and legal/ manner, you'll be welcome here. Your choice.

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# 5714. Re: test, do not read it.

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5h40lq$4bn$6@nadine.teleport.com>
Source record: 125268

On 23 Mar 1997 00:00:11, Katherine L Ellis wrote:
>I said DO NOT READ IT!. :)

Read whut? I din't read nuthin'!

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# 5715. Re: Conversion from .DOC to ASCII

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3335855cbde091@sn.no>
Source record: 125269

I managed to do the conversion with a program I already had!
I loaded the .DOC (1st Word plus) file into "Write On" (which I had gotten
from a coverdisk that came with an issue of "ST-Format".

Then I saved the file as an ASCII file with the "save ASCII" option.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5716. Re: Will PC SIMMs fit in an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5h40as$4bn$5@nadine.teleport.com>
Source record: 125270

On 21 Mar 1997 16:17:56, Dr A.C. Marshall wrote:
>Anybody happen to know if I can place 30pin PC 1 Meg SIMMs in an Atari STE
>(1040)???
>
>Please reply prvately: adamm@liv.ac.uk

(Posted and mailed)

You will need a SIMM board as well, but otherwise, no problem. Sicne
you're in the UK, try to find a Marpet SIMM board. Possibly System
Solutions has them - the other UK Atari users would know that better
than I.

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----------ftp://ftp.teleport.com/users/atari----------

# 5717. ATTENTION: Atari Computing USA Subscribers!

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5h40te$4bn$7@nadine.teleport.com>
Source record: 125271

Just to be sure I haven't missed anyone - if you didn't receive a recent mailshot from me regarding the AC-USA archives, please reply to this in email - and don't forget to edit out the spamblock in your reply!

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----------ftp://ftp.teleport.com/users/atari----------

# 5718. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-23 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <859115392_OASIS_@pcc-uky.campus.mci.net>
Source record: 125272

In article <5h1krj$5dgc$1@news.inet.tele.dk>
prunus@post3.tele.dk (Joergen Bak) said:-

>> >> RT> Buy a copy of TOS, or get lost. Thieves are not welcome.
>>
>> >> Yeah they are pretty easy to get!! Ok I will go to my Atari Store
>> >> tomorrow and get a rom :*/**/!! really funny!!

Just to inject some sanity into this thread... You can try Brad Coda at
Best Electronics (phone 1-408-243-6950, I think). Its rumored that Atari
used to go to -him- for hard to find parts! He might be able to fix you
up with older TOS ROMs... Their hours are 1-4pm PST... Good luck! :)

--

```
_/_/_/
```

## 5719. Re: test, do not read it.

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970324143816.5035A-100000@usr01.primenet.com>
Source record: 125123

hehheh, prety funny. I received tons of messages from that test
heheheh.
Do not READ! is more successful than How to make big $$ in 2 weeks.
bye... heheheh (still laughing)

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 5720. test, do not read it.

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32397_please@no.spam.mail.here.mettav>
Source record: 125124

FROM: SSweet@mettav.demon.co.uk
SUBJ: test, do not read it.

k> I said DO NOT READ IT!. :)

Well you didnt post very good warnings. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I am Locutus of Borg. This Tagline was assimilated.
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 5721. Please help my ST has died!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: ant@dial.pipex.com
Message-ID: <5h6pjg$4og@bore.pipex.net>
Source record: 125125

Hi,

I wonder if someone can help me??

I have just tried to use my Atari 520 STFM and the disk drive just keeps spinning and the GEM Desktop comes up without any drives to click on etc.

Everything else is okay. Is my Diskdrive to blame or is the controller.

I would be really grateful if someone could help.

Cheers

Ant.

# 5722. Re: Conversion from .DOC to A

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: apalmer@zapcom.net
Message-ID: <5h6mcm$92n$1@ultra.sonic.net>
Source record: 125126

```
On 24 Mar 1997 05:02:47, Dave Gostl wrote:
>On 22 Mar 1997, Albert Palmer wrote:
>
>->If you are using MiNT or any other unix clone on your system, you can
>->use the command "strings" to pull the ascii out of a .doc file. Just
>->use the command line "strings example.doc | more" to read the text.
>->To put the text in a file use "strings example.doc > example.txt".
>->Hope this helps.
>
>Does that just strip out any character outside of 32 - 127 ?
>Is there some formatting involved?
>

The following is the description from the man page. The file will
have to be cleaned up after you pull the text out of the .doc file.
The four characters can be changes to a diffenent number of
characters. Strings will work on any type file.

STRINGS(1) UNIX Reference Manual STRINGS(1)

strings - find printable strings in a file

DESCRIPTION
Strings displays the sequences of printable characters in each of the
specified files, or in the standard input, by default. By default, a se?
quence must be at least four characters in length before being displayed.

\\\|///
\\ - - //
( @ @ )
+-------------------------+---oOOo-(_)-oOOo-----------------------------+
| Albert M. Palmer, Jr. | Let your child choose his/her own path, |
| Lakeport, CA, USA | and it will always lead back to you. |
| (707) 263-4565 | Hang on to your dreams |
| apalmer@zapcom.net | Use your brain to fix your mind. |
+-------------------------+-----------Oooo-----------------------------+
oooO ( )
( ) ) /
\ ( (_/
\_)
```

## 5723. Looking for a C++ compiler for the ST or falcon

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: u1383700 <u1383700@csi.uottawa.ca>
Message-ID: <33370E1B.444E@csi.uottawa.ca>
Source record: 125127

Does anybody know where I can get a C++ compiler for the ST or Falcon?

# 5724. Help, my ST has just died!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: ant@dial.pipex.com
Message-ID: <5h6pt0$4og@bore.pipex.net>
Source record: 125128

Hi,

I wonder if someone can help me??

I have just tried to use my Atari 520 STFM and the disk drive just keeps spinning and the GEM Desktop comes up without any drives to click on etc.

Everything else is okay. Is my Diskdrive to blame or is the controller.

I would be really grateful if someone could help.

Cheers

Ant.

## 5725. NOS and INN 1.5 news server

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <859217962_OASIS_@nordnet.fr>
Source record: 125129
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

```
[followups in tech group only]
[posted also to NOS mailing list]
[no crosspost to demon.ip.support.atari, they are not concerned]

Hello all!

Many news servers update their software to INN 1.5 or 1.5.1. They'll
update faster to 1.5.1 now, after the "all-time bigest Usenet attack" last
week, as 1.5.1 is the only server protected against this cracking method
(well there are patches for some other servers, but...).

This leads to problems for us NOS users, as this versions disable
NENNEWS command by default, we receive "502 NEWNEWS command disabled by
administrator" and the sessions fails, no news... Well we can post our
messages, as they are posted before the get news procedure. Maybe it's
time to change NOS's strategy to get news, the NEWNEWS command is
supported by less servers each day as it uses on the server more memory
and CPU time than any other nntp command.

In the meantime, if you can, ask your news administrator to change his
config.data file, partial quote below:

----------- 8< ----------- [INN's config.data] ----------- 8< -----------
## Allow the NEWNEWS NNTP command? Pick DO or DONT.
## (RFC 977 says you should; your server performance may not agree...)
#### =()<ALLOW_NEWNEWS @<ALLOW_NEWNEWS>@>()=
ALLOW_NEWNEWS DONT
----------- 8< --------------- [end quote] --------------- 8< -----------

Easy to guess, he must change the "DONT" to "DO" in the last line.
Perhaps he also needs to recompile INN, or only to restart it, it's not
clear for me. While we're with config.data, there is an option (on by
default) to slow down service for offline readers. Another partial quote:

----------- 8< ----------- [INN's config.data] ----------- 8< -----------
## Do you want to make life easy for peers to pull feeds from you (it's
## harder on your machine). Pick DO or DONT. With DONT, you get a small
## sleep inserted before each ARTICLE command is processed. (With
## apologies to the Australians in the audience).
#### =()<LIKE_PULLERS @<LIKE_PULLERS>@>()=
LIKE_PULLERS DONT
----------- 8< --------------- [end quote] --------------- 8< -----------

Same thing here, change last line into "DO", if you have a nice
newsmaster he'll do it. Otherwise you have a one second pause between each
article. And if someone could explain me the "Australians" stuff...
```

```
Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -===- A happy Falcon owner from France -===- */
```

# 5726. Re: "Diamond Edge" upgrade patch?

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <859219218_OASIS_@nordnet.fr>
Source record: 125130

In article <19970323145246270187@pwomar.demon.co.uk>
News@pwomar.demon.co.uk (Paul Womar) said:-

>what's wrong with 1.10?

Diamond Edge 1.10 if there are more than 1024 files in one folder can
destroy them all with "medic" function. It can also cut out near silently
the end of a file if it's lying on the 2 last clusters. If you have
"doubly used clusters" it medics by loosing both files, when by hand you
could generally save one of them. Has 2.04 this "features" too?

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

# 5727. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5h6rie$v9l@einstein.ebicom.net>
Source record: 125131

: >> I'll bet you will shit on the rules and then just do it. No NO of cause
: >> you will buy a Amiga to test it would'nt you?? (Right!)

I was in a similar situation in wanting to upgrade my Amiga's work bench.
It required new ROMS which I couldn't find anywhere new at the time...
or from any resaler...so I posted an ad to buy a broken (or otherwise
cheap) amiga to get the newer ROMS. It was only $25 including shipping
after all was said and done. No big deal...and worth $25...even if I
only used the Amiga as a dumb terminal, I'd still get my $25 worth of it.

: But I could have wasted money if I did buy it. And I am really happy that
: I did not.

It may be a waste for you to buy it...
But for anyone who plans to use it at all...it's not a waste...
The cost for TOS ROMS is well under $50...new, used, or any other "legal"
method I know of to obtain them.

: >> As far as I know the programmer does not develop my mailer anymore, so
: >> why should I??

Does it work?
Do you use it?
Then you owe him for it if you still use it beyond the stated trial
period. See...when you boot a program on your computer...CuBase on an ST
for example...it is no longer an Atari ST...it is Stienberg's CuBase.

You are not paying for what software can do tomorrow...you are paying
for what it does now. If it doesn't work, or you don't like it..erase
it from your hard disk, or pay for it. It's that simple.

Most share-ware is really inexpensive to begin with (dare say usually
under ten bucks). So what's so wrong with rewarding the author's work
based on the version you have. And if you really enjoy the software...
send him a 5 or so upon upgrades just to help him keep up the good work?

Would you expect not to have to keep paying your car payments if the
auto maker didn't offer free new parts on frequent occation? I think
not.

Finally...
Had you registered, you just might (most likely would have) gotten
updates...espically bug fixes. I see dozens of share-ware titles
on FTP sites that are way old...and will never be updated with newer
versions...but sending in your fee gains a much more modern version.

: PW> You are using software someone took a lot of time and effort to
: PW> produce,
: PW> maybe if the people that used it bothered to register he would still=
: be
: PW> writing and updating it? =

Amen

: Maybe, but my version is from 94 so if he still works on it I would
: see some more demos on aminet or?? or maybe I would have seen some
: announcements..

Maybe...maybe not...
Sometimes authors "trust" shareware libraries to keep things up to date,
and post announcements, yet they never happen. Sometimes they simply
don't have network access any more for some odd reason. You never know.
The bottom line is...if you use it...send the guy a check or don't use it.

Now, many authors expect a certian amount of free-loaders out there,
can really don't care what you do. It is a common courtesy however.

: PW> It seems only fair that you negociate with
: PW> them they may be willing to accept a more modest fee now that they
: PW> don't
: PW> develop it.
: PW> =

He might...did you send him anything at all?
An email?
A post card?
You might have found that he "DOES" still support it.
At any rate...it's still his lisence to grant or deny you by his choice.
If you want to use it...pay for it...upgrades and support or not.

: If he does not develop there is no money from me..

I'd be willing to bet he wouldn't get a fee from you even if he
did support it...unless of course he had a new feature you were drooling
for, and the only way to get it was to register. Then I bet you'd even
bitch and moan about that. My apologies if I'm wrong.

Brian

# 5728. FS: Atari Computer Goods! Some Listed! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5h72gh$lt8@nr1.calgary.istar.net>
Source record: 125132
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, MonoChrome Monitors, Monitor Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

# 5729. FS: Atari Computer Goods! More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5h72h0$m09@nr1.calgary.istar.net>
Source record: 125133
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, MonoChrome Monitors, Monitor Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials.

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

# 5730. Re: Conner CP30200

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970324182245.20143A-100000@moose.erie.net>
Source record: 125134

Thanks for the feedback. I couuldn't partition it so I tried
re-formatting it. I've since discovered that the drive itself was bad. A
bit of a disappointment since the dealer sent it to replace a bad one that
had been returned!

On Sun, 23 Mar 1997 greg_evans@delphi.com wrote:

>
> I have a Conner CP30200 (212 mb) drive and have no problems with
> it, _but_, I've probably never fromatted it. Do you really need
> to or can you just partition it? Partitioning looks for bad sectors
> so that is usually all you need.
>
> Greg
>
>

# 5731. Re: MagiCMAC on a Mono Powerbook?

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: wolf@kwantlen.bc.ca
Message-ID: <wolf-2403971532300001@t6-42.van.hookup.net>
Source record: 125135

In article <5h5oqj$8ch@alexander.INS.CWRU.Edu>,
aa778@cleveland.Freenet.Edu (Fred Horvat) wrote:

> Hi,
>
> I am considering on purchasing a used Apple Powerbook
> computer to run MagicMac for my portable computing needs. I
> have two questions in regard to MagicMac. I am already running
> Magic 5 on my TT030 so I don't have any software compatibility
> type questions. The Powerbook I am interested in getting is a
> model 165 with a 68030/33, 12 Meg RAM, 160 Meg hard drive,
> and a monochrome LCD screen.

I am running MagicMac on a Powerbook 190 without problems in B&W.

It will run in 16 shades of grey fine but Calamus does not like it.

The LCD screen is 460x600 as in a ST. The speed on this 040 powerbook is
over 4 times that of a TT.

Go for it. I love it. Actually I am writing this on my Powerbook at the
same time as I am crusing the WWW.

Wolf

# 5732. Re: H.E.R.O. was BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <33369c65.0@lagoon.idirect.com>
Source record: 125136

On 23 Mar 97 11:25:44 G, Ronald J. Hall wrote:
> In article <333821b8.3153048@news.airtime.co.uk>
> !ynoT said:-
>
>> heres the question?, i am about to finish BILLY BOY the
>> "** childrens **" platformer, then starting work on a TEMPEST clone
>>thats going to knock your socks off,
>>
>> I could do the HERO convert while awaiting artwork and things like
>>that for other projects, it shouldnt take that long, BUT because its
>>not that simple then i aint doing all that for 2 or 3 people, if
>>theres enough interest in a enhanced 2 meg version of hero for the
>>Falcon and Tt and other fancy ataris then i will do it within the next
>>couple of weeks, its as simple as that,
>>
>> so put your name forward, enough names and it will get done, if you
>>respond to this thread then everyone can count how many respond and i
>>cant be accused of weaseling out :))
>>
>> so lets see a show of hands...or lets not bother ?? sign below :))
>
>
> Well, I'd certainly be interested in a mega Falcon version of Tempest and
> H.E.R.O!!! :)
>

Likewise add me to the list! A Falcon version would be killer. :)

# 5733. This spamblock works (was Re: Spamblock Ineffective!)

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: atari@teleport.TINC.com
Message-ID: <5h6g2v$heq@ornews.intel.com>
Source record: 125137

In article <5goa4p$s5d@news.telebyte.com>,
csilver@kendaco.telebyte.Spam.This.com (Charles Silver) wrote:
>
>Message-Id: <Pine.SGI.3.91r.970316162232.27217G-100000@freenet> Callum
wrote:
>
>>> My guess is the next step will be to look for words like "spam" or
>>>"remove" in email addresses and remove these words as well (YMMV).
>
>>I've been thinking if making my address show up as:
>>lerwick@fErAeTenSePtA.MmsApN.DmnD.IuEs! :)
>>I suppose the ultimate fix would be to put an address like
>>look@my.sig.fool! in the From: line, then write your real address with a
>>BUAF in your sig... (kinda like mine...)
>
>Of course the trick is to use an effective spamblock, but have the
>NG readers be able to understand your real e-mail address. If you put your
>e-mail address anywhere in the header OR the text message the bulkmailers
>will find it ;)

Since it's conceivable that the spammers are actually smart enough to filter the word "spam" (seems unlikely, but hey, anything is possible), instead I suggest adding an easily-recognized word or acronym, such as mine (which means "There Is No Cabal" - read news.admin.net-abuse.misc for a couple of days to get a full understanding of why that's amusing).

Having a completely bogus email address simply discourages legitimate correspondents from emailing you (are you listening, !yonT and Paul?) and I recommend against that. Incidentally, it may be the next criterion for the cancelbots to target, because so many spammers are now using totally non-RFC-compliant From: headers - it makes their spam easy for a 'bot to recognize. Something that's at least plausible will be less liekly to be autocancelled.

Note to myself: Check the Path: header on this article.

Remove the "TINC" from my email address to reply.
----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the magazine for all Atari users For info, email:
CANADA: info@compdirect.com
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 5734. Re: Atari Times Hall Of Fame!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Message-ID: <3336CD93.5CAD@worldnet.att.net>
Source record: 125138

!ynoT wrote:

> Heres a thought, I always pass my issues on by post to other contacts
> here in England, why not send one copy to someone in each country who
> will then copy and send out to there local adress, well you know the
> sort of thing...me?...eeerm cant, but the ideas there :)?

Yeah, I thought of that too. But I think it'd be more trouble than it's worth.
Don't worry. I'll still send them to you since you're such a great contributor
to the Atari ST games scene!

--
---
| Greg George | Forever Fuji!! |
| Editor, The Atari Times | Check out The Atari Times Web Page! |
| greggeorge@worldnet.att.net | http://www.geocities.com/TimesSquare/Arcade/8341/ |
---

## 5735. misc FS

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: David Berry <dberry@spork.callamer.com>
Message-ID: <Pine.GSO.3.95.970324145652.12458C-100000@spork.callamer.com>
Source record: 125139

COMPUTERS FOR SALE

BUYER PAYS SHIPPING COSTS

Atari 800 Computer, RGB monitor, floppy drives,
printer and sofware $175

Atari 400 $5.00 each
Atari 800 $10
Atari 800XL $20
Atari 800XL NIB $50
Atari 1200XL $60

Atari XF 551 5.25 FD NIB $25
INDUS 5.25 FD for Atari $20 each
Atari 410 Cassette $10
Atari 1010 Cassette $10
Atari 830 Acoustic Modem $10

Atari 3" dual floppy drive (amdek)
old style atari,15, and 25 pin connectors
and 12 disks $75/ offers
misc atari cables. power supplies email for needs

Amiga 1000 keyboard/mouse $200/0ffers

Apple //c CPU $100

Apple //c monitors, all sizes email for info

Apple ][e 80 col.card 10 meg Apple Profile extHD
5.25 floppies monitor /// and printer $400/offer

][e, 2 disk// 5.25 FD's, green mono Monitor /// $150

][+, 2 disk //'s, monitor /// $100

/// system, 2 disk //'s, $150

//GS 512K, Apple RGB Color Monitor, 3 FD 3.5, 5.25
keyboard/mouse as new $350

Apple Monitor /// green mono $35 each

Disk // ext 5.25 drive $25 each

Corvus 10 meg (?) external hard drive for ][ family
computers $100 obo

Mac Plus w/ keyboard and mouse $195

Mac 512K w/ skyboard and mouse $100

Mac SE 4 meg key/mouse/ $395 offers

Mac Plus 4 meg ext 30 meg HD $295/offers

Mac Charlie external dual 5.25 FD for Mac Plus $75/offers

Apple Imagewriter l's $100, Imagewriter ll's $150

Bondwell Pro Series 8T Laptop
2 internal 3/5 FD's powersupply
$100.00 / offers

H.P. Touch Screen 150's complete systems;
monitor/printer, keyboard, software HD 3.5/5.25 FD's
manuals $250 to $350 offers email for details
extensive 100 series software available email for list

HP Portable Plus $250
external 3.5 FD's $100
HP ink jet printers $100

HP Vectra ES12 286
VGA monitor, keyboard, mouse $250

TECHTRONICS 21" Color Monitor
2 meg video card 16 million colors
$1296/offers

Hyuandai 286 color VGA, keyboard $200

Commodore C64 CPU's @ $25 each

Commodore 64 software
75 titles for $50
175 titles for $100

Smith Corona PWP 5000 word processor $150

Anderson Model A 242 acoustic modem
complete with doc and cables $50 obo

NEC Model N 9630 network Modem 3 line inputs/outputs
circa '90 $50 obo

NEC PC/820JA portable computer
$100/offers

Misc XT's and AT, 286, 386 systems
numerous monitors mono's RGB's, VGA's etc obscure system keyboards, FD's,
HD's
email for needs and interests

Packard Bell Legend 2052 486
VGA monitor, keyboard, mouse $400

Emerson XT mono monitor, keyboard, mouse $100

Casio FA10 portable computer
printer, cassette storage recorder,power supply
$100/offers

CompuStar XT mono monitor, keyboard, HD, printer $125

NCR 286 color monitor, keybaord, mouse $199

Tandy TRS80 8" internal FD's, monitor, keyboard, software
printer $100

Tandy TRS 80 CPU's make offer

Tandy 1000 SX color monitor, keyboard $75

Tandy Deluxe 2 button color mouse for
computer 2.3. 1000 family
new in boxes $25

Tandy 4-Pen Color Graphic Printer NIB $165/offers
IBM PS/2 286 VGA monitor, keyboard, mouse $295

Tandy Multipak Interface Cat# 26-3124, Tandy applicance
and light controller (2) for TRS 80 systems
interface for computer and 2 light controllers $35

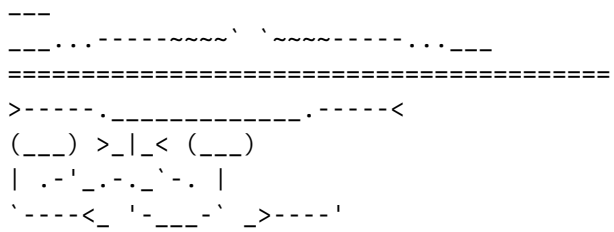
Back Issues MacWorld, Mac User, InCider, A+,
Atari Antic, Amiga World, Timex User,
Commodore, Foghorn, Portable Companion, Profiles,
kugram (Kaypro users group)
.50 each or offer on entire collection
email for info

Vic Halling (805) 528-1117 534-1117 (FAX)
Associated Enterprises
Computer Sales and Service
2781 Houston Drive
Los Osos, CA 93402

VIC'S BBS 24 HOURS (805) 534-0777

email:
Dave Berry
dberry@callamer.com
dberry@job.punk.net
DCBBERRY@aol.com

Matt Jurisich
JurassicA1@aol.com



David Berry
dberry@callamer.com
dberry@job.punk.net
dberry@babbs.org
DCBBERRY@aol.com

# 5736. Re: lamer*@aol.com

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5h651i$det$1@nadine.teleport.com>
Source record: 125140

On 23 Mar 1997 06:39:00, Dave Gostl wrote:
>
>Did anybody here get a mail bomb from lamer or lamers @AOL.COM?
>I got 350+ short messages, all of which were deleted by Lynx with a few
>keystrokes.

I ddin't (surprisingly enough), but the proper thing to do is to forward them to abuse@aol.net in future. If it really was an AOLuser, they'd charge his credit card $500 for "commercial use" and then cancel his account for mailbombing (rather ineptly, too).

If that's the best he can do, no wonder he calls himself "lamer." How ya doin'. Mikey? ];^)

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 5737. ASCI ethernet adapters for atari 1040 stf with tos 1.0 and 2.06

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: "Graham T. Cantin" <Deadknight@supernews.com>
Message-ID: <333715BE.7CFB@supernews.com>
Source record: 125141

I need some info on ACSI based ethernet adapters, I know
PAM Network and BIOnet. As I know nothing about
them, please post a reply to this message if you know what im talking
about. i also need info on paralell port ethernet adapters
for ibm or win95, does anyone have any drivers or anything for atari?

Graham T. Cantin
Deadknight@supernews.com

## 5738. Re: Oasis where?

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <94169651_Beta04_OASIS_NEWS@nest.demon.co.uk>
Source record: 125142

In article <859115916_OASIS_@pcc-uky.campus.mci.net>
thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) wrote:-

> Thats great news! I know as is, it would -not- work with my ISP. Thanks for
> continuing to support the software and please post a message here when you
> have a patch/update ready, and an ftp site where we can get our eager little
> hands on it! :)

No worries, I'm sure Dave or Phil will post an announcement once the
new PPP is implemented.

--

---

dbrewood@nest.demon.co.uk

---

# 5739. Re: Web pages

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <RxOZLw-.dpj@delphi.com>
Source record: 125143

<!ynoT> writes:

> Hmm theers been plenty of response the the warez file site
>idea...sneaky :)
>
> And none to my plea for space to plonk ST+ Diskmagazine on line and
>all info and backcopies info etc every month? ..hmmmm strange?

Tony,

I have some available space in my page's storage area to maintain
info
and each month's issue. I don't have space for back issues, however.
Let me know if this is of any help.

Dana @ STReport International Online Magazine

# 5740. ST+ Diskzine

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: !ynoT
Message-ID: <3337c582.3461144@news.airtime.co.uk>
Source record: 125193

Can Anyone running a links page please add the ST+ as this is a permanant ATARI web page thats going to grow :)

Page Updated, added "Other Diskzines" section, put Maggie page in, complete with screen shots etc, plus in downloads area there is a direct link to maggie22 download,

The other diskzine section will grow and will include all the news on all other diskzines available, as time goes on, but heres snippets to keep you going.....

UC8 the german Undercover diskzine is out at on its way to our shores, content from issue 7 (and the xmas issue) is now nearly all in english,

STUNNED a new diskmag is set for release at the start of may, it sounds like the old stun title doesent it, ? but unconfirmed that it has any connections,

Kelstar diskmag die recently aged 7

STOSSER 29 released this week

for any diskmag infor, to me or wanted then please email me at

diskzines@earthling.net

many thanks.....pacifist users please note that maggie 22 worked perfectly, full speed and sound :))

ta

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR diskzine@earthling.net
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

## 5741. Rae: test, do not read it.

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3187cd$c283b.102@HERMES>
Source record: 125194
Cross-posted to: comp.sys.atari.st,rec.humor

Katherine L Ellis (kellis@primenet.com) wrote in comp.sys.atari.st:
> I said DO NOT READ IT!. :)

If I am not allowed to read the test, how am I expected to pass?

--

Quote For The Month:

"Open up, it's the pigs!"

# 5742. [ANNOUNCE] Casio Digital Cameras on Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: Herv&#65533; Piedvache <hpiedv@parx.fr>
Message-ID: <3335C9AA.7B57@parx.fr>
Source record: 125195

```
CASIO Digital Cameras now on Atari computers !

For getting more details just look at http://www.parx.fr
(english and french web site)

Regards,

--
+-----------------------------------------------------------+
| Herve Piedvache NetMail: 90:8/0@nest.ftn |
| CEO - PARX Paris 51:901/0@atarinet.ftn |
| 54 Rue des Abbesses 2:320/107@fidonet.org |
| F-75018 PARIS e-mail: hpiedv@parx.fr |
| Tel: +33-1-42585974 Fax: +33-1-42595678 |
| |
| http://www.parx.fr |
+-----------------------------------------------------------+
```

# 5743. Re: Converting windows icons

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: wongck@ti.com
Message-ID: <5h4qb1$8ja0pe_002@news.ti.com>
Source record: 125196
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <67058580_000003_OASIS_NEWS@the-gap.demon.co.uk>,
gary@the-gap.demon.co.uk (Gary Priest) wrote:
>A while ago, I had a program sat on my hd that ran through a path of
>Windows .ico files and produced a .rsc file of them.
>They could then be treated as Atari icons.
>

That's ICO2RSC which you are looking for.
I have set up a page for these hard to find file. You can find ICO2RSC at

http://probehouse.home.ml.org

under the Useful Software section. More coming soon.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong - ST user in SINGAPORE ||| 520ST+4Mb+44MB+Mag!X
Email:wongck@letterbox.com ||| F030+4Mb+84MB+MTOS
http://wongck.home.ml.org / | \ 486DX33+WFW P90+WinNT

# 5744. Re: StarGlider

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: tivegas@aol.com
Message-ID: <19970324033301.WAA10440@ladder01.news.aol.com>
Source record: 125197

Yes i can guide you to the best ST WAREZ site, it's got just about every game made including European ones. Email me and i'll send you the location. By the way to all you old farts, who complain about u s spring break kids, well. It's great to be young! Oh yes will we get old but you'll probably won't get to see it!

STFORMAT
MAGAZINE RULES! and so does the FORMER TECH EDITOR!
Oh by the way, when i said ST format sucked I meant the editor did. I well aware
it died with atari! Long live Jack T!!!! and the ST.
TIVEGAS

# 5745. TelVT102- a new telnet program for STiK and CAB

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5h50r8$2il@alexander.INS.CWRU.Edu>
Source record: 125198

A new program TelVT102 has been released for use with STiK.
It is a fully functional VT102 telnet, that can be used with any Atari
from ST-low to the fanciest Falcon video cards. It need some form of
GDOS to run, since it uses special ANSI compatible fonts, and special
line drawing fonts for semi-graphics. It can be called from CAB, when
CAB finds a "telnet://fu.bar.edu" type link.

You can find it on the STik source page,
http://www.flinny.demon.co.uk

Enjoy!

P.S. Yes, STiK is still very much alive!!!
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

# 5746. Atari Times Hall Of Fame!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Message-ID: <33361737.263E@worldnet.att.net>
Source record: 125199

Hi everyone,

If you've ever sent in a monetary contribution to The Atari
Times, please check my web page for an update. I decided to
create a "Hall Of Fame" page just for these upstanding people.

The latest issue is almost in the mail. Check the page
to learn how to subscribe and to see what's in the next issue!

Later...
--

---

| Greg George | Forever Fuji!!
|
| Editor, The Atari Times | Check out The Atari Times Web Page!
|
| greggeorge@worldnet.att.net |
http://www.geocities.com/TimesSquare/Arcade/8341/ |

---

# 5747. Re: XaAES Problem Question

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5h55sc$rov$2@nadine.teleport.com>
Source record: 125200

On 23 Mar 97 08:16:44 N, Mario Becroft wrote:
>In <858975970.8896@dejanews.com> wrote :
>
>>As long as I'm moaning - does anyone know of a way to make GlueSTiK work
>>under MultiTOS? I get a bus error (think it was a bus error - the Falcon
>>is 17 miles from here) when I try to run MT and GS, but GS works fine
>>with oldGEM under FreeMiNT.
>
>I have used AES 4 with GlueSTiK without any problems, although I have not
>tried the most recent GlueSTiK version in this manner. I just executed
>GlueSTiK from the mint.cnf.

Works fine with oldGEM, but not under AES 4.1 here. Beats me...

>I also have got XaAES going fine. I'm using MiNTOS, and when I get to the
>shell prompt I just start XaAES. The Moose server has to be put in the mint
>directory first, of course. This is on a TT030; I heard that on a Falcon
>you need to specify what resolution you want, or something, when starting
>XaAES - maybe this has got something to do with the problem.

Hmmm, time to read the docs?

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 5748. Re: Anyone understanding French here?

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7JGIw.3uL@gazette.stortek.com>
Source record: 125201

In article <3331e028255a71@sn.no>, hallvart@sn.no (Hallvard Tangeraas) wrote:
>I found a folder on my harddisk called simply "68882". Obviously it has
>something to do with the FPU (?) on the MegaSTE, but what?
>
>Since my French is pretty rusty, can someone who understands the language
>please tell me what it's about by looking at the "readme" below?
>(I don't need a translation of it all, just an explanation of what it
>does).
>Thanks.
>
>Hallvard

You're lucky. Here we go:

>
>
>------------------------------------------------------------
>Le programme 68882 doit ?tre plac? dans le dossier AUTO
>de votre partition de boot (C).
>
>Ce programme permet l'utilisation d'un 68882
>dans un Mega STE avec les programmes compil?s en
>TURBO C et PURE C. Il n'a pas ?t? test? avec les
>programmes compil?s en LATTICE C qui sont plus rares
>mais si vous aviez un tel programme qui ne
>fonctionne pas, nous vous prions de bien
>vouloir nous envoyer ce programme pour que nous
>fassions une mise ? jour du programme 68882.
>
>Olivier Oeuillot pour RETOUR 2048.
>Juin 93
>
>RETOUR 2048 n'existe plus. Contacter
>CZUBA Rodolphe
>28 rue des sorbiers
>60290 Laigneville
>
>Decembre 95
>-------------------------------------------------
>
>

"The program 68882 must be located in the AUTO folder of
your boot partition (C).

This program allows you to use a 68882 in a Mega STE with
programs compiled in Turbo C and Pure C. It has not been
tested with programs compiled in Lattice C which are less
widespread. However if you have such a program that doesn't
work, please send it to us so we can update the 68882 program
accordingly.

Olivier Oeuillot for Retour 2048
June 93

Retour 2048 no longer exists. Please contact
Rodolphe CZUBA
28, rue des sorbiers
60290 Laigneville

December 95"

I hope that helps,

Nicholas Bales, Toulouse, France

# 5749. Re: Atari Printing, GDOS and Protext questions

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7JIK0.3zr@gazette.stortek.com>
Source record: 125202

In article <01bc3737$2cb946c0$LocalHost@computer-name>, "Mike Hopkins" <mhop@snip.net>
wrote:
>
>
>charles_gamble@nt.com wrote in article <332DCA1A.C00@nt.com>...
>> I own a 1 MB Atari STE without a second floppy disk or a hard drive.
>> I am looking for a good word processing package that can print different
>> sizes of the one font without the expense of buying a second floppy
>> drive or a hard disk to install GDOS. I already have PROTEXT 4.3 which
>
>The implications I see here is that a hard drive is needed to install Gdos.
> This isn't the case, is it?
>
>I never heard of Protext. Is this a word processor (versus a dtp program)?
> How does it compare to Marcel?
>

Don't know about GDOS, but Script Now runs quite well from one floppy and is a
basic wysiwyg word processor.

Side question, are there any extra fonts for Script/Signum on the net ?

Nicholas Bales, Toulouse, France

# 5750. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: acounis@lpnp16.in2p3.fr
Message-ID: <5h5p39$ctg@ccpnws.in2p3.fr>
Source record: 125203

```
Gary Priest (gary@the-gap.demon.co.uk) wrote:
: I've been running my Falcon with a Nemesis board in, for nearly 2 months
: now, and I've not encountered any incompatabilities!
: 640x480x65k res running CAB is superb!
: I'm still waiting for Videlity, so I can't comment on that :(

: Regards, Gary

I do the same and even better (800x600x65k) on my MegaST12 !!!!! :-)

--
+--------------------------------------------------------------------+
| ACOUNIS St�phane Laboratoire de Physique Nucl�aire et des |
| Hautes Energies - Universit� PARIS 6 |
| T�l: 01-44-27-43-62 Fax: 01-44-27-46-38 |
+--------------------------------------------------------------------+
```

# 5751. looking for cheap Midi program (shareware, freeware???) for STE

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: Dirk.Nerling@pdv.de
Message-ID: <5h5mvv$n9g@news.Dortmund.Germany.EU.net>
Source record: 125204

Hello all,

I bought a STE today for my girlfriend who is
a musican. She wanna use the STE for MIDI with
her Digital piano. Does anybody has an idea
where I could get a shareware or freeware
midi sequencer???? Btw. should be a cheap
solution, because she is an student, the STE
cost $75 and so the software shouldn't cost
$100 or so ... :)

best regards Dirk

--
Dirk Nerling http://www.pdv.de/~nerle

# 5752. Re: Conversion from .DOC to A

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970324050039.4340B-100000@sparkie.gnofn.org>
Source record: 125205

On 22 Mar 1997, Albert Palmer wrote:

->If you are using MiNT or any other unix clone on your system, you can
->use the command "strings" to pull the ascii out of a .doc file. Just
->use the command line "strings example.doc | more" to read the text.
->To put the text in a file use "strings example.doc > example.txt".
->Hope this helps.

Does that just strip out any character outside of 32 - 127 ?
Is there some formatting involved?

Dave

```
_____
/ /
|||||||||||||||====]: dbg01@gnofn.org
\____\
```

# 5753. Need for a quick FAQ ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7JnyM.53v@gazette.stortek.com>
Source record: 125206

Everyday seems to bring it's new bunch of newbies on this newsgroup asking the same old questions. I suggest compiling a quick FAQ giving pointers for most of these questions. The usual FAQs are a bit out of date, and a bit large for regular posting. This shorter version could be posted automatically once a week on the csas newsgroups.

Answers to the following questions could be:

1. Starting up on the Atari ST

1.1 What kind of machine is this ?
1.2 What kind of monitor can I use ?
1.3 Where can I get a boot disk for my ST ?
1.4 Can I run Atari ST software on my PC/Mac/Unix box ?
1.5 Where can I get the TOS ROM images ?

2. Software
2.1 Where can I get WareZ for the Atari ?
2.2 What are the main FTP sites ?
2.3 Is there an Atari dealer near where I live ?

2. Hardware Upgrades

2.1 How can I upgrade memory in my ST ?
2.2 How can I connect a hard disk drive to my ST ?
2.3 How can I upgrade my TOS version.

3. Connectivity

3.1 How can I transfer files between a PC and an ST ?
3.2 How can I hook up my ST to the Internet ?

A quick FAQ like this, with just pointers and quick answers could avoid half of the newbie questions we've seen these days.

Any opinions ?

Nicholas Bales, Toulouse, France

# 5754. MagiCMAC on a Mono Powerbook?

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <5h5oqj$8ch@alexander.INS.CWRU.Edu>
Source record: 125207

Hi,

I am considering on purchasing a used Apple Powerbook
computer to run MagicMac for my portable computing needs. I
have two questions in regard to MagicMac. I am already running
Magic 5 on my TT030 so I don't have any software compatibility
type questions. The Powerbook I am interested in getting is a
model 165 with a 68030/33, 12 Meg RAM, 160 Meg hard drive,
and a monochrome LCD screen. From what I've read this sounds
like it will run MagicMac. My most important concern is the
monochrome display. Obviously color is ideal but the cost is out
of my reach at the current time. My major concern is how
MagicMac will run under a mono only screen. Can I run Atari
color modes at all or am I limited to Atari mono display modes?
If I can run pseudo color modes can I run color modes like
640x480x16 or 256 colors? Lastly and least important is if
anyone has an idea on performance compared to a standard ST
with the above machine? If it is pretty much equal to at least a
standard ST then I'm happy, but if it runs too slowly then please
let me know and I'll see if a faster used Powerbook is available.

--
Novell DOS 7.0 and IBM OS/2 user Fred Horvat
Atari TT030 / MagiC 5.0 + Ease 4.0 Free-Net Atari Portfolio Sigop
Atari Classic/LYNX/Jaguar gamer

## 5755. Re: test, do not read it.

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: escher@netcomuk.co.uk
Message-ID: <333a4aac.3284515@nntp.netcomuk.co.uk>
Source record: 125208

On 23 Mar 1997 00:00:11, Katherine L Ellis wrote:
>I said DO NOT READ IT!. :)

Sorry, we're all too curious! Now, if you'd titled your post "how to make $$$ fast", none of us would have read it ;-)

Jim

# 5756. Re: Netscape for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: Rene Kint <itsux@xs4all.nl>
Message-ID: <3336FFB3.4217@xs4all.nl>
Source record: 125209

> Your post about the Atari emulating a mac: First of all, the mac emulator
> (Spectre GR) you are talking about was back around 1987 or 88. It could only
> possibly emulate a very old 1985 macintosh, and even then, the emulation was
> quite slow. You needed 4Mb of RAM to emulate a 1Mb Mac (which was the standard
> in those days). A modern day Pentium can only just emulate a 1985 Atari ST.

Not entirely true: the Spectre GCR actually turns your ST into a FASTER
Mac Classic, and, moreover, with more pixels on a mono monitor than the
original!

Software emulation might be slow, but this is mostly the case when a
completely
different CPU is emulated in softare (like emulating the ST on a
Pentium, or a
Commodore 64 on an ST).

I found Spectre GCR running VERY smoothly on my ST.

Regards,

Rene Kint
Amsterdamn,NL
mailto:itsux@xs4all.nl
http://www.xs4all.nl/~itsux

# 5757. Re: Converting windows icons

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-2403970913340001@dwilga.comm.mtholyoke.edu>
Source record: 125210
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <67058580_000003_OASIS_NEWS@the-gap.demon.co.uk>,
gary@the-gap.demon.co.uk (Gary Priest) wrote:

>A while ago, I had a program sat on my hd that ran through a path of
>Windows .ico files and produced a .rsc file of them.
>They could then be treated as Atari icons.
>
>Of course, now I need the thing, I can't find it! :(
>
>Has anyone got an idea of what this program is called and where I can find
>it?
>

NeoDesk's icon editor can also read .ICO files directly. But if you really
want them in .RSC format, this won't be of much help.

Dan Wilga dwilga@mtholyoke.edu

# 5758. Re: MagiCMAC on a Mono Powerbook?

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.859214945@gen-off-3>
Source record: 125211

aa778@cleveland.Freenet.Edu (Fred Horvat) writes:
>Can I run color modes at all or am I limited to Atari mono display modes?
You will be limited to modes that your hardware will support, ie mono
in your case.

I run MagiCMac fine on a PowerBook, but mine is a 520 so supports 16
greys.

> performance compared to a standard ST with the above machine?
> If it is pretty much equal to at least a standard ST then I'm happy
Eh? Your 68030 pb will be much faster than a standard ST, which only
has 8MHz 68000.

--
Yeovil Town FC: http://www.ktl.cix.co.uk/ytfc/
Alternate Email hoagy@cix.co.uk or phone 0973 795327
S1.2 CWG+++ MOL- MAG++ I&S+++ TRO+ n--- f++ $++ 7F18 M1962

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

# 5759. Re: Atari Times Hall Of Fame!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: !ynoT
Message-ID: <333c6a39.3239788@news.airtime.co.uk>
Source record: 125212

On Mon, 24 Mar 1997 00:55:03 -0500, "Gregory D. George"
<greggeorge@worldnet.att.net> wrote:

>The latest issue is almost in the mail. Check the page
>to learn how to subscribe and to see what's in the next issue!

Now you have done it, you have let the cat out of the bag as we say!,
I thought you didnt want to advertise in case thousands of people
subscribe :)))))))))

Heres a thought, I always pass my issues on by post to other contacts
here in England, why not send one copy to someone in each country who
will then copy and send out to there local adress, well you know the
sort of thing...me?...eeerm cant, but the ideas there :)?

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR diskzine@earthling.net
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5760. Trade list ST hardware, 2600,5200,7800,PSX,8-bit

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: Kirk Prodzinski <kprod@infinet.com>
Message-ID: <33369FBD.6B62@infinet.com>
Source record: 125213
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a large trade list available, it has 8-bit carts,hardware.
7800,5200, 2600 carts and some PSX games for trade..
Other misc Hardwares too...

My main wants are:
2600 carts.. I will have a want list up soon need mostly more rare 3rd
party stuffs
5200 harder to find stuffs
7800 ERs
Vectrex Joystick and carts
atari XEGS system
8-bit carts
other stuffs ? :)

check it out :
http://www.infinet.com/~kprod/

# 5761. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: chainxor@cs.auc.dk
Message-ID: <5h66dc$9cn@newsfeed.cs.auc.dk>
Source record: 125214

In article <5h2vdp$dfm@info.nask.pl>, Wojciech Hartman <harti@waw.pdi.net> writes:
Charles Silver <csilver@kendaco.telebyte.Spam.This.com> wrote:
>
>: And Gary wrote:
>
>
>: >I've been running my Falcon with a Nemesis board in, for nearly 2 months
>: >now, and I've not encountered any incompatabilities!
>
> Have you tried it with Cubase Audio Falcon?

Well, Cubase Audio Falcon works FX-Card and SpeedResolutionCard and it
should also work with NEMESES, I can't see why not.
Actually one is led to believe that Cubase Audio should run even better
with a NEMESIS than with the other accellerators, since NEMESIS has all these
good hardware error correcting modifications.

As far as I remeber Black Scorpion Software has tested the Nemesis with
Cubase Audio successfully.

Keep Cool and Flying...

ChainXOR...

--
*** Atari Falcon030/FX, 40 Mhz 68030 CPU/FPU, 50 Mhz DSP56k ***
*** Toshiba 4x CD-Rom, 850 MB EIDE HDD,4MB ST-RAM+10MB FastRAM ***
*** Running MagiC 5 OS and LiNUX 68k+X11 ***
*** E-Mail : chainxor@cs.auc.dk ***
*** Homepage : http://www.cs.auc.dk/~chainxor ***

# 5762. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: chainxor@cs.auc.dk
Message-ID: <5h65l8$9cn@newsfeed.cs.auc.dk>
Source record: 125215

>In article <5h5p39$ctg@ccpnws.in2p3.fr>, acounis@lpnp16.in2p3.fr (Stephane ACOUNIS)
>writes:
>Gary Priest (gary@the-gap.demon.co.uk) wrote:
>: I've been running my Falcon with a Nemesis board in, for nearly 2 months
>: now, and I've not encountered any incompatabilities!
>: 640x480x65k res running CAB is superb!
>: I'm still waiting for Videlity, so I can't comment on that :(
>
>: Regards, Gary

> I do the same and even better (800x600x65k) on my MegaST12 !!!!! :-)

And how much money have you swamped into your old MegaST to make that possible ? :-)

Keep Cool and Flying...

ChainXOR...

--
*** Atari Falcon030/FX, 40 Mhz 68030 CPU/FPU, 50 Mhz DSP56k ***
*** Toshiba 4x CD-Rom, 850 MB EIDE HDD,4MB ST-RAM+10MB FastRAM ***
*** Running MagiC 5 OS and LiNUX 68k+X11 ***
*** E-Mail : chainxor@cs.auc.dk ***
*** Homepage : http://www.cs.auc.dk/~chainxor ***

# 5763. Re: looking for cheap Midi program (shareware, freeware???) for STE

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: Tim Pattison <tim@ravenhouse.demon.co.uk>
Message-ID: <uhj3fBAAcqNzEw6q@ravenhouse.demon.co.uk>
Source record: 125216

In article <5h5mvv$n9g@news.Dortmund.Germany.EU.net>, Dirk Nerling
<Dirk.Nerling@pdv.de> writes
> Does anybody has an idea
>where I could get a shareware or freeware
>midi sequencer????

In the UK a couple of years ago I found a program available in the
public domain called the Henry Cosh sequencer. It is 16 tracks and works
very well. It's a good one to start with since it is not overly complex
but has most of the facilities you will need.

It is available in the public domain (therefore free!)as a full working
version but you can register it for a small charge to get regular
upgrades/extra facilities etc.

Try this before you part with lots of cash!
--
Tim Pattison +email: tim@ravenhouse.demon.co.uk
UK +http://www.ravenhouse.demon.co.uk

# 5764. FS (UK) : Atari software and hardware clearout

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: "Dr. Simon G.K. Williams" <williamssg@cf.ac.uk>
Message-ID: <E7K40L.DFB@cf.ac.uk>
Source record: 125217
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here is the final and complete list of atari bits and pieces to go to good homes. Sensible offers considered on everything.....

£ - UK pounds and includes postage & packing within UK. Elsewhere a little bit more to cover the stamps!

Fontkit plus 3 : £15
Script wordprocessor (MacWrite clone - uses signum fonts) : £25
Calligrapher Gold version : £35
Twilight screen saver package : £15
EasyDraw 2 plus HP laserjet 2 driver pack : £15
Imagecopy 4 with manuals : £20
Fonty (Calamus font editor) with manual : £15
Textstyle (produces bitmaps from vector fonts!) : £12
Vector X-change (converting between vector formats) : £12
X-boot (ultimate bootup prog) : £20
HDDriver (latest version) : £15
Extendos Pro 2.3 (CD rom drivers): £10
Selectric (registered) : £8
Outside 3.2 VMM (68030 only) : £25
Addrese (address gem prog - very nice) - registered : £8
2-in-1 (manages all compression utils in a shell) : £8
Gemspool (printer spooler) - registered : £8
NVDI3 100-font pack (TTF high quality typefaces on 5 disks) : £15
Everest editor (registered) : £8
Gemview (registered) : £10
breakthru 2 plus (32 channel midi sequencer) : £50 with adaptor

CD's
Bingo (german PD/shareware etc) : £10
Wow (similar) : £10
Gemini archive of michigan : £15
Suzy B's double CD treasure archives! : £20

Hardware etc
Vidi 12 ST colour digitiser for ataris : £30
SCSI external CD rom driver (apple mac - needs a scsi connection) : £75 + postage (its heavy!)

Hama trilock digital genlock unit (suitable for any computer inc. pc's etc.), new (cost £350) - only £230

Titan graffiti STE genlock unit - £100 with PSU

If interested in anything, send an email to spesgw@cf.ac.uk.

Regards,
Simon

# 5765. help:editing icons

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3336C40C.2BE9@cfcsc.dnd.ca>
Source record: 125218

I've been using RSC30.prg to open my deskicon.rsc(a copy actually) file and edit
the icons there, changing them to cic from mono and adding new effects!
But when I try to use the NEW deskicon.rsc all my files/folders only have 4 letter
names, i.e. rsc30.prg now shows up as rsc3. Show Info shows the whole file name.
Can anyone tell me what I've done, and how to fix it?
thanks.merci

--
**********
Coinneach Seumas Domhnullaich @ Graphic Arts, Canadian Forces College
AtariTOS 1.04-2.05-4.04 MacSystem 6.08 IBMOS/2Warp
**********

# 5766. Re: Mega STE, 10 MB memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199703240127.a64586@do2.maus.de>
Source record: 125219

P> FS> Martin's RAM card does *not* use the VME slot, its internal.

P>which quoted a priced of 449DM, not the 149DM quoted by Jan !!

Sorry, but I can't believe its that cheap.

P>Die Mega STE-Version geht nur bis 10MB, weil darueber der Adressbereich
P>fuer den VME-Bus liegt. Sie wird vor dem Netzteil eingebaut, wodurch
P>der Platz fuer eine Buskarte nicht eingeschraenkt wird.

[translation attempt on]
The Mega STE version only uses 10MB because above there is the VME bus
memory area. The ramcard will be installed in front of the power supply
so the buscard is still usable.
[translation attempt off]

P>The problem with a FRAK is that it needs a PAK, which involves
P>considerable expense both to purchase and to fit (for additional
P>expense) into a Tower (additional expense) unless you have an external
P>power supply (messy).

O.K. But you don't have to buy everything at once. Start with a tower
case, then buy a PAK and so on...

P>Much rather have a TT and solve all problems at once B^{)

Hmm, or buy a Hades instead :-)

Tschuess
Frank

# 5767. WTB: Atari 520st

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: everly@interpac.net
Message-ID: <everly-2403970926260001@news.interpac.net>
Source record: 125220

If anyone has a cheap or free Atari 520 to get rid of please email me. Thanks.

# 5768. >>FS: Falcon BiT BOPPER Video Synthesizer Source Code <<

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: alex@artwalker.com
Message-ID: <alex-2403971126250001@tdw.vip.best.com>
Source record: 125221

```
>> Falcon BiT BOPPER Video Synthesizer Source Code For Sale <<

All information is online at:

http://www.artwalker.com/bitbop/

--
Q:2000 (Liberator)

"Together, we can dream a new world into reality."
- Deepak Chopra
```

## 5769. Help! damaged floppy!

Newsgroup: comp.sys.atari.st
Date: 1997-03-24 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5h6jqe$kqe@alexander.INS.CWRU.Edu>
Source record: 125222

Are there any decent programs for recovery of damaged floppies? That won't read when inserted? If so what are they called, and where can I find them!

Thanx

Boris (aka the Prof.)
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

# 5770. 520 STE Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: Mark Chamberlain <markachamberlain@unn.unisys.com>
Message-ID: <3337EFB8.6F61@unn.unisys.com>
Source record: 125073

Hi,

I've just dug out my old 520 STE for use with a MIDI sound module - it works fine except that on larger MIDI files I'm out of memory. I went and got myself a 1MB 30-pin SIMM, took the old 2 x 256K's out, put in the new 1MB chip, turned it on, and nothing happened except that a few green/black vertical lines on the screen appeared. I've lost my manuals, but am I right in thinking that the chips might have to be put in in matching banks of two's? (in which case I'll have to buy myself another meg).

Any help much appreciated,

Mark Chamberlain
markachamberlain@unn.unisys.com

# 5771. Re: FS: Atari ST Software

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: Blair Dean <blair_dean@inet.hwc.ca>
Message-ID: <3338075F.5D0E@inet.hwc.ca>
Source record: 125074

Jeffrey Young wrote:
>
> Hello,
>
> The following ST software is for sale. All programs include the
> manual unless noted. Shipping is extra. No CODs.
>
> $23 STraight Fax 2.5 Full-featured fax program
> $14 Pagestream 2.2SE Desktop publishing with Postscript support

[...]
> Email if interested.

$30 + shipping for these two if they are complete packages.

--
---
Blair Dean | blair_dean@inet.hwc.ca | ||| LS650-F
Ottawa, Canada | aa728@freenet.carleton.ca | / | \ 8-meg TT030
My opinion has been held over from a previous life 85+57 MEG
and is not the responsibility of Health Canada Jaguar/Lynx
:)

# 5772. Re: Help, my ST has just died!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <5h92kr$n5u@news.asu.edu>
Source record: 125075

The first step I take when my STs misbehave is open it up,
reseat all the socketed chips (observing reasonable electrostatic
precautions), and try again. This has never failed except for
the one case where it was definitely the floppy drive that was bad,
which was proven by swapping in the drive from another system.

So my recommendation is:
1. Reseat all the socketed chips. Being reasonably careful.
2. If this fails, get hold of another floppy drive. Second drives
are often available here, and are useful things anyways.
--
**********************************************
* David Ormand *** Southwest 99ers *
* dlormand@aztec.asu.edu *** Tucson, Arizona *
*************************** TMS9900 Lives! *

# 5773. Re: 520 STE Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: Tim Pattison <tim@ravenhouse.demon.co.uk>
Message-ID: <ALMclCAwyAOzEwEL@ravenhouse.demon.co.uk>
Source record: 125076

In article <3337EFB8.6F61@unn.unisys.com>, Mark Chamberlain <markachambe
rlain@unn.unisys.com> writes
> I've lost my
>manuals, but am I right in thinking that the chips might have to be put
>in in matching banks of two's? (in which case I'll have to buy myself
>another meg).
>
Yep. But another simm!

Install your two simms in sockets 1 and 3 (counting from the rear of the
machine).

Hope this helps.
--
Tim Pattison +email: tim@ravenhouse.demon.co.uk
UK +http://www.ravenhouse.demon.co.uk

# 5774. Re: Quick FAQ - Draft 0.1

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: !ynoT
Message-ID: <3341bc13.4577934@news.airtime.co.uk>
Source record: 125077

On Tue, 25 Mar 1997 08:33:20 GMT, bales@garonne.stortek.NOSPAM.com
(Nicholas Bales, Toulouse, France) wrote:

>This is a first draft version of a quick Atari FAQ. There are probably many

Will this also be in html format, if you are doing this then great,
if not then I will certainly make it into html format for you if you
like, giving it a hame on he net and a html would make it easier to
navigate and more accesible, let me know:)

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR diskzine@earthling.net
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5775. For Sale: Atari Mega-ST 2 + Monitor DEM 200,00

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: Kerstin Biehle <KerstinBiehle@s-direktnet.de>
Message-ID: <01bc3946$9a33a0e0$4cab9bc1@lcars>
Source record: 125078

```
Atari Mega-ST 2 + Monitor for DEM 200,00 & Postage
Reply to KerstinBiehle@s-direktnet.de
```

# 5776. Re: Atari Times Hall Of Fame!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: !ynoT
Message-ID: <333a0ba6.14296551@news.airtime.co.uk>
Source record: 125079

On Tue, 25 Mar 1997 09:34:09 -0500, "Gregory D. George"
<greggeorge@worldnet.att.net> wrote:

>!ynoT wrote:
>
>> BTW have you heard that a all new issue of AEO a special jaguar
>> edition is due out this week,
>
>Whoa. I thought AEO gave up? Hadn't heard anything from them in over a year!
>Can't wait to read it!!

yes true, I spoke to them when AEO dried up last year, they said that
was it, but we could expect one or two specials from them, starting
with a jag special... well the months went by, i presumed they wernt
bothering, but yes due out tonight i think, needless to say a direct
link to it will appear on the ST+ Diskmagazine pages :)

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR diskzine@earthling.net
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5777. Re: XaAES 0.6 : Foreign client error and mouse doesn't move

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <5h95hr$g3r@lira.i-way.co.uk>
Source record: 125080

c_graham@patrol.i-way.co.uk (Craig Graham) mumbled indistinctly:
>I replaced the menu handler with one that uses object tree's
>correctly, but Lattice C puts PROGDEFS into a menu. I know
>for a fact that my progdef support code works with other programs
>(the desktop in Thing is one big progdef, and several other programs
>using them work as well). Well, the Lattice ones crash XaAES for no
>apparent reason (Privellage Violation). I'll trace it, but not quite
>yet...

Ahh. Solved that one, set to supervisor mode before calling
a PROGDEF and all is well (Lattice was assuming that
the progdefs were called from supervisor mode, and used
a couple of privellaged instructions - very naughty....)

Laters....
Craig.

# 5778. Re: XaAES and Nova VME ET4000?

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <5h95ho$g3r@lira.i-way.co.uk>
Source record: 125081

bochmann@kandel.ds.freinet.de (Alexander Bochmann) mumbled
indistinctly:

>Does anyone happen to know: XaAES asks the VDI workstation handle of the
>display to be passed as commandline parameter; but as I bought the Nova card
>second hand, I don't have any docs to it, and no idea where to get them. I
>tried to use 9 as handle (TT rez with 256 colours), which produced the above
>results...

Try looking in the ASSIGN.SYS file, there should be an entry for the
NovaVDI driver....

Craig.

# 5779. Re: Ethernet card for Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <5h95hn$g3r@lira.i-way.co.uk>
Source record: 125082
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Tom Lamparty <Lamparty@concentric.net> mumbled indistinctly:

>On 19 Dec 1996, Magnus Kollberg wrote:

>>What about using a PC Ethernet card for the parallel port?

>I think that you will find that Atari's implimentation of the parallel
>port was never meant for bi-directional data transfer and therefore
>doesn't have all the lines necessary for it to be used like the IBM
>version! This would negate any effort to use a PC parallel port ethernet
>card on any Atari computer, or for that matter any parallel port device
>for the PC other than a printer!

The parallel port is bi-directional, the problem is that it is missing
several of the non-essential handshake lines (things like paper out)
which are used by a lot of parallel port stuff like ethernet cards.
You can bodge a DLINK600 parallel port adaptor into the cartridge
port - MiNTnet comes with a driver for it....

> Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580

Craig.

## 5780. Want to buy: NVDI

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <333825c0325671@sn.no>
Source record: 125083

Has anyone got a copy of "NVDI" for sale? Prefferably one of the later versions with the GDOS replacement...

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5781. FS-Atari Hardware

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: fangdn@mindspring.com
Message-ID: <333824ce.673790@news.mindspring.com>
Source record: 125084

Following For Sale:

SLM804 Atari Laser Printer, recently changed drum, works great!
Asking $100.

Sc1224 Atari Color Monitors, factory 'refurbished', original
box/docs. $55; Used, good condition. $45

SM124 Atari Monochrome Monitor, used, works great, original box.$50

PCM124 Atari PC Monitor, new, 9pin connector, original box, asking
$50.

***SCSI TOWER: 6 SCSI devices in all, wired together in one 'new'
tower case with power supply/fan. Has single 50 Pin connector on back
for ICD LINK 2 SCSI Adapter, included, with cable. Recently
constructed by Alex Yu at ATY Computers. Here's whats inside:
85MG Seagate HD, Sony CDU-541 CD Drive, ICD 155MB Tape Drive(5 extra
tapes + ICD backup software), 540MB FUJITSU HD(NEW), 50MG
Seagate(NEW), another 50MG Seagate.
***Tower will boot automatically to any ST/STE without internal hard
drive. Full instructions to install to a MEGA ST/STE/TT with internal
hard drive. ICD driver software and ExtenDOS PRO software included!
***ASKING $550

Printers: All used but in good working condition:
SG-10, 9pin,uses standard typewriter ribbons, color
ribbons included. Asking $35(includes owners manual)
Star NX-1001, 9pin, auto feed(can print on both sides of
paper) or tractor, like new in original box and owners manual.$60
Olivetti Ink Jet Printer, Model PR2300. Includes 20+ ink
jet cartridges and Axiom 32K Printer Buffer. $75

1040 STF's, 1MG, good, used condition. $65
Tested, no mouse.

Jaguar Game System with CD Player, 2 Controllers, Raiden, Highlander
CD, Braindead 13 CD, Tempest 2000 Soundtrack CD, Blue Lightening CD,
MYST DEMO CD, Vid Grid CD. Like new, all original packing/doc's.
Asking $150.

LYNK STUFF:
Lynx-NEW-includes 4 games-original box:$65
Lynx-Carry Case-NEW:$20
Lynx-Battery Pack-Portable-holds 6 D cells:$10(NEW)
Lynx-Comlynx cable:$5
Lynx-AC Adapter-$10

Lynx Games: Blockout-$5 Joust-$15
ALBERTT VIDEO CARD, for MEGA STE or TT. Display 1024x768, 16 colors from a palette of 4096. Dover Research. In box with driver software and install instructions. $125.

AEROCHOPPER Remote Control (R/C) Aircraft/Helicopter Flight Simulator/Trainer. Includes actual 'FUTABA' "CONQUEST" 4 Channel controller(just like the one you fly with!). Controller plugs into the cartridge slot on an Atari ST. Software, manual and original box included. Excellent Condition. Brilliant program for a 1 MG Atari. Asking $125.

Buyer pays shipping costs. Ship from New York, USA. US and Canada customers only, please!
software list to follow...

fangdn@mindspring.com
Dan F.

# 5782. Could I connect the keyboard of MSTE to STE or PC ??

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: jose <ataris@ctv.es>
Message-ID: <3338319D.543A@ctv.es>
Source record: 125085

Hello, I'm Jose:

My MegaSTE has broken down and I have thought to use its pieces in my
other STFM or PC.

So, I have setup my old 1040STE with the memory of MEGASTE but ..

Could I connect the keyboard of MSTE to STE or PC ??

Anybody can hrlp me ??

Thank you for all ...

jose
ataris@ctv.es

# 5783. Re: Q: Using CALAPPT.ACC with Geneva:

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <5h95hp$g3r@lira.i-way.co.uk>
Source record: 125086

FPINTO <fpinto@cougarnet.byu.edu> mumbled indistinctly:

> Is it possible? As soon as I try to use it, Geneva wipes it out
>from memory. Bye!

Rename is to CALAPPT.APP, it should work then (CALAPPT doesn't
do anything funny, I used it as one of my original test programs for
XaAES).

Craig.

# 5784. Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: emr <emr@loop.com>
Message-ID: <333831D7.5E9C@loop.com>
Source record: 125087

I have some ST stuff for sale (again).
I need to sell this and would liek to as a package. I just got some of this stuff, but I need to turn it around for various reasons, so here it is:

1040 STf
SC1224 Monitor (horizontal picture squeeze every now and then, nothing major, tap it and it goes away, or fix it permanently)
StereoTek 3D LCS glasses with some software
Supra44 rmovable drive with (7) 44 meg carts

everything works fine (the monitor noted)

will sell all for $150 plus shipping.
thanks
rhett
emr@loop.com

# 5785. Fujizone Web Site

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5h9d0p$lss@irk.zetnet.co.uk>
Source record: 125088

Hi All,

FUJIZONE; the central Web resource for Atari users, is now online at its new *permanent* url:

http://www.users.zetnet.co.uk/fujizone/

You may have visited Fujizone in the past, under its previous title of 'Atari Net Locator'. Please do visit us again to see the new, exciting changes and additions.

Just some of the great features of the Fujizone site are:

- A very large index of Atari links, in categories, with a description/mini-review for each link.

- FTP site and Usenet newsgroup listings.

- A contacts list, with 'mailto' links for many Atari people/organisations.

- News Bulletins/Press releases - all the latest news and updates from a variety of Atari organisations.

- Support for other Atari www sites, including development news and new sites announcements.

We hope you will visit Fujizone, and please register as a user with our simple registration form.

Of couse, Fujizone relies heavily on user-participation. If you have any site-development news, general Atari news bulletins/press releases, or simply another site to add to our constantly-expanding index, please get in touch via <fujizone@fatal-design.com>.

THE LATEST ON FUJIZONE AT THE MOMENT:

- UK Atari Shows 1997; All details and location maps.
- Nordic Atari Show 97 - The official press release.
- This month's site of the month: Atari Computing Magazine Online
- The UKAAUG's Virtual Web 2 information

New information is added to Fujizone nearly every day, so add us to your Hotlist to keep up to date with the Atari scene.

Thank you for your time.

Your fellow Atarian,
Jonathan Nott (Fujizone webmaster - fujizone@fatal-design.com)

[[[ Fujizone ~ www.users.zetnet.co.uk/fujizone/ ]]]
[[[ fujizone@fatal-design.com ]]]
[[[ Jonathan Nott ~ jnott@zetnet.co.uk ~ 90:100/314@nest ]]]
---

Yours Roy

**********
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********
Falcon 14Mb - 4.04 - Geneva/Neodesk - STiK - Newsie - CAB - AtariIRC Roy_
**********

# 5786. Re: Mega STE, 10 MB memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32507_please@no.spam.mail.here.mettav>
Source record: 125089

*Hi Steve*, on 22 Mar 97 you wrote: ...respect, brethren

HS>> Much rather have a TT and solve all problems at once B^{)
SS>
SS> They arent so easy to aquire though are they?

True, but worth waiting for.

At least I can blow up the MSTe with no regrets... %^{|

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 5787. Quick FAQ - Draft 0.1

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <6a7_9703251523@conchbbs.com>
Source record: 125090

I'm pretty sure my TT030 doesn't have a blitter.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

# 5788. ST+ Diskmagazine

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: !ynoT
Message-ID: <33385b47.198999@news.airtime.co.uk>
Source record: 125091

Page updated

In the very healthy looking download area I have Added FAQ section,
although linking to existing FAQ that some may be showing there age,

Added BACK issues info, you can now look up the index/contents files
from all the back issues that of course list every article found in
each ST+..Includes screen shots of each menu...as they are always
different....16 colour gifs so pretty fast page,

Back Issues should be available from a ftp site on this planet by
weekend :)

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR diskzine@earthling.net
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

## 5789. Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <859333108.20245@dejanews.com>
Source record: 125092
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Hi Guys...It's me, formely sinclap...

Have you seen the new Newton Messagepad 2000, simply destroys
the
$399 Atari Portfolio...:).. ?

A $1799 240 mhz PowerMac w/24 megs ram and 2.5 gig HD simply
destroys the $2699 68X00 Hades..

Just seeing if Dejanews works.. So this is a test message,
please
ignore..

Peter(formely sinclap2954)

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 5790. Re: "Diamond Edge" upgrade patch?

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970325234301657167@pwomar.demon.co.uk>
Source record: 125093

Bruno Kozlowski <bkozlowski@nordnet.fr> wrote:

> In article <19970323145246270187@pwomar.demon.co.uk>
> News@pwomar.demon.co.uk (Paul Womar) said:-
>
> >what's wrong with 1.10?
>
> Diamond Edge 1.10 if there are more than 1024 files in one folder can
> destroy them all with "medic" function. It can also cut out near silently
> the end of a file if it's lying on the 2 last clusters. If you have
> "doubly used clusters" it medics by loosing both files, when by hand you
> could generally save one of them. Has 2.04 this "features" too?

I don't know if they are still in 2.10 I think you can ask Oregon
Research at orres@teleport.com.
I may be wrong in the following statemnts so please correct me if the
following are untrue.
More than 1024 files in a folder is actually a problem, there shouldn't
be this many file sin a single folder, I believe that having this many
can lead to data loss. If you mean th last 2 clusters of a disk then
this is probably due to the Falcon problem with TOS 4.01 where it
decides to write past the end of the disk and onto the Root partition of
the next disk and to help stop this it marks the end of the disk as bad.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

## 5791. Help! damaged floppy!

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <859265492@acpu.com>
Source record: 125094

bdc2@po.CWRU.Edu (Boris D. Cahan) inquired:

B > Are there any decent programs for recovery of damaged
B > floppies? That won't read when inserted? If so what are they
B > called, and where can I find them!

I found 'diskfix2.lzh' by damien f jones on the umich section of the
Atari Compendium CD. I have not tried it, but dmj does good STuff.
Give it a try.

Just above it (when sorted by name, of course) is Simon Poole's
'diskfix.arc'. Might try that too.

"The Poor Deluded Soul" - tderrick@acpu.com

... Even if you win the rat race, you're still a rat.
___ Mountain Reader II - #00000077

# 5792. Help, my ST has just died

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <859265493@acpu.com>
Source record: 125095

ant@dial.pipex.com (Anthony Richardson) asked (with pathos):

A > I have just tried to use my Atari 520 STFM and the disk drive
A > just keeps spinning and the GEM Desktop comes up without any
A > drives to click on etc. Everything else is okay. Is my
A > Diskdrive to blame or is the controller. I would be really
A > grateful if someone could help.

Try the drop test. Pick up the left side of the computer about six inches above a hard surface, and let go. If the problems change, re-seat the chips.

If you don't get a change on the drop test, try the wrack test. Pick up both sides and twist the computer. When I first tried this, I was advised not to wrack it more than about a quarter inch. I got results with somewhat more. If there is any change, re-seat the chips.

HTH. "The Poor Deluded Soul" - tderrick@acpu.com

... Speak your mind. You have nothing to lose!
___ Mountain Reader II - #00000077

# 5793. Re: Help! damaged floppy!

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: Terry Cano <tcano@Silicon.NET>
Message-ID: <Pine.SUN.3.95.970325225903.13514C-100000@topaz>
Source record: 125096

There's a program called ST TOOLS that's also good. It's probably in a archive around the net somewhere. BTW, I've been having the same problem lately....I think it's 'cause my drive is wrecking a sector. It seems always to be sector 11...which is a root directory..I check it on my other Atari. I've been unable to repair it so far.

Musically,
Terry Cano

# 5794. Re: MagiCMAC on a Mono Powerbook?

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970325232851150154@ts108.vcr.wis.net>
Source record: 125097

Fred Horvat <aa778@cleveland.Freenet.Edu> wrote:

>Magic 5 on my TT030 so I don't have any software compatibility
>type questions. The Powerbook I am interested in getting is a
>model 165 with a 68030/33, 12 Meg RAM, 160 Meg hard drive,
>and a monochrome LCD screen. From what I've read this sounds

That machine will definately run it! Just for comparison, I have a
Powerbook 145B ('030, 25Mhz, 8MB ram, 80mb HD, 640x400 monochrome) and
it seems to run very well (The docs benchmark this model specifically,
against a TT, and it was very close!). I dont use it all the time
however, I only run the demo version occasionally.

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

# 5795. HELP! With BigDOS and HDDriver 6.0

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: death@fletch.fix.net
Message-ID: <5ha78e$mck@fletch.fix.net>
Source record: 125098

Okay, I recently purchased V6.0 of HDDriver in order to be able to use a ZIP drive and have the disks compatible with an IBM system. When I first installed the driver everything went haywire, but I eventually did get the software to work and recognize the driver... now I am trying to get BigDOS to work...

This is what I did:

I read the text file for BigDOS.
I transfered the program to my auto folder.
I rewrote the directory to have BigDOS load first.
I rebooted.
This is where the trouble started...
The computer boots, recognized HDDriver, then it bombs, resets and boots again in a never ending cycle.

I then went back to my HDDriver disk, held down the ALT key and brought up the atari desktop, put the disk in and ran the HDDriver .prg. The system froze. I did the whole thing over again and the system froze again. I then took out my old version of HDDriver and was able to load the program, install my logical drives and erase BigDOS.

So my question is: How do I get this software to work !?!?

I need this to work because I have to get some Calamus files to MGI for film output ASAP...

Please help!

Thanks!

*steve
--
EXTREMITIES DEATH METAL MAGAZINE
PO BOX 14356 - San Luis Obispo, CA 93406 - USA
Email: death@fix.net Fax: (805) 489-0386
Issue #2 out NOW! - Cannibal, Suffocation, Internal Bleeding, Dissection, Hypocrisy, At the Gates, Morbid Angel (last interview w/ Dave Vincent), Disgorge, Infamy, Psychrist, Immolation and more!
$5.00 postage paid ($7.00 world)
S U P P O R T T H E U N D E R G R O U N D

# 5796. Re: Need for a quick FAQ ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <12ce97f01d1af73@sn.no>
Source record: 125144

On Mon 24-03-97 11:06, Nicholas Bales, Toulouse, France (bales@garonne.stortek.NOSPAM.com) wrote:

>
>Everyday seems to bring it's new bunch of newbies on this newsgroup asking the
>same old questions. I suggest compiling a quick FAQ giving pointers for most
>of these questions. The usual FAQs are a bit out of date, and a bit large
>for regular posting. This shorter version could be posted automatically once a
>week on the csas newsgroups.
[....]

I think this is an excellent idea! You're right about getting a lot of the
same old questions, so there's obviously a need for something like this.
I say do it!

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5797. Re: looking for cheap Midi program (shareware, freeware???) for STE

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <12ce97f01d1a2e2@sn.no>
Source record: 125145

On Mon 24-03-97 11:02, Dirk Nerling (Dirk.Nerling@pdv.de) wrote:

>Hello all,
>
>I bought a STE today for my girlfriend who is
>a musican. She wanna use the STE for MIDI with
>her Digital piano. Does anybody has an idea
>where I could get a shareware or freeware
>midi sequencer???? Btw. should be a cheap
>solution, because she is an student, the STE
>cost $75 and so the software shouldn't cost
>$100 or so ... :)

there have been some ads in this group from a company in Sweden called
"Sweet music software" for a free sequencer some time now....
Check out this page:

http://home1.swipnet.se/~w-11396/

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5798. Re: H.E.R.O. was BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: szhays@rocky.ucdavis.edu
Message-ID: <5h75uf$hta$1@mark.ucdavis.edu>
Source record: 125146

I'd like to see Falcon HERO.

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-----------------------------------------------------+

# 5799. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970325002855187752@pwomar.demon.co.uk>
Source record: 125147

Kim Lebech <lebech@post3.tele.dk> wrote:

> >> NO (but when YOU are in the same situation then I'll bet you will shit
> >> on the rules and then just do it. No NO of cause you will buy a Amiga
> >> to test it would'nt you?? (Right!)
>
> PW> I wouldn't buy an Amiga of course not, I'd put an advert in the
> locacl PW> paper to buy a copy, it's probably only cost me a fiver or so
> from PW> someone who no longer used their machine I expect. PW> Is it
> legal to BUY a copy of a ROM??? (dump to a file) HMMM.. wierd.

If it's a LEGAL copy, an original then yeah of course it is, sorry if
"copy" means "hacked copy" in your mind.

> >> As far as I know the programmer does not develop my mailer anymore, so
> >> why should I??
>
> PW> You are using software someone took a lot of time and effort to PW>
> produce, PW> maybe if the people that used it bothered to register he
> would still be PW> writing and updating it? Maybe, but my version is from
> 94 so if he still works on it I would see some more demos on aminet or??
> or maybe I would have seen some announcements..

That wasn't what I said, I was assuming that you were right and it was
no longer developed but it probably would still be developed IF all the
people that used it had paid for it.

> >> Hey, where do you live?? in a cave where they have just oppend an
> >> Atari ST store. Better think again! Denmark is pretty much the most
> >> hitech country in the WORLD!! So there are NO Atari's!!!! (for sale!)
> >> I have checked papers/used gear/everything..
>
> PW> I didn't know anything about Denmark being hi-tech as you put it but
> PW> I'm PW> sure there is someone that will sell you a copy of TOS. If
> you have a PW> credit card the you can order overseas with great ease. PW>
> Yeah really great with the credit card!! NO way!! I am not taking any
> risks.

Risks? What risks? I wasn't asking you to steal a card, I was thinking
about using one that you own, if you are old enough of course.

> >> DLD> Oh, wait, I forgot - you're an idiotic tightwad who thinks DLD>
> >> DLD> the world owes him.
>
> >> I am so sorry that you live in some old stinking cave..
>

> PW> So if someone lives where there are shops that sell things that they
> PW> want to buy, old or new, then you define that as a 'cave'. Maybe
> PW> it's
>
> Hello?? how old is the atari???

Hello, Atari is about 20 years old I think , the ST is about 12 or so.

> The atari is dead !!! even the amiga!! there are only 2-3 active Amiga
> stores in Denmark (and they say the end is near!) so maybe you can
> imagine how many atari stores there are... (ehhhhh NONE!)

Are you reading the same goup as me? This "dead" platform generates
about a hundred postings a day and seeing as the ST is a low-end
computer then number of owners with Internet access is likely to be
lower. I bet you someone in Denmark will sell or get hold of stuff for
you if you bothered to look hard enough.

> If there are filled with atari shops in his/or your country/town then it
> is a cave because the pc market has taken over years ago.

A cave is a hollow in a rock or hillside, I live in a house which is
considerably different to a cave, I honestly have no idea what sort of
stupid point you are attempting to make.

> Do you know what a PC is??

Of course I do.

> or maybe such a device has not arrived in you town yet?? ohh let me
> know..

Plenty of them about thanks, nut I don't want or ned them, they have
absolutely no advantages over my current machine from what I can see.

> PW> something that just doesn't translate into english, I think you might
> PW> have hered of "supply & demand"? In the UK I believe System
> PW> Solutions
>
> Ehhhh what?? FUCKWIT! of cause!! but since I am the only one in DK
> then a store will pop up tomorrow and sell me it.. YEAH RIGHT!

You are a Fuckwit if you think you are the ONLY person in your country
that has an Atari. For a start I notice postings from someone else in
your country just in todays batch of postings.

> PW> have something like 7 telephone lines and I always have a hell of a
> PW> time PW> trying to get through so there must be a pretty big market
> here still PW> and I can't imagine that it's far worse in Denmqrk. PW> It
> is worse in *DENMARK* . There is no demand for the Atari at all.

They still have 'phones surely? Apparently they can even connect you to
other countries. You say that we live in caves and yet from what you
say Denmark doesn't even have an International post system!

> >> >> moron!
>
> >> DLD> you certainly are! :)
>
> >> hahaha you are really funny caveman!!
>
> PW> Fuckwit.
>
> Ok, another caveman tried to hit the right keys... and when you reply
> to someone could you please be so nice and use the 'TO:' ??? Only lamers
> do not use 'TO:'!!!

What?

> u.r.a.lamer.

Do you have any evidence to back this up or is it just another ill
informed conclusion?

-- To reply to this message there is no need to remove anything from my
email address, clever that!

# 5800. Re: MagiCMAC on a Mono Powerbook?

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970325002856187862@pwomar.demon.co.uk>
Source record: 125148

Fred Horvat <aa778@cleveland.Freenet.Edu> wrote:

> Hi,
>
> I am considering on purchasing a used Apple Powerbook
> computer to run MagicMac for my portable computing needs. I
> have two questions in regard to MagicMac. I am already running
> Magic 5 on my TT030 so I don't have any software compatibility
> type questions. The Powerbook I am interested in getting is a
> model 165 with a 68030/33, 12 Meg RAM, 160 Meg hard drive,
> and a monochrome LCD screen. From what I've read this sounds
> like it will run MagicMac.

I just looked in the manual, it makes no mention of it needing colour
and says it will run "in the current Macintosh resolution". I thinky you
should be fine, I can't see any reason why it wouldn't work, normal Maca
apps have no problem using B&W instead of Colour there is no reason why
this should be different.

> My most important concern is the
> monochrome display. Obviously color is ideal but the cost is out
> of my reach at the current time. My major concern is how
> MagicMac will run under a mono only screen. Can I run Atari
> color modes at all or am I limited to Atari mono display modes?
> If I can run pseudo color modes can I run color modes like
> 640x480x16 or 256 colors?

I see no reason why not.

> Lastly and least important is if
> anyone has an idea on performance compared to a standard ST
> with the above machine? If it is pretty much equal to at least a
> standard ST then I'm happy, but if it runs too slowly then please
> let me know and I'll see if a faster used Powerbook is available.

You must remember that MagisMac is an OPERATING SYSTEM and not an
Emulatotor as such. It should run at a fine speed as it doesn't have
the huge overheads that an emulator would have. IT should run at a much
faster rate than an ST. Oddly enough, although I've heared reports of
blazing speed ont he 680x0 machines my 200mhz PPC doesn't seem
particularly fast atall, it's quite a bit faster than an ST but nos as
fast as I expected, however I can't find any Benchmarks that want to
work.

--
To reply to this message there is no need to remove anything

from my email address, clever that!

# 5801. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970325002858187944@pwomar.demon.co.uk>
Source record: 125149

Kim Lebech <lebech@post3.tele.dk> wrote:

> >> I am really tired of replying to lamers like you!!!
> 
> RT> I don't see anyone holding a gun to your head and forcing you to
> write RT> articles.
> 
> No, but I am just saying that if a strict person saw this then it would be
> better to keep his flamegun in his pocket.

I don't understand, is that a threat?

> RT> Regarding your plaintive lament that you can't find a retailer to
> RT> sell TOS RT> ROMs to you - I refer you to THIS newsgroup:
> 
> Yes I saw the letter! but I am not sending some stranger my money and
> then maybe I get something back.. (NO WAY!)

Why are you so paranoid?

> Ok , lets pretend that I bought a tos rom. Then the money was wasted
> because my emulator did not work!.
> 
> RT> If you can't find anyone to sell you the TOS legally, it's because
> you RT> aren't trying.
> 
> Why waste money on something that does not work???

It does work, by the sounds of it you now have a copy, now that you know
it works what's the excuse for not buying it?

-- To reply to this message there is no need to remove anything from my
email address, clever that!

# 5802. ST+ Diskzine

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: !ynoT
Message-ID: <3337176d.47586316@news.airtime.co.uk>
Source record: 125150

Pages Updated

Feedback link working,

Download section totally re wrote, now includes as well as ST+
Downloads other diskmags held on various ftp sites around the world
that can be accessed from the one place, titles include MAGGIE,
ATARIPHILE, ST BEERMAT, STOSSER, EYE ON THE SCENE, UCM, and many other
TOP current ATARI English language Diskzines,

The urls in the sig:)

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR diskzine@earthling.net
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5803. GFA 3.5 / TSR / pterm res

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: mazzeri@foxvalley.net
Message-ID: <5h7b65$rob@nr1.calgary.istar.net>
Source record: 125151
Cross-posted to: alt.atari-jaguar.discussion,alt.binaries.atari,alt.binaries.atari.d,comp.sys.atari.st

Help... ;)

I need help writting (a little) a GFA basic TSR...

I know what to do for most of it, but I need help on some weirder concepts...

If you CAN help me PLEASE email me so I know to come back to this newsgroup...

I am going to write a small auto folder .PRG that will install itself to run when the interrupt for MIDI IN port is generated... What I need this program to BASICly do is...

act as a MIDI THRU when I'm NOT running my music software.... In other words when I'm online w/ the computer and I wanna play my midi rig it'll be waiting in the background for MIDI port input... then it'll grab that vector and take the byte that's in the MIDI IN port and send it to the out unchanged... It's a TSR... I don't want an ACC...
Also I'd like a hot key combo to make it go DORMANT (set vector back to normal) and watch they keyboard for the hotkey combo again to come back to ACTIVE...

I need to know if it's is possible to READ the MIDI in port WITHOUT clearing the byte read? So that after I run my THRU routine I can branch back to the system's routine... Or would it be more wise to just use my own routine all together?

Also in GFA manuals it CLAIMS that you can NOT use pterm resident... Is this due to the effect that it woud have on the interpreter? I mean if I wrote the program WITH the pterm res call in it... and did NOT run it from WITHIN the Intrpreter, but compiled it instead... Would it work then? or do you know if the compiler would filter out the pterm res command when it did it's thingy?

Also I need clarification on the whole cookie thingy... The one in the basepage... Do I set that when I install my prog? And it's 8 bytes right? 4 for ident and 4 for address right? and the first four are for WHAT? and the second four is WHAT address? The original address that the vector I robbed points to? If my prog were to crash would TOS take that address and poke it back into the vector I robbed?

(here I catch my breath...)

Thanks,

Luke.

# 5804. Re: Web pages

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <5h7df6$1ur@news2.delphi.com>
Source record: 125152

```
On 21 Mar 1997 23:40:53, !ynoT wrote:
>
>
> Hmm theers been plenty of response the the warez file site
>idea...sneaky :)
>
> And none to my plea for space to plonk ST+ Diskmagazine on line and
>all info and backcopies info etc every month? ..hmmmm strange?
>
> I have managed to get a space at geocities, well i got two web pages,
>well my wife got one and i got one <ahem cough!>
>
> I went there two days on the trot, theres loads of free web pages
>going in the times square area, from around area 6000 upwards,
>
> Coming soon, ST+ Dismagazine on the web :)
>
>
>Cheers !ynoT ( ATARI Programmer )
>
>stosser@airtime.co.uk OR stplus@geocities.com
>STOSSER Software http://www.airtime.co.uk/users/stosser
>ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
>PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464
>
>.

___ ___
/ \----/ \ Dana P. Jacobson - Atari Editor - STReport
|-----| |-----| STReport International Online Magazine
/\_0_/ \_0_/\ The Original * Independent * Online Magazine
-| o o |- -* FEATURING WEEKLY *-
/ \_____________/ \ "Accurate UP-TO-DATE News and Information"
\ \ | | | | / / Mail subscription: dpj@delphi.com
ww ooooo----ooooo ww STReport's WEB Site
http://www.streport.com
```

# 5805. Web pages

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: Dana Jacobson <71051.3327@CompuServe.COM>
Message-ID: <5h7ej0$sdp$1@mhadf.production.compuserve.com>
Source record: 125153

Tony,

On 21 Mar 1997 23:40:53, !ynoT wrote:
>
>
> Hmm theers been plenty of response the the warez file site
>idea...sneaky :)
>
> And none to my plea for space to plonk ST+ Diskmagazine on line and
>all info and backcopies info etc every month? ..hmmmm strange?

I have some space on my Delphi provider. I'd be happy to post some
info as well as maintain the most current issue of ST+ Diskmagazine.
Let me know if this will be of any help.

-Dana

# 5806. Re: This spamblock works (was Re: Spamblock Ineffective!)

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970325002906188418@pwomar.demon.co.uk>
Source record: 125154

Rich Tietjens <atari@teleport.TINC.com> wrote:

> Having a completely bogus email address simply discourages legitimate
> correspondents from emailing you (are you listening, !yonT and Paul?) and I
> recommend against that.

I hope you are not refering to me, yet I see no other Paul posting here,
strange.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5807. WTB hard drive/Link for STE

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <pLG47M3.johnhechtman@delphi.com>
Source record: 125155

A friend of mine is looking for a hard drive for his 1040STE setup. Since he has the STE, he'll need a Link 1 or 2, or another type of SCSI adaptor to use SCSI drives. I'm trying to set him up with a 80-120 meg hard drive and some type of adaptor. Why SCSI? Because then he can also use CD-ROM, EZ135 drives and other SCSI devices. IF you have a suitable unit for him, please email me - johnhechtman@delphi.com. Thanks!

# 5808. Re: ATARI 286/30 does not boot from HD st225.

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970325063101.BAA01853@ladder01.news.aol.com>
Source record: 125156

Hmmm,

Its been a while. The MFM controller may be going, but its more likely that the HD is dying is mis-configured. You may want to consider taking whatever data you can off of the HD onto floppies and booting up from A:, FDISKing and FORMATTING the HD fresh again.

It inexpensive enough, you could always buy an IDE controller and a 40MB IDE hard drive for about 40-50 bucks and go that route. I ended up removing the Atari motherboard and replacing it with an Intel 486 PCI motherboard with AMD 133Mhz CPU. It fits perfect in any of the PC-2 to PC-5 cases and then you get onboard parallel, serial, 2 IDE Hard drive controllers, floppy controller and a hell of a speed boost. I picked the motherboard and chip up at a computer show for $89, you can get 486 DX66 motherboards for $65 if you really want.

Something to consider, and man does GEM fly with a 133mhz chip!!!!

Curt
Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

# 5809. Re: Looking for a C++ compiler for the ST or falcon

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5h7uhb$kak@scanner.worldgate.com>
Source record: 125157

u1383700 <u1383700@csi.uottawa.ca> wrote:
: Does anybody know where I can get a C++ compiler for the ST or Falcon?

Well, I can tell you, but you may not like it much. :) I use G++ (GNU C++), which really likes lots of memory. However, if this does not deter you, use it. I like it, but it has it's set up grief. If you go this way, and you need help, let me know. perhaps I can help you.

Leslie

# 5810. Quick FAQ - Draft 0.1

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7LBHv.3oJ@gazette.stortek.com>
Source record: 125158

This is a first draft version of a quick Atari FAQ. There are probably many errors and omissions. Some parts are to be completed, some are to be changed, some are probably completely wrong. Let me know.

The Atari ST Quick FAQ - v0.1 - March 25th 1997

In order to save bandwidth and to avoid asking the same question here is quick FAQ. It may not have answers to all questions, but it's aim is to provide pointers to the most frequently asked ones.

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2.3 Is there an Atari dealer near where I live ?
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---

## 1. Starting up on the Atari ST

### 1.1 What kind of machine is this ?

The Atari ST range is a 16/32 bit Motorola 68000 based personal computer range started in the mid 80's. Here are some generic specs. Some models differ from these specs, so check the list below

Processor
Motorola 68000 (68030 on TT and Falcon) processor at 8Mhz (16 on MegaSTE
and Falcon, 32 on TT030)

Screen Resolutions:
High: 640x400/Monochrome on dedicated monitor,
Medium: 640x200/4 colours on colour monitor or TV,
Low: 320x200/16 colours on colour monitor or TV,
512 colour palette (4096 on STE, MegaSTE, TT)
Other resolutions are available on MegaSTE, TT, and Falcon computers.

Ports:
Cartridge, Midi In, Midi out, Parallel, Serial, Monitor, Disk Drive,
ACSI (proprietary hard drive), TV (on RF equipped models), RCA sound
(from STE on), Joystick/Mouse, SCSI (Falcon only)

Models:
Name Speed RAM T TOS Floppy MBESVKTC Comment
---
130 ST 8 128Kb D 1.0 Ext. Never marketed
260 ST 8 256Kb D 1.0 Ext. Very few made
520 ST 8 512Kb D 1.0 Ext. TOS on disk on earlier models
1040 ST 8 1Mb D 1.0 Ext. TOS on disk on earlier models
520 STf 8 512Kb D 1.2 360Kb
1040 STf 8 1Mb D 1.2 720Kb
520 STfm 8 512Kb D 1.2 360Kb M
1040 STfm 8 1Mb D 1.2 720Kb M
MegaST 1 8 1Mb D 1.2 720Kb B S KT Pizza box
MegaST 2 8 2Mb D 1.2 720Kb B S KT Pizza box
MegaST 4 8 4Mb D 1.2 720Kb B S KT Pizza box
STacy 8 2/4Mb D 1.4 720Kb B Portable ST
STBook 8 1-4Mb D 2.06 720Kb B Notebook, Very few made
520 STe 8 512Kb S 1.62 720Kb MBE
1040 STe 8 1Mb S 1.62 720Kb MBE
Mega STe 16 1-4Mb S 2.06 1.44Mb MBE VKTC TT style case.
TT030 32/030 2,4Mb S 3.06 1.44Mb BE VKTC Various mem/HD configs
Falcon 16/030 1-14Mb P 4.04 1.44Mb BE TC Many enhancements
---
T=RAM type (D:DRAM/S:SIMM/P:Proprietary memory board)

M=RF Modulator
B=Blitter chip
E=Enhanced 8bit DMA stereo sound, 4096 colour palette, hardware scrolling,
analog joystick ports
S=MegaBus processor direct bus slots
V=6U VME bus slot
K=Detached keyboard design
T=Internal time/date clock
C=68882 Math co-processor

1.2 What kind of monitor can I use ?
---

### 1.2.1 Connecting to a TV Set

STFM and later models were equipped with an RF Modulator allowing them to be connected to a TV's antenna connector. You then need to tune into the correct channel on the TV to get the ST picture.

In some countries, Atari shipped machines with a SCART/Peritel cable that plugs into the monitor port instead of the RF Modulator. In this case you need the adequate cable and a SCART/Peritel equipped TV set.

A TV will only display in low or medium resolution modes.

### 1.2.2 Atari Monitors

Monochrome (640x400 colours) requires a special Atari high resolution monitor (SM models). These monitors have a very stable paper white display. SM monitors can only display monochrome mode.

Medium Res. (640x200/4 colours) and Low Res (320x200/16 colours) need a colour monitor (SC series) or a TV.

If you want to display all screen resolutions you need both types of monitors.

### 1.2.3 Connecting a VGA/SVGA or multiscan monitor

(to be completed)

## 1.3 Where can I get a boot disk for my ST ?

### 1.3.1 Booting without a disk

First of all, Atari models with TOS in ROM don't need a boot disk.
If you do not have a correctly formatted double density disk to boot from, just wait a few minutes for the desktop to come up on it's own, then format a disk using the menu option.

If the desktop screen doesn't come up after more than 5 minutes, your ST is probably broken.

### 1.3.2 Atari Language disks

Depending on the ST version you have, a language disk was supplied with some basic software, mainly:

CONTROL.ACC The control panel desk accessory. Later replaced by XCONTROL.ACC
XCONTROL.ACC A modular control panel. Uses CPX files.
STBASIC.PRG A very buggy Basic interpreter. Later replaced by Omikron basic
LOGO.PRG An old Logo interpreter.

Very few of the program supplied on these disks were of any use. Better quality
public domain or shareware replacements can be found on most FTP servers (see section 2.2)

1.4 Can I run Atari ST software on my PC/Mac/Unix box ?
---

You need a program which fools your computer into running Atari ST programs.
This is called an emulator. There are plenty of them available on the
Internet.

Here are some good net resources for Atari emulator software:
http://www.nfinity.com/~swhalen/node99/st.html
http://www.emulators.com/

1.5 Where can I get those TOS ROM images ?
---

TOS is the ST's operating system. It was supplied on ROM with most STs. Some
emulators need an image of these ROMs in order to run.

However, TOS is copyrighted software and the distribution rights belong
to Atari. Neither Atari nor JTS (the company who now owns Atari) has stated
that any version of TOS can be freely distributed and used. Distributing it
without a licence is therefore software piracy, which is illegal and enforced
everywhere.

Asking for pirated software is also illegal.

Owners of a real ST can use a program called TOSDUMP.PRG to make a TOS image
for their own use. This is considered legal as long as the image is not
distributed and you own a legal copy of the program (ie: the ROMs).

Illegal copies of TOS images can be found on the net. Please note that
using them is illegal, and asking for them in the newsgroups is against the
charter and will cost you lots of flames and trouble.

2. Software
==========

2.1 Where can I get WareZ for the Atari ?
---

Software piracy is an illegal activity. Participating and promoting it is
considered an offense on most newsgroups, and on comp.sys.atari.st members
are particularly strong in opposing it.

If you still wish to ask for pirated software,do so at you're own risk,
but be aware that you will receive flames, complaints to your domain
administrator and maybe more trouble.

See also section 1.5 on TOS ROMs

2.2 What are the main FTP sites ?
---

A complete list of FTP sites can be found at:
ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt

Here are web interfaces to 3 of the most active atari FTP archives:

http://www.cnam.fr/Comp/Atari/Index.html
http://micros.hensa.ac.uk/micros/atari/tos/atari-tos.html
http://www.umich.edu/~archive/atari/

### 2.3 Is there an Atari dealer near where I live ?

(to be completed)

### 2.4 Is there a DOOM clone for Atari ?

(to be completed)

## 2. Hardware Upgrades

### 2.1 How can I upgrade memory in my ST ?

#### 2.1.1 Expanding SIMM equipped models

If your ST is equipped with SIMM memory, you can easily upgrade your memory to 1, 2 or 4Mb by just taking out the old SIMMs and popping in the new ones.

The correct memory type is 30 pin SIMMs, minimum speed 120ns, with or without parity, 256Kb or 1Mb. It is best not to mix different SIMM types.

Atari STEs are originally equipped with either 2 or 4 256Kb SIMMs (512 or 1024 Kb)

Original STs, Mega STs and STEs can only deal with 4Mb. To go beyond that limit, you need a special expansion board.

#### 2.1.2 Expanding DRAM equipped models

(to be completed)

### 2.2 How can I connect a hard disk drive to my ST ?

#### 2.2.1 Atari Megafile hard drives.

These were proprietary hard disk drives designed by Atari for the ST. They were available in 40 and 60Mb versions. These are the only hard disk drives that are directly compatible with the Atari ACSI port on original STs.

#### 2.2.2 SCSI hard drives

In order to use these, you need a SCSI Host adapter that connects the SCSI drive to the ACSI hard drive port on the Atari. There are several models available depending on whether or not you need parity, whether or not they are for external or internal drives.

#### 2.2.3 IDE hard drives

(To be completed)

2.2.4 ZIPs, CDROMs, Syquest drives

These have to be SCSI models and use a host adapter described in 2.2.2.
Parallel port peripherals cannot be used an any ST because Parallel
port communication was not fully implemented by Atari.

2.3 Upgrading your TOS version.
---

(to be completed)

2.4 Adding an accelarator board.
---

(to be completed)

3. Connectivity
==========

3.1 How can I transfer files between an ST and another computer ?
---

3.1.1 Exchanging TOS and MS-DOS disks

The TOS disk format is DOS compatible. This means that any 720Kb double sided
double density disk from a PC can be read on an ST and vice versa.

There are several limits however:

-Older TOS versions (before 1.4) do not format disks exactly the same way
as MS-DOS, so for these models, you might try formatting the disk on a PC.

-Some old 520ST, STF and STFM models use 360Kb single sided drives which are
not compatible with most newer 1.44Mb PC models. You must either get a DS
drive for the ST or find a PC that is able to read the old single sided disks.

-Windows 95 uses long filenames and seems to sometimes corrupt disks, so be
sure to use the 8+3 standard DOS format.

3.1.2 Exchanging TOS and Macintosh disks

TOS is not compatible with macintosh disk format. However Macs are supplied
with a system extension that allows read/write of MS-DOS disks which are
compatible with TOS. See 3.1.1 for more details.

3.1.3 Serial port file transfer

Another way of exchanging files between ST and PC is to use the serial port
with a null modem cable. You need some special software to do this. This can
be found at your favourite FTP site (see section 2.2)

3.2 How can I hook up my ST to the Internet ?
---

The ST can be used to send and receive email, read usenet newsgroups, download from FTP archives, and even to surf the web.

There is a whole lot of internet resources on the subject:

The Atari Internet guide
http://zippy.spods.dcs.kcl.ac.uk/~garfield/aig/aig.htm

The STiK support page
http://www.flinny.demon.co.uk/

### 3.3 Where are the Atari Web Pages ?

Atari's official webpage is for Jaguar support only:
http://www.atari.com

Here are the most useful pages for ST owners:
http://home.sn.no/~hallvart/pages/atari.html

(To be completed)

## CREDITS

(To be completed)

# 5811. TapeDrive & HardDrives for sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: apalmer@zapcom.net
Message-ID: <5h87qc$ml1$1@ultra.sonic.net>
Source record: 125159

I have the following for sale:

ICD Tape Drive - This was purchased from ICD and includes
case, host adapter, and Teac tape drive. The case has ACSI in
and out plus SCSI out. It comes with a 3 foot Atari cable.
The case measures 11" x 11" x 2.75". There is room for a SCSI
drive in the case and the P/S has the needed connector. The tape
drive will back up 155megs in about 20 minutes. This also
included ICD software for the tape and host adapter. - $180

330Meg Hard Drive - This is a CDC 94171-9. The drive comes in
a case and included a standard SCSI cable. This can be
plugged into the back of the ICD or used with any host
adapter. - $90

213Meg Hard Drive only - This is a Maxtor LXT213SY. - $60

80Meg Hard Drive only - This is a Quantum P80S. - $30

The drives all format and work fine. I upgraded to larger
drives and no longer need them. I would like to sell these in
the bay area, but will ship COD to the US. I can be contacted
through e-mail.


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\\ - - //
( @ @ )
+-------------------------+---oOOo-(_)-oOOo-----------------------------+
| Albert M. Palmer, Jr. | Let your child choose his/her own path, |
| Lakeport, CA, USA | and it will always lead back to you. |
| (707) 263-4565 | Hang on to your dreams |
| apalmer@zapcom.net | Use your brain to fix your mind. |
+-------------------------+-----------Oooo-----------------------------+
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_)

# 5812. Re: MagiCMAC on a Mono Powerbook?

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: Karsten Reincke <kreincke@cl-ki.uni-osnabrueck.de>
Message-ID: <5h88s2$ca9@deimos.rz.Uni-Osnabrueck.DE>
Source record: 125160

I'm using a PowerBook, which offers 4 shades of grey on the MAC-Side. Now, I can't use these 'colours' on the MagiC-Mac side, because this mode won't be aided. So, I must use MagiC-Mac in the black-and-white mode. And therefore:
(A) All programs, which can be started on ATARI with SM124-Screen can be started on MagiC-MAC. (And they do their job very fine, even they are very dirty programs)
(B) None program can be started, which demands a colour-screen.

If I'm wrong, I'll learn by your question.

GR KR

# 5813. Re: Web pages

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: !ynoT
Message-ID: <3338ad95.867665@news.airtime.co.uk>
Source record: 125161

On Mon, 24 Mar 97 18:51:19 -0500, dpj@delphi.com wrote:

>> And none to my plea for space to plonk ST+ Diskmagazine on line and
>>all info and backcopies info etc every month? ..hmmmm strange?
>
>
>Tony,
>
>I have some available space in my page's storage area to maintain
>info
>and each month's issue. I don't have space for back issues, however.
>Let me know if this is of any help.

Thanks :) as I think you have seen from later posts I managed to get
a free site at geocities, the ST+ page is up and running, two days of
very hard slog with notepad (all done by hand)

If you will have a look and add the site to your list that I know you
are compiling, you will see that although its the ST+ Diskmag page, it
is also a central point for downloading all ATARI diskmagazines, and
growing :)

Thanks for your offer though :)

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR diskzine@earthling.net
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5814. Re: Atari Times Hall Of Fame!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: !ynoT
Message-ID: <3337ac85.595162@news.airtime.co.uk>
Source record: 125162

On Mon, 24 Mar 1997 13:53:07 -0500, "Gregory D. George"
<greggeorge@worldnet.att.net> wrote:

>> Heres a thought, I always pass my issues on by post to other contacts
>> here in England, why not send one copy to someone in each country who

>Yeah, I thought of that too. But I think it'd be more trouble than it's worth.
>Don't worry. I'll still send them to you since you're such a great contributor
>to the Atari ST games scene!

hehe I wasn't worrying Greg just thought it might be an idea to help
you with the cost of sending it abroad, I know you get little or
nothing in return for your efforts so trying to think how to lessen
the load:) loking forward to the next copy

BTW have you heard that a all new issue of AEO a special jaguar
edition is due out this week,

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR diskzine@earthling.net
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5815. Re: This spamblock works (was Re: Spamblock Ineffective!)

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: !ynoT
Message-ID: <3339aeec.1210452@news.airtime.co.uk>
Source record: 125163

On Tue, 25 Mar 1997 00:29:06 +0000, News@pwomar.demon.co.uk (Paul
Womar) wrote:

>Rich Tietjens <atari@teleport.TINC.com> wrote:
>
>> Having a completely bogus email address simply discourages legitimate
>> correspondents from emailing you (are you listening, !yonT and Paul?) and I
>> recommend against that.

I have to say wo that I have noticed a marked decrease in spam since
removing my email from the headers, yes yes I know they can still get
it from the sig,
I only take around 5 newsgroups total, I now get maybe one spam per
week, sometimes 2, but before I was getting that a day at least,

My "personal email" count is normally around 30-40 emails per day,
(thats why i cant handle too many newsgroups<g>) so I dont think it
puts too many off?

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR diskzine@earthling.net
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5816. Re: Help! damaged floppy!

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3337DBCC.44A9@cfcsc.dnd.ca>
Source record: 125164

Boris D. Cahan wrote:
> Are there any decent programs for recovery of damaged floppies? That
> won't read when inserted? If so what are they called, and where can I
> find them!
> Thanx
> Boris (aka the Prof.)
> Prof. Boris D. Cahan
> bdc2@po.cwru.edu

try KnifeST. where to find it? I don't know (offhand)
If you have Diamond Edge2, then use DADE

--
**********
Coinneach Seumas Domhnullaich @ Graphic Arts, Canadian Forces College
AtariTOS 1.04-2.05-4.04 MacSystem 6.08
IBMOS/2Warp
**********

# 5817. Re: Help, my ST has just died!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3337DB37.2F3F@cfcsc.dnd.ca>
Source record: 125165

Anthony Richardson wrote:
> Hi,
> I wonder if someone can help me??
> I have just tried to use my Atari 520 STFM and the disk drive just keeps
> spinning and the GEM Desktop comes up without any drives to click on etc.
> Everything else is okay. Is my Diskdrive to blame or is the controller.
> I would be really grateful if someone could help.
> Cheers
> Ant.

wELL! :^)
This sounds exactly like what happens when my Atari SLM804 is not turned
on when I boot my Mega - nothin'
Hard to say what it would be in your case however.
sounds internal, sounds like hardware.
doesn't sound like the floppy drive, doesn't sound like software.
not much help, eh?

--
**********
Coinneach Seumas Domhnullaich @ Graphic Arts, Canadian Forces College
AtariTOS 1.04-2.05-4.04 MacSystem 6.08 IBMOS/2Warp
**********

# 5818. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: postmaster@atarinet.portland.or.us
Message-ID: <5h8nq9$1c2$3@nadine.teleport.com>
Source record: 125166

On 23 Mar 1997 16:11:48, Kim Lebech wrote:
>
>Why waste money on something that does not work???

Why waste bandwidth on a lamer? Haven't you noticed your posts being cancelled?

Go look at http://www.teleport.com/~atari/warez2.htm and leave the poor people alone.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 5819. Re: Atari Times Hall Of Fame!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: "Gregory D. George" <greggeorge@worldnet.att.net>
Message-ID: <3337E261.5CB8@worldnet.att.net>
Source record: 125167

!ynoT wrote:

> BTW have you heard that a all new issue of AEO a special jaguar
> edition is due out this week,

Whoa. I thought AEO gave up? Hadn't heard anything from them in over a year!
Can't wait to read it!!

Later...

--

---
|Greg George |Forever Fuji!! |
|Editor, The Atari Times |Check out The Atari Times Web Page! |
|greggeorge@worldnet.att.net|http://www.geocities.com/TimesSquare/Arcade/8341 |
---

# 5820. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: dvaltd@dvaltd.demon.co.uk
Message-ID: <3337E801.66C8@dvaltd.demon.co.uk>
Source record: 125168

Guy Harrison wrote:
>
> oo-er grumpy! - then why mention Lattice? ;-)

First example that sprang to mind :-)
>
> MWC is not even ansi, so it cannot begin to compare with Lattice or
> PureC. The intention of my posting was to get you to explain why
> Lattice cannot multitask - it can.

Not when it's compiling it can't - which was what I said (I think ;-))
>
> It does not make sense to multitask in supervisor state, so if Lattice
> cannot multitask then neither can any process which uses the operating
> system. So in effect you are saying MagiC cannot multitask!

I don't think I am! Then again, I don't understand what you are saying
either.

Regards
Martyn

# 5821. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: dvaltd@dvaltd.demon.co.uk
Message-ID: <3337E887.1E72@dvaltd.demon.co.uk>
Source record: 125169

Guy Harrison wrote:

> I'm working on the assumption here that perhaps Lattice has locked out
> the screen manager during compilation, rather than running in
> supervisor state which although possible, wouldn't make any sense.

Ah, I understand that!

Regards
Martyn

# 5822. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <3337E98A.7F44@cfcsc.dnd.ca>
Source record: 125170

```
postmaster@atarinet.portland.or.us wrote:
> On 23 Mar 1997 16:11:48, Kim Lebech wrote:
> >Why waste money on something that does not work???
> Why waste bandwidth on a lamer? Haven't you noticed your posts being
> cancelled?
> Go look at http://www.teleport.com/~atari/warez2.htm and leave the poor
> people alone.
> ----------------------http://www.teleport.com/~atari-----------------------
> ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
> NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
> email for subscription details and further information
> Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
> --------------------ftp://ftp.teleport.com/users/atari--------------------

WOW! neat site. very usefull too ;^)

--
*******************************************************************************
Coinneach Seumas Domhnullaich @ Graphic Arts, Canadian Forces College
AtariTOS 1.04-2.05-4.04 MacSystem 6.08
IBMOS/2Warp
*******************************************************************************
```

# 5823. Re: Help, my ST has just died!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970325155035.19433B-100000@pallas.amp.uni-hannover.de>
Source record: 125171

On Tue, 25 Mar 1997, Ken Macdonald wrote:

> Anthony Richardson wrote:
> > Hi,
> > I wonder if someone can help me??
> > I have just tried to use my Atari 520 STFM and the disk drive just keeps
> > spinning and the GEM Desktop comes up without any drives to click on etc.
> > Everything else is okay. Is my Diskdrive to blame or is the controller.
> > I would be really grateful if someone could help.
> > Cheers
> > Ant.

Do you hear transient noise from the disk drive, while the machine comes up, like the read/write head moving ? Surprisingly, maybe, in that case a damage of the drive is more likely. If the drive just spins, then it's worth to check the controllers. If you got a second ST, try to swap the DMA controllers, they sit in 40 pin sockets close to the DMA (ACSI) port. If that doesn't help, a faulty floppy controller could be the reason, which is bad because it is soldered in. Another possibility is the sound chip, which sometimes sits in sockets too, so maybe you can swap that one as well. It's 40 pin too, with either a Yamaha or General Instruments logo on top.

Cheers Peter

---
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---

# 5824. looking for sequencer for ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-25 00:00:00 UTC
From: %nomet% <%nomet%@routsip.univ-tlse1.fr>
Message-ID: <33386B5F.5842@routsip.univ-tlse1.fr>
Source record: 125172

Am desespately looking for a sequencer or ATARI 1040 STF.
Please help me!
(poinso1@routsip.univ-tlse1.fr)

# 5825. WTB: Replacement STE floppy drive!

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: jdbowen@mindspring.com
Message-ID: <5hbd61$fi@camel1.mindspring.com>
Source record: 125023

I'm purchasing an Atari STE with a broken floppy drive. Anyone out there have a new/used replacement drive for (reasonable) sale? Send reply via email to jdbowen@mindspring.com

Thanks

John
jdbowen@mindspring.com
http://www.mindspring.com/~jdbowen

# 5826. Re: Question about 50/60 hz rate in PacifiST...

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: !ynoT
Message-ID: <333a1896.1011275@news.airtime.co.uk>
Source record: 125024

On Wed, 26 Mar 1997 03:09:19 GMT, nhaas@one.net (Nick Haas) wrote:

>I remember some software on the ST a long time ago (mostly stuff from
>Europe) required you to shift the display from 60hz to 50hz in order

PaCifiST would not seem to want to switch screen hertz at this time,
I just tried it and it totally ignored the command.....

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk OR diskzine@earthling.net
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5827. Re: Netscape for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: Yves Gablin <gabliny@ufrima.imag.fr>
Message-ID: <333957A8.3F32@ufrima.imag.fr>
Source record: 125025

Nicholas Bales, Toulouse, France wrote:
>
> Based on the questions the original poster was asking, it sounded more like he
> was a computer newbie... So the MiNT solutions might not really be the best
> for him.
>
Hello,

FIRST, I want to express my respect to people like you all, who can
'talk' on the news, and even argue, while remaining correct. I don't
know if I made myself well understood, but then go to fr.comp.sys.atari
and you will understand what I mean...
They behave like children (many of them, anyway).

What I wanted to say is : Mint Is Not Tifficult at all. I installed it
without hurt. I just unpacked some files about mintnp.prg, .cnf and
gem.sys. That's about all. It works well, even if I still don't have
mintshel.

Thanks to all for tips and tricks and sites. Bye.
--
Yves Gablin : gabliny@ufrima.imag.fr

# 5828. Re: Looking for a C++ compiler for the

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: leslieh@valis.worldgate.com
Message-ID: <5hblsi$ean@scanner.worldgate.com>
Source record: 125026

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

: On 25 Mar 1997 07:23:23, <leslieh@valis.worldgate.com> wrote:
: >u1383700 <u1383700@csi.uottawa.ca> wrote:
: >: Does anybody know where I can get a C++ compiler for the ST or Falcon?
: >
: > Well, I can tell you, but you may not like it much. :) I use G++ (GNU
: >C++), which really likes lots of memory. However, if this does not deter
: >you, use it. I like it, but it has it's set up grief. If you go this way,
: >and you need help, let me know. perhaps I can help you.

: Tell me more, Leslie. My son and I are starting a major project here
: which will involve compiling for the PC, Mac, ST and possibly Amiga, and
: it looks like C++ is the best choice for cross-platform compatability.

: Primarily, what's the best ftp site to get ALL of the needed files in
: one trip - and what header files will I have to go hunt down and kill
: before I bring them home?

If you like, I can archive my system (the last version of G++ that does not require the use of MiNT), and set it somewhere for you to download. C++ IS the best way to maintain cross platform compatibility in my opinion, although C++ tends to make the compiled programs much larger. Anyway, my system is already set up, and works. All you would have to do is change the drive letters et al in the environment variables to get it working for you. I also think I have lots of documentation for it.

Note: I do not use the latest version of G++. I wanted to be able to use it under MagiC, and later versions require MiNT. If you want to set up the version I'm using or later without getting it from me, you should be able to find all of the files you need at umich.edu or cnam.fr.

Leslie

# 5829. Atari Web Pages - NEW LOOK :-)

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5hbp0a$t4u@irk.zetnet.co.uk>
Source record: 125027

Hi All,

Have a look at the new Web Pages for Wessex Atari Group :-)

They have taken on a new look over the last two weeks so even if you have visited before, please drop in again :-)

Don't forget while you are there to 'register'. This will mean that an email will be sent to you when the pages are updated :-)

It will not create any other mail :-)

***** Things to see while you are there *****

***** The ONLY place on the Web to download *****

Web Spinner - The HTML writer for all Atari computers :-)

Stoop v2 - The best boot manager for Atari Falcons :-)

***** Read the latest Atari News *****

This is updated regularly, as and when the news comes in :-)

***** Find out about WAG *****

***** Links to other Atari User Groups all over the world *****

***** Links to other Atari Sites *****

Yours Roy

**********
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********
Falcon 14Mb - 4.04 - Geneva/Neodesk - STiK - Newsie - CAB - AtariIRC Roy_
**********

## 5830. Atari Jaguar, Jag CD, Lynx stuff

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: lnx@earthlink.net
Message-ID: <5hbs4j$c53@usenet88.supernews.com>
Source record: 125028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Atari Jaguar, Jag CD, Lynx stuff

http://www.vglq.com

# 5831. Re: H.E.R.O. was BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: rpascal@si.sligos.fr
Message-ID: <5hbv10$l56@belzebul.imaginet.fr>
Source record: 125029

On 23 Mar 1997 12:45:03, !ynoT wrote:
hOn 23 Mar 97 00:41:37 UTC, dreibel@idirect.com (Daniel L. Dreibelbis)
wrote:

> well it had entered my mind to recompile hero to work on falcons, tt
>and other normally not available tos versions,
>
> so put your name forward, enough names and it will get done, if you
>respond to this thread then everyone can count how many respond and i
>cant be accused of weaseling out :))
>
> so lets see a show of hands...or lets not bother ?? sign below :))

Yes man, go for it! I'll love to play H.E.R.O. on my F030

PLEASE DO THE PORT !

_____oOo____-0-0-0-
============!o o o ! Loki (Dark DESIGN)
____________!o o o ! F030 16 / 32 - 380 + 540 + EZ135
U ======! Logic Audio 2.01
.....[So long]

# 5832. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: atari@teleport.TINC.com
Message-ID: <5hbrmq$nlc@ornews.intel.com>
Source record: 125030
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

In article <3336b0e3.87659858@news.inc.net>,
ssilicon@lax.net (Jon D. Melbo) wrote:
>His company is now called Emulators Inc. I wonder if Darek works for
>MS, he is in the same neighborhood.

Yes, AFAIK he does. I've got one of those cables around here someplace...

Remove the "TINC" from my email address to reply.
----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the magazine for all Atari users For info, email:
CANADA: info@compdirect.com
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

# 5833. Re: MagiCMAC on a Mono Powerbook?

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32592_please@no.spam.mail.here.mettav>
Source record: 125031

Hi Wolf,

w> In article <5h5oqj$8ch@alexander.INS.CWRU.Edu>,
w> aa778@cleveland.Freenet.Edu (Fred Horvat) wrote:

>> I am considering on purchasing a used Apple Powerbook
>> computer to run MagicMac for my portable computing needs. I

w> I am running MagicMac on a Powerbook 190 without problems in B&W.
w>
w> It will run in 16 shades of grey fine but Calamus does not like it.
It has been found that there are several versions of Calamus 1.09N around,
only some (one?) of which will run under MagiC.

The latest version of Calamus SL promises to be fully MagiC compatible.

Speak to 'ya later!

--

Send email replies to :DCroker@mettav.demon.co.uk (Derryck Croker)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5834. Re: Mega STE, 10 MB memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32597_please@no.spam.mail.here.mettav>
Source record: 125032

Yo! Harry Dude!

Whilst under caution Harry said to Officer Steve :~)

HS>>> Much rather have a TT and solve all problems at once B^{)
SS>>
SS>> They arent so easy to aquire though are they?
HS>
HS> True, but worth waiting for.

HS> At least I can blow up the MSTe with no regrets... %^{|

No regrets, not yet you mean, dont walk down any dark alleys alone. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= I'm going to buy just one more thing for my computer,
and then i'll give it a rest for a while. :~)
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 5835. Re: Poll: What kind of hd backup do you use?

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32595_please@no.spam.mail.here.mettav>
Source record: 125033

Out of the ether, the following was mentioned by Steve...:

SS> I'd like to get hold of a Wangtek 5150 so's i can sponge off
SS> delboy.
I sold it ages ago. Anyway wouldn't it be better to persuade Derryck to get a
DAT drive? That way we could all sponge off him! ;-)

SD>> otherwise it bombs under Magic when the backup has finished.
SS> Strange, KevO uses gemar on his 16Gig DAT with no prob's.
Well I tried it and everytime magic bombed with a 68000 exception error and
if I ran it under TOS the desktop would appear as if by magic! :-)

Spencer

spencer@mettav.demon.co.uk

--

Send email replies to :Spencer@mettav.demon.co.uk (Spencer Davies)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
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# 5836. Re: shutdown 1.5 for magic in english

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: john@whalley.nospam.demon.co.uk
Message-ID: <859410842_OASIS_@whalley.demon.co.uk>
Source record: 125034

In article <33397EC9.721B@geocities.com>
david rutherford <d_j_rutherford@geocities.com> said:-

>New version of shutdown 1.5 released for magic operating system

What's the advantage of this program over the built in shutdown
program which is included with MagiC?

John

(Remove spamblock to reply by mail)

--

John Whalley
john@whalley.demon.co.uk

# 5837. Quick FAQ - Draft 0.1

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <859404338@acpu.com>
Source record: 125035

This looks like excellent work! I don't wish to be critical, but I
call your attention to a few (minor) errors:

B > Screen Resolutions:
B > High: 640x400/Monochrome on dedicated monitor,
B > Medium: 640x200/4 colours on colour monitor or TV,
B > Low: 320x200/16 colours on colour monitor or TV,
B > 512 colour palette (4096 on STE, MegaSTE, TT)
B > Other resolutions are available on MegaSTE, TT, and Falcon comp

The box-stock MegaSTe has only the standard ST resolutions, afaik.

B > If you want to display all screen resolutions you need both
B > types of monitors.

See Rich's 'multisync faq'

B >1.2.3 Connecting a VGA/SVGA or multiscan monitor

B > 2.2.1 Atari Megafile hard drives. These were proprietary hard
B > disk drives designed by Atari for the ST. They were available
B > in 40 and 60Mb versions.

Also Megafile 30, and I believe the SH204 was a 20Mb.

B > 3.1.3 Serial port file transfer Another way of exchanging
B > files between ST and PC is to use the serial port with a null
B > modem cable. You need some special software to do this.

I have not tried this, but a terminal prg on each end should work.

All in all, a superb v0.1!

"The Poor Deluded Soul" - tderrick@acpu.com

... I wish life had a scroll-back buffer.....
___ Mountain Reader II - #00000077

# 5838. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <859415606_OASIS_@swampdog.demon.co.uk>
Source record: 125036

In article <3337E801.66C8@dvaltd.demon.co.uk>
dvaltd@dvaltd.demon.co.uk said:-

>Guy Harrison wrote:
>>
>> oo-er grumpy! - then why mention Lattice? ;-)
>
>First example that sprang to mind :-)

oic!

>> MWC is not even ansi, so it cannot begin to compare with Lattice or
>> PureC. The intention of my posting was to get you to explain why
>> Lattice cannot multitask - it can.
>
>Not when it's compiling it can't - which was what I said (I think ;-))

I thought you meant that - wanted to be sure.

>> It does not make sense to multitask in supervisor state, so if Lattice
>> cannot multitask then neither can any process which uses the operating
>> system. So in effect you are saying MagiC cannot multitask!
>
>I don't think I am! Then again, I don't understand what you are saying
>either.

Hehe! It's not too clear is it?

In a back to front way I was saying that MagiC does not multitask when
the processor is in Supervisor state.

With any program that uses dialogue boxes for displaying information
there is no way of telling if some other program has scribbled over
the area of screen used to display it, so the only solution is to
"lock out" all other programs. The other programs still multitask
quite happily but only until they try and display something - at which
time, MagiC can do nothing else except suspend them. When the dialogue
box is removed, they start running again. This'll be what is happening
with Lattice.

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

# 5839. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <859416998_OASIS_@swampdog.demon.co.uk>
Source record: 125037

In article <3337E887.1E72@dvaltd.demon.co.uk>
dvaltd@dvaltd.demon.co.uk said:-

>Guy Harrison wrote:
>
>> I'm working on the assumption here that perhaps Lattice has locked out
>> the screen manager during compilation, rather than running in
>> supervisor state which although possible, wouldn't make any sense.
>
>Ah, I understand that!

Darn, needn't have replied to your last post!! <G>

--

Guy Harrison

Email guy@swampdog.demon.co.uk
swampdog@dial.pipex.com
Web http://www.swampdog.demon.co.uk/index.html

## 5840. lamer*@aol.com

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <859404337@acpu.com>
Source record: 125038

Rich Tietjens scribbled:

A > On 23 Mar 1997 06:39:00, Dave Gostl wrote:

> Did anybody here get a mail bomb from lamer or lamers
> @AOL.COM? I got 350+ short messages, all of which were deleted
> by Lynx with a few keystrokes.

A > I ddin't (surprisingly enough), but the proper thing to do
A > is to forward them to abuse@aol.net in future. If it really
A > was an AOLuser, they'd charge his credit card $500 for
A > "commercial use" and then cancel his account for mailbombing
A > (rather ineptly, too). If that's the best he can do, no
A > wonder he calls himself "lamer." How ya doin'. Mikey? ];^)

I got mail-bombed too, although I was not astute enough to determine
the source. I did notice 'li.net' in the header, which seems to
confirm my suspicions. He sent 1000 exceptionally poor (and
frequently obscene) 'jokes'. Talk about ***lame***!

It gave me an excellent opportunity to try out Mountain Reader's
twit list. Works like a champ. I am always grateful for a learning
opportunity :)

"The Poor Deluded Soul" - tderrick@acpu.com

... If ignorance is bliss, why aren't there more happy people
___ Mountain Reader II - #00000077

# 5841. Re: Wordwriter converter??

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: John Clark <JonClark@consltec.demon.co.uk>
Message-ID: <HD+0IKA+bbOzEwVf@consltec.demon.co.uk>
Source record: 125039

```
In article <5gcr7q$luu@uvaix3e1.comp.UVic.CA>, manderso@nero.uvic.ca
writes
>Does anyone know if there is a file conversion utility for Timeworks
>"Wordwriter" wordprocessor? I've got a bunch of documents I'd like to
>switch over to MS Word on a Mac, and just don't want to have to lose all
>the formatting as the only way to do it right now is saving as ASCII.
>
>Any help appreciated...
>
>Mark
>
>--
>
>Mark Anderson manderso@nero.uvic.ca
Are you able to drop RTF files as well as Ascii? If so you can keep most
of the document codes, and impost these to Word.
--
John Clark
```

# 5842. Re: Could I connect the keyboard of MSTE to STE or PC ??

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: barry@cix.compulink.co.uk
Message-ID: <E7nzxx.Eq3@cix.compulink.co.uk>
Source record: 125040

In message <3338319D.543A@ctv.es>, ataris@ctv.es said:

> My MegaSTE has broken down and I have thought to use its pieces in my
> other STFM or PC.

> Could I connect the keyboard of MSTE to STE or PC ??

Yes, you could use it with STe, you just need the cable adaptor.

Why not just get the Mega STe fixed?

Barry barry@cix.co.uk

# 5843. Re: H.E.R.O. was BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: amvos@xs4all.nl
Message-ID: <54825889_000024_OASIS_NEWS@000024-xs4all.nl>
Source record: 125041

In article <5hbv10$l56@belzebul.imaginet.fr>
rpascal@si.sligos.fr (sli01075) wrote:-

>On 23 Mar 1997 12:45:03, !ynoT wrote:
>hOn 23 Mar 97 00:41:37 UTC, dreibel@idirect.com (Daniel L. Dreibelbis)
>wrote:
>
>
>
>> well it had entered my mind to recompile hero to work on falcons, tt
>>and other normally not available tos versions,
>>
>> so put your name forward, enough names and it will get done, if you
>>respond to this thread then everyone can count how many respond and i
>>cant be accused of weaseling out :))
>>
>> so lets see a show of hands...or lets not bother ?? sign below :))
>
>
>Yes man, go for it! I'll love to play H.E.R.O. on my F030
>
>PLEASE DO THE PORT !
>
>_____oOo____-0-0-0-
>============!o o o ! Loki (Dark DESIGN)
>____________!o o o ! F030 16 / 32 - 380 + 540 + EZ135
> U ======! Logic Audio 2.01
>.....[So long]
>.

Me too, me too, me too, me too, me too, me too, me too man. Please...

--

---
amvos@xs4all.nl
---

# 5844. Re: Mega STE, 10 MB memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32598_please@no.spam.mail.here.mettav>
Source record: 125042

FROM: SSweet@mettav.demon.co.uk
SUBJ: Mega STE, 10 MB memory upgrade

RJH>> Just out of curiosity, will the PAK030 fit -inside- of the Mega
RJH>> STe's case without having to do any major surgery? Thanks in advance!

FS> No. I'm sorry. A towercase is necessary.

A towercase is /not/ necessary to be able to fit a PAK in a Mega STE, you can
also fit a frak in the same MegaSTE case.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

** Mega STE + PAK 030 @40Mhz, 68882 FPU, 4 Meg ST, 16 Meg TT RAM **
-= Of course i'm as smart as I look, that's why i'm so damned good looking
--

Send email replies to :SSweet@mettav.demon.co.uk (Steve Sweet)

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| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5845. WTB: Mega ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: Eric Lambeth <Eric_Lambeth@baylor.edu>
Message-ID: <Eric_Lambeth-2603971808450001@hsb-dialin-11.baylor.edu>
Source record: 125043

If you have a Mega ST for sale, please leave me email with your price.
US/Canada only, please.

Eric_Lambeth@baylor.edu

# 5846. Syquest Syjet on Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: S.Cornio@mail.wdn.com
Message-ID: <33389567.10080220@news2.cais.com>
Source record: 125044

I recently purchased the new Syquest Syjet 1.5 GB removable cartridge drive to use with my Falcon030. I bought the internal SCSI PC version of this drive. Assuming that you already have a SCSI host adaptor, which the Falcon has built in, and an empty drive bay, this drive is a snap to install. It comes configured as SCSI id 4 but is easily modified to be any SCSI id from 0 to 7. I installed the drive in the same case as a 2 GB Seagate drive. The supplied cartridge formatted easily using either ICD Pro 6.5.5 or HDDRIVER 6. Each cartridge has 2929800 sectors which equals 1.5 billion bytes. HDDRIVER indicates that the cartridge has 1430 MB. Using RATEHD, the drive was rated at 1351 KB per second and an average of 17 ms access. This compares with 1428 KB/second and 17 ms access for my internal 512 MB Toshiba IDE and 1418 KB/second and 10 ms access for the 2 GB Seagate SCSI.

Stephen Cornio

# 5847. Re: 520 STE Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <859414300_OASIS_@pcc-uky.campus.mci.net>
Source record: 125045

In article <ALMclCAwyAOzEwEL@ravenhouse.demon.co.uk>
Tim Pattison <tim@ravenhouse.demon.co.uk> said:-

>Install your two simms in sockets 1 and 3 (counting from the rear of the
>machine).
>
>Hope this helps.
>--
>Tim Pattison +email: tim@ravenhouse.demon.co.uk

Ha-ha-ha, this is almost funny! I've always been told (and told others) that
it was position 2 and 4 from the -front- of the STe! Same difference, right?
(told you it was almost funny!) :^)

--

_/_/_/

# 5848. Re: Oasis where?

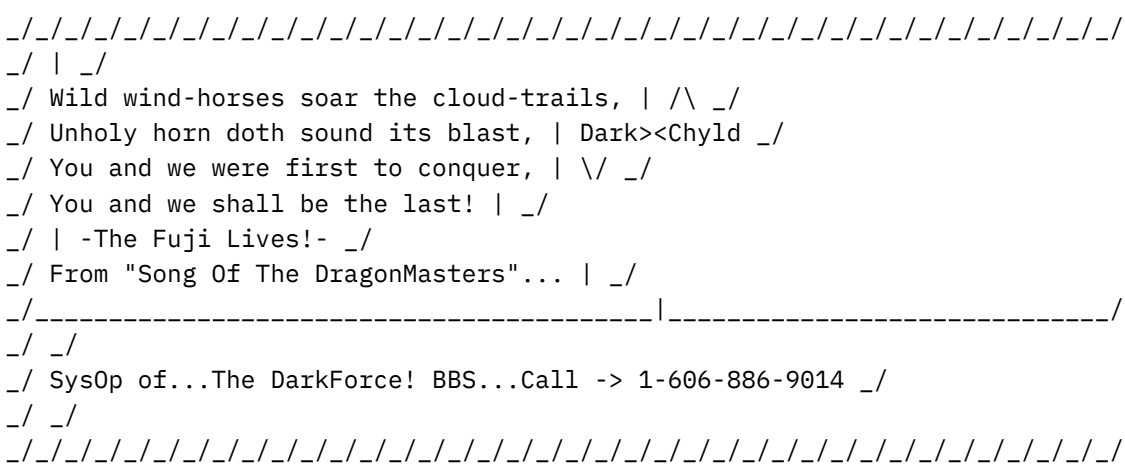
Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <859371536_OASIS_@pcc-uky.campus.mci.net>
Source record: 125046

In article <5ha7sq$4rc@news2.delphi.com>
jmirando@streport.com (Joe Mirando) said:-

>If so, I'd LOVE some info on who to make a check out to (and for how
>much in american dollars... if possible) when the fix becomes
>available. I'm in serious need of a good browser for the ST and am
>not happy with the choices I've seen.

Joe! Long time, no "hear"... Last time I chatted with you was when I still
had a GEnie account, years ago. Nice to see you on here. Have you seen the
postings about the new software from Oregon Research? You might want to wait
and check it out-it looks good! :)

--



# 5849. Re: "Diamond Edge" upgrade patch?

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <859388024_OASIS_@nordnet.fr>
Source record: 125047

In article <19970325234301657167@pwomar.demon.co.uk>
News@pwomar.demon.co.uk (Paul Womar) said:-

>More than 1024 files in a folder is actually a problem, there shouldn't
>be this many file sin a single folder, I believe that having this many
>can lead to data loss.

Not really, I have here a folder with unsorted soundtracker MODules
which contains 1389 files, 0 folders and 172691803 bytes (164.7 Mbytes)
and have no problems with it. Just that Selectric needs something like 128
Kb free memory to display this... If I remember correctly I had once a
folder with about 2600 files without problems. I agree that the wise guy
should avoid such things, but...

BTW, I wrote that DE 1.10 limit was 1024 files, but I not so sure now.
Can't remember, it's perhaps only 512... yes, I'm nearly sure it's 512.

>If you mean th last 2 clusters of a disk then this is probably due to the
>Falcon problem with TOS 4.01 where it decides to write past the end of
>the disk and onto the Root partition of the next disk and to help stop
>this it marks the end of the disk as bad.

Not really, it's related with this problem, but DE doesn't mark the
last clusters as bad (It would be useless anyway, Falcon 4.02 gemdos
writes on these (1 or 2 last) clusters *even* if they are bad), it cuts
out the end of the file. But this file was not corrupted at all, you could
"save" it simply by copying it anywhere else with Kobold, or many other
ways.

BTW this whole big "last clusters" problem is not only with Falcons,
the "write end of file on beginning of next partition" syndrom is only a
side effect of a gemdos or bios-Rwabs bug dated from TOS 1.0... Remember
the 360 or 720 Kb floppys with 2 Kb less than on a PC? Yes, the 2 last
clusters... But I don't really understand all this, surely some well known
here disc experts could explain us the whole story?

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

## 5850. Calappt 1.22

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <859406672_OASIS_@nordnet.fr>
Source record: 125048

```
Hello all!

Someone knows if Calappt 1.22 as sold with Falcons has been updated?
Is it the last version?

BTW, there is a funny bug, the calendar thinks that there is no
Tuesday 29 February 2000... Not possible to enter a rendez-vous for that
day. But happily it's usable after, the week day calculation is good, the
1 March 2000 is a Wendsday like it should be.

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -===- A happy Falcon owner from France -===- */
--- if possible please CC by mail your reply ---
```

# 5851. Re: NOS and INN 1.5 news server

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <5hc5rv$1gu$2@eddie.sonnet.co.uk>
Source record: 125049
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <859217962_OASIS_@nordnet.fr>,
bkozlowski@nordnet.fr (Bruno Kozlowski) writes:

[Deliberately slow down offline readers]
> ----------- 8< ----------- [INN's config.data] ----------- 8< -----------
> ## Do you want to make life easy for peers to pull feeds from you (it's
> ## harder on your machine). Pick DO or DONT. With DONT, you get a small
> ## sleep inserted before each ARTICLE command is processed. (With
> ## apologies to the Australians in the audience).
> ##### =()<LIKE_PULLERS @<LIKE_PULLERS>@>()=
> LIKE_PULLERS DONT
> ----------- 8< --------------- [end quote] --------------- 8< -----------
>
> Same thing here, change last line into "DO", if you have a nice
> newsmaster he'll do it. Otherwise you have a one second pause between each
> article.

This one has been in INN for a while.

I can see someone like a university might want it because a) there is no
good reason why anyone should want an offline reader if they're connected
permanently, and b) if people take a suck feed they'll probably take more
groups than they actually need, and so waste bandwidth.

However, I can think of no excuse for any ISP to have this as DONT,
particularly in countries where people pay for phone calls.

Apparently, using article numbers instead of message IDs gets round this;
but, now there are programs like suck to get a suck feed using article
numbers, new versions of INN may fix this loophole.

# 5852. Re: Quick FAQ - Draft 0.1

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <3338699cb0c201@sn.no>
Source record: 125099

On Tue 25-03-97 08:33, Nicholas Bales, Toulouse, France (bales@garonne.stortek.NOSPAM.com) wrote:

>This is a first draft version of a quick Atari FAQ. There are probably many
>errors and omissions. Some parts are to be completed, some are to be
>changed, some are probably completely wrong. Let me know.
>
>
>The Atari ST Quick FAQ - v0.1 - March 25th 1997
[....]

Excellent!!! You've done a great job so far, and I see the usefulness in
this.
You even included a URL to my Atari web page and to my FTP site list ;-)

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 5853. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: !ynoT
Message-ID: <3341707e.5631125@news.airtime.co.uk>
Source record: 125100

On Tue, 25 Mar 1997 17:41:14 -0600, ps10600@cedarnet.org wrote:

>Hi Guys...It's me, formely sinclap...

Formely Sinclap ?...and what are you now? a Sausage?

** Mickey Mouse wears a Sinclap Watch **

.
.
.
.

# 5854. Re: Need for a quick FAQ ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5h9u6n$nfk$2@nadine.teleport.com>
Source record: 125101

On 24 Mar 1997 11:06:59, Nicholas Bales, Toulouse, France wrote:
>
>Everyday seems to bring it's new bunch of newbies on this newsgroup asking the
>same old questions. I suggest compiling a quick FAQ giving pointers for most
>of these questions. The usual FAQs are a bit out of date, and a bit large
>for regular posting. This shorter version could be posted automatically once a
>week on the csas newsgroups.

Hallvard is the more-or-less-official Keeper of the FAQs, but if you
want to take on a "net.newbie" FAQ job, I'm sure he'd be happy to loan
you material. Posting it here every Friday would make it available over
the weekend, which seems to be when most of the queries come in.

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NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

## 5855. User Groups wanted!

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5h9u73$nfk$3@nadine.teleport.com>
Source record: 125102
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

We're looking for a few good Atari User Groups!

If you have an Atari users' group in your area, no matter whether 8-bit
or st, or both, please visit http://www.teleport.com/~atari/ugbbs.htm
and make sure it's on the list! If not, please submit the group for
inclusion - it doesn't have to have a Web page, or even email access, as
long as there's a place to meet and a date and time for the meeting.

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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 5856. Re: TelVT102- a new telnet program for STiK

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5h9u7e$nfk$5@nadine.teleport.com>
Source record: 125103

On 24 Mar 1997 04:44:24, Boris D. Cahan wrote:
>
> A new program TelVT102 has been released for use with STiK.
>It is a fully functional VT102 telnet, that can be used with any Atari
>
> You can find it on the STik source page,
>http://www.flinny.demon.co.uk

Thanks much, Boris, I know you've been working on this for what must
seem forever. I will probably be able to report on how well it works
with MiNTnet this evening.

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----------ftp://ftp.teleport.com/users/atari----------

# 5857. Re: ASCI ethernet adapters for atari 1040 s

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5h9u7j$nfk$6@nadine.teleport.com>
Source record: 125104

On 24 Mar 1997 16:01:02, "Graham T. Cantin" wrote:
>I need some info on ACSI based ethernet adapters, I know
>PAM Network and BIOnet. As I know nothing about
>them, please post a reply to this message if you know what im talking

See http://members.aol.com/NorWiecz/index_e.html for whatever news may
be available.

>about. i also need info on paralell port ethernet adapters
>for ibm or win95, does anyone have any drivers or anything for atari?

I would say not. The parallel port Ether adapters for the PC rely on a
number of control lines that simply don't exist in the ST series (and
obviously aren't needed for controlling a printer, since all printers
I've ever hear of work fine with an ST).

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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 5858. WTB: DR T's DX Heaven program for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: Robert Andrew Bell <rbell@uniserve.com>
Message-ID: <01bc397e$afa4b1c0$LocalHost@satan>
Source record: 125105
Cross-posted to: comp.music.midi,comp.sys.atari.st,rec.music.makers.marketplace,rec.music.makers.synth,van.forsale

Hi I am looking for a copy of DR T's DXHeaven patch editing program for the Atari ST or any other DX7/TX7 patch editor/lib programs.

Rob.
rbell@uniserve.com

# 5859. Question about 50/60 hz rate in PacifiST...

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: nhaas@one.net
Message-ID: <5ha3r5$m04@news.one.net>
Source record: 125106

I remember some software on the ST a long time ago (mostly stuff from Europe) required you to shift the display from 60hz to 50hz in order for the software to run.. Is this still the case with emulators such as PacifiST?? If so, where do I get a hz rate switcher??

One of the problems I am having is, I downloaded this demo from The Lost Boys, one of their first ones, and it was posted on a site of known compatible PacifiST software.. Well teh first screen works OK, but when I press 'space' for the rest of the demo, it goes back to TOS. This reminded me of similar problems back in the 50/60hz days..

Any info would be appreciated...

Nick

# 5860. Re: Oasis where?

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: jmirando@streport.com
Message-ID: <5ha7sq$4rc@news2.delphi.com>
Source record: 125107

Daron,

I corresponded with you last year about getting Oasis to work for me on CIS and never had any luck... could the "new" ppp standard be the reason?

If so, I'd LOVE some info on who to make a check out to (and for how much in american dollars... if possible) when the fix becomes available. I'm in serious need of a good browser for the ST and am not happy with the choices I've seen.

I'd really like to do a review of the 'fixed' product when it's available. Who should I talk to about that? Names/email addresses would be appreciated.

Thanks a bunch,

Joe Mirando
STReport International Online Magazine

Joe Mirando @ STReport International Online Magazine

jmirando@streport.com porthos@delphi.com
73637.2262@compuserve.com j.mirando1@genie.com

```
_______________________________
| |
| The more I know about people, |
| The more I like animals. |
|_______________________________|
```

# 5861. Re: Conner CP30200

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: Centek <truttet@cnam.fr>
Message-ID: <01bc38ef$90528e80$LocalHost@default>
Source record: 125108

Hey man , why are you trying to format a scuzzzy drive they're factory
formatted
and the only thing you've got to do is partitionning (?) since you just
can't format them
(what the drivers call formatting is usually checking for bad sectors ...)
this is also true for IDE drives ( recent ones i mean ...) ICD PRO is still
the best driver
i ever had ....

# 5862. Re: GFA 3.5 / TSR / pterm res

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: Centek <truttet@cnam.fr>
Message-ID: <01bc38f4$4f2c24c0$LocalHost@default>
Source record: 125109

Use the force luke ! :))
There are really many times since i didn't wrote anything in GFA 3 , which i think
is a very good language however ... so i can't explain if you can do exactly what you want 100% in gfa ...you will probably have to include some assembly code in...
First remark : the cooky jar is not the way to 'hijack' a system vector , i think you want to talk about XBRA don't you? It works quite simply you just have to store the
old pointer forwarded by an ascii "XBRA" and an ascii "XXXX" where XXXX is the id
name you want to give it ... and your code following ... Don't know how GFA deals with this but it's the clean way ...
However the TOS is not capable of retrieving the vector if something crashes so it is
not very useful but it is 'fair coding' ...
Second remark: you can't read the in byte without clearing it due to the ACIA hardware , so i think the best solution for you is to fake calling the MIDI vector of
the system forcing it to come back to yours and then grab the byte in the system buffer ... To fake the call you 'just' have to push the pc you wan't to force the system to come back to , push the sr (i mean putting them to the stack) and jump into the
old vector ,his RTE will come back to your routine (hopefully) Note: if you've got a 68030 processor you must push a clear word before all (clr.w -(sp)) because of the stack frame format needed on the '30..
Again i really don't know if it will be possible using pure GFA....
I Hope for you it will , cause it's a pretty good idea .....
I MEAN A SOFTWARE GOOD IDEA , because it's naturally simpler to get a midi THRU cable ..... :)))

This was CENTEK Corp. bashin' the keyboard ...
Feed my mailBox : PHENIX@WRITEME.COM
or CENTEK@TECHNOLOGIST.COM

mazzeri <mazzeri@foxvalley.net> a crit dans l'article
<5h7b65$rob@nr1.calgary.istar.net>...
> Help... ;)
>
> I need help writting (a little) a GFA basic TSR...
>
> I know what to do for most of it, but I need help on some weirder concepts...
>

> If you CAN help me PLEASE email me so I know to come back to this
newsgroup...
>
> I am going to write a small auto folder .PRG that will install itself to
> run when the interrupt for MIDI IN port is generated... What I need this
> program to BASICly do is...
>
> act as a MIDI THRU when I'm NOT running my music software.... In other
> words when I'm online w/ the computer and I wanna play my midi rig it'll
> be waiting in the background for MIDI port input... then it'll grab that
> vector and take the byte that's in the MIDI IN port and send it to the
out
> unchanged... It's a TSR... I don't want an ACC...
> Also I'd like a hot key combo to make it go DORMANT (set vector back to
> normal) and watch they keyboard for the hotkey combo again to come back
to
> ACTIVE...
>
> I need to know if it's is possible to READ the MIDI in port WITHOUT
> clearing the byte read? So that after I run my THRU routine I can branch
> back to the system's routine... Or would it be more wise to just use my
> own routine all together?
>
>
> Also in GFA manuals it CLAIMS that you can NOT use pterm resident... Is
> this due to the effect that it woud have on the interpreter? I mean if I
> wrote the program WITH the pterm res call in it... and did NOT run it
> from WITHIN the Intrpreter, but compiled it instead... Would it work
> then? or do you know if the compiler would filter out the pterm res
> command when it did it's thingy?
>
> Also I need clarification on the whole cookie thingy... The one in the
> basepage... Do I set that when I install my prog? And it's 8 bytes
> right? 4 for ident and 4 for address right? and the first four are for
> WHAT? and the second four is WHAT address? The original address that
the
> vector I robbed points to? If my prog were to crash would TOS take that
> address and poke it back into the vector I robbed?
>
> (here I catch my breath...)
>
> Thanks,
>
> Luke.
>

# 5863. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: Centek <truttet@cnam.fr>
Message-ID: <01bc38f9$7524f620$LocalHost@default>
Source record: 125110

Do you know there is a pretty good accelerator board here in france ....
(not so far now with 'le shuttle' ) ...
If you're affraid to know wether it will work or not on your falcon i can
say there is only 2 or 3 falcons in france that did refuse to work with it
.. but we sold several
hundreds of them so you can find almost everywhere in france somebody with
a falcon accelerated with a CENTURBO 1 ( the marvellous one ) ..
some specs: 25 Mhz for the '30 and the bus 50Mhz for the DSP and FPU and
VIDEL (internal) so that you can reach 896*672 truecolor on a good
multisync'
i don't exactly know what the price is in ukp but it is 890 FF taxes
INcluded ...
i believe this is approx. 160 US$ but in france the tax rate is 20% so you
have to
take them out of the price because we must sell it free-tax in other
countries...

For more informations about this please E-Mail to:
PHENIX@WRITEME.COM
CENTEK@TECHNOLOGIST.COM

CENTEK Rulezzzzzzz :)))

David Greenhough <greeny@spirit.demon.co.uk> a crit dans l'article
<858902526_OASIS_@spirit.demon.co.uk>...
> Has anyone got a Nemesis Falcon accelerator installed yet?
> Before I order mine I was wondering how compatible these boards are.
> Blow-up FX seems to have problems ATM with some motherboards and the
> scorpions seem to know the Falcon inside out but it'd be nice to know
> what would and wouldn't run. I wont go the whole hog with the
> afterburner yet until I see what an 030 with 14meg and videlity can
> do.
>
> Many thanks for any advice
> .....greeny
> __
>
>
---

> greeny@spirit.demon.co.uk
>
---

>
>

# 5864. FS-Atari Software

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: fangdn@mindspring.com
Message-ID: <3338997e.745423@news.mindspring.com>
Source record: 125111

Following Software Titles For Sale:

Atari CD Master/Audio Cd Master 4
includes following drivers:
INFOPEDIA v2.0, TIME Almanac 90's, Time Almanac 95, UFO 1 & UFO 2,
Space Missions, 1995 Auto Almanac, MPC Wizard v2.0
includes following CD's:
Time Almanac 90's, Time 95 Almanac, UFO 2, Space Missions, MPC Wizard
v2.0, INFOPEDIA v2.0. Above can be used with a MEGA STE or TT with
appropriate video card(Crazy DoTTs, NOVA). Asking $125 for the lot!

SARA CD Driver for Grolier's CD Release 6, CD included: SOLD

ST FORMAT MAGAZINES. August '95 thru September '96(final issue).
Includes 'cover disks' and 'wonder disks' for all issues, 14 issues in
all, 28 floppies, asking $100.(some floppies still in seal wrap)

ST Informer Magazine, May '96 with welcome Disk and PD disk #97. $5

Productivity software: Original boxes and doc's included:

X-BOOT v 3.10: $10
UltraScript-2disks-by Atari for MEGA's:$5
PhotoShow STE v2.3 w/ Photokina Portfolio Player CD-It's All
Relative:$5
Data Diet 1.0:$10
Regent Word II Word Processor:$5
EZ Test Writer v1.52:$5
PageStream 2.2 SE & PageStream Assistant:$40
Hard Disk Sentry-ChroMagic:$15
LottoDDS-Missionware:$10
SPEEDO GDOS 5:$35
Winning Pictures Viewer/4MG & Color Monitor required-Its All
Relative:$5
Cyrel Serial Mouse Manager:SOLD
Multi-Desk-Unlimited Desk Accessory Power!:$5
Neo Desk 3 v3.02 & 3.01/3.02/3.03 to 3.04 upgrade patch program & Neo
Desk Accessories Vol. all for $20.
Mouse Boot v3.d-SRL SYS:$5

G A M E S : Make an offer unless price is listed.
All have original box & doc's.

MOEBIUS-Origin System
Warship-SSI
LED Storm-Capcom
Read-A-RAMA-2 diks

Eliminator-Hewson
Last Duel-Capcom
Transputor-AS
Phantasm-Exocet
Karateka-Broderbund
International Ice Hockey-Impulze
Goldrunner II-Microdeal
Pac-Land-Grand Slam
Zero Gravity-Microdeal
Devon Aire-Epyx
Roadwar 2000-SSI
The Pawn-Rainbird
Championship Wrestling-EPYX
Planet of Lust-Free Spirit, TOS 1.0 Only
Stare Quake-Terrific Software
Prime Time-First Row
Dive Bomber-EPYX
Carrier Commander-Rainbird
Battlezone-Atari
Alcon-Taito
Renegade-Taito
Arkanoid-Taito
Swiftar-Accustar
The Sentry-Firebird
Mercenary-Datasoft
Project Neptune-EPYX
MetroCross-EPYX
Battleship-EPYX
Pinball Wizard-Accolade
Final Assault-EPYX
StarGlider-Rainbird
F15 Strike Eagle-Micropose
Jewels Of Darkness-Firebird
Silicon Dreams-Firebird
Typhoon Thompson
Red Lightening-SSI
Hollywood Hustler-Desert Star***$20 (excellent program)
Dragon Scape-Free Spirit
Substation-Chro-Magic***$15
Mixed Up Mother Goose-Sierra***$15
B-17 Flying Fortress-Micropose***$20
Wishbringer-Infocom
Space Quest-Sierra
The Black Cauldron-Sierra/Disney***$10
Fun School 3***$15
Zynaps-Hewson
Dog Fight-Micropose***$20
Crash Garrett

Late arrival: 'Leadman Hard Disk Drive Casing: HD6A. Mount 2 5 1/4" hard drives. 60 W power supply, DC12V Cooling Fan, AC Inlet, Switch, red LED power indicator. Fuse & Fuse holder. 395x175x130mm. Like new, in original box..$35.

Buyer pays shipping. Ship from New York, USA. US and Canadian customers only, please! Dan F.
fangdn@mindspring.com

# 5865. Re: 520 STE Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5haaf0$3jf$4@nadine.teleport.com>
Source record: 125112

On 25 Mar 1997 15:31:04, Mark Chamberlain wrote:
>Hi,
>
>I've just dug out my old 520 STE for use with a MIDI sound module - it
>works fine except that on larger MIDI files I'm out of memory. I went
>and got myself a 1MB 30-pin SIMM, took the old 2 x 256K's out, put in
>the new 1MB chip, turned it on, and nothing happened except that a few
>green/black vertical lines on the screen appeared. I've lost my
>manuals, but am I right in thinking that the chips might have to be put
>in in matching banks of two's? (in which case I'll have to buy myself
>another meg).

You are correct, Sir! SIMMs in any 16-bit computer worthy of the name
must be installed in pairs. In your case, 4 at a time would be
reasonable.

See email regarding other things you may want to know.

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--------------------ftp://ftp.teleport.com/users/atari---------------------

# 5866. Re: Quick FAQ - Draft 0.1

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5haa92$3jf$3@nadine.teleport.com>
Source record: 125113

(posted and mailed)

On 25 Mar 1997 08:33:20, Nicholas Bales, Toulouse, France wrote:
>This is a first draft version of a quick Atari FAQ. There are probably many
>errors and omissions. Some parts are to be completed, some are to be
>changed, some are probably completely wrong. Let me know.

Nicholas, this is TERRIFIC! Need any help?

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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 5867. Re: "Alice in wonderland" (.HYP) file corrupt!

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: bdc2@po.CWRU.Edu
Message-ID: <5habgg$kjd@alexander.INS.CWRU.Edu>
Source record: 125114

In a previous article, hallvart@sn.no (Hallvard Tangeraas) says:

>Has anyone got the "Alice in Wonderland" hypertext file (.HYP) for use with
>ST-Guide which works?
>
>I downloaded mine from Funet.fi, but it doesn't work- just bombs when I try
>loading it into ST-Guide.
>Where can I get hold of a working one?
Use any good browser, and look up "project Gutenberg".
You'll get locations all over the world, including their whole library catalog if you wish.
>(PS. Please don't start sending me this file everybody, so I end up with
>several Mbytes of the same files- contact me first if you have it
>available!)
>
>Hallvard
>--
> -ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
> -Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
> -Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
> -Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>
>
>
--
Prof. Boris D. Cahan
bdc2@po.cwru.edu

## 5868. Songs about computers...

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <31a7cd$103a3.2c9@HERMES>
Source record: 125115
Cross-posted to: comp.sys.atari.st,rec.humor

Billy Joel once had a song about Atari's.

"On ST... it's such a lonely world"

--

Quote For The Month:

"Open up, it's the pigs!"

# 5869. Re: Looking for a C++ compiler for the

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5haa8s$3jf$2@nadine.teleport.com>
Source record: 125116

On 25 Mar 1997 07:23:23, <leslieh@valis.worldgate.com> wrote:
>u1383700 <u1383700@csi.uottawa.ca> wrote:
>: Does anybody know where I can get a C++ compiler for the ST or Falcon?
>
> Well, I can tell you, but you may not like it much. :) I use G++ (GNU
>C++), which really likes lots of memory. However, if this does not deter
>you, use it. I like it, but it has it's set up grief. If you go this way,
>and you need help, let me know. perhaps I can help you.

Tell me more, Leslie. My son and I are starting a major project here
which will involve compiling for the PC, Mac, ST and possibly Amiga, and
it looks like C++ is the best choice for cross-platform compatability.

Primarily, what's the best ftp site to get ALL of the needed files in
one trip - and what header files will I have to go hunt down and kill
before I bring them home?

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 5870. Re: Conner CP30200

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3338E361.77DB@ooc.de>
Source record: 125117

Centek wrote:

> (what the drivers call formatting is usually checking for bad sectors ...)

This is wrong. When formatting a SCSI drive on the Atari using e.g. HDX, SCSITOOL or HDDRUTIL (->HDDRIVER) the drive IS formatted. The bad sector check is done after formatting is finished. If the sector test fails SCSITOOL and HDDRUTIL provide for formatting the drive again. In this case the bad sector list is optionally transferred to the hard disk controller. This way the controller can format the drive once again with regard to the information in the bad sector list.

--
---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 5871. Re: Conner CP30200

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E7n70K.1z0@iglou.com>
Source record: 125118

Centek (truttet@cnam.fr) wrote:

: Hey man , why are you trying to format a scuzzzy drive they're factory
: formatted and the only thing you've got to do is partitionning (?) since
: you just can't format them

Sounds like you're confusing low level formatting with high level
formatting. I confused the two for awhile til I got technical with some
people, and read more stuff. The formatting done to a SCSI (scuzzzy?)
drive is a high-level format, which clears all the sectors. True, they're
factory formatted, which means they're set up for that particular model,
and low-leveled at the same time. Then once you format, you partition.

The other interesting thing is that it's the other way around in the IBM
world. You partition then format each partition, meaning FDISK and FORMAT.

: (what the drivers call formatting is usually checking for bad sectors ...)

It depends on the software you use. I'm not that familiar with HD Driver,
a little with ACSI. ICD first formats, then partitions, checking for bad
sectors before it partitions. It takes time.

: this is also true for IDE drives ( recent ones i mean ...) ICD PRO is still
: the best driver i ever had ....

Most all drives have to be formatted and partitioned, no matter what kind
they are, be them RLL, MFM, SASI, SCSI, IDE, EIDE, ESDI, whatever. But of
course, ICD's drivers have been pretty reliable for me. I got one that's
been on and running 24/7 since about 1990. It's had several hard drives on
it, with a Seagate ST41200N on it presently.

However, I would *LOVE* to own one of them Seagate ST410800N 9 gig
suckers. Have you seen how big and heavy these puppies are? Imagine the
time it would take to format and partition that huge beast! A few years
ago, it went for a little over $5,000. Today, you can get a new one for
close to around $1200, and they're falling every month. Prolly won't be
long before I'm able to nail me down one! [weird maniacal laff]

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

# 5872. shutdown 1.5 for magic in english

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: david rutherford <d_j_rutherford@geocities.com>
Message-ID: <33397EC9.721B@geocities.com>
Source record: 125119

New version of shutdown 1.5 released for magic operating system

goto page
http://www.yi.com/home/BartonAlexander/software/shutdown.html

Send the author an email thanking him for the english copy, he's done it
for all you people out there who don't understand german. He might also
release further upgrades if he gets enough replies.

# 5873. Re: FS: Atari Computer Goods! Some Listed! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970325220036.17043D-100000@fissure.scar>
Source record: 125120
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

On 24 Mar 1997, Benjamin Smith wrote:

> Now available on Bravo Sierra's FTP Site also available through the BSC
> Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow
> Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer
> Platform. Also from The Shadow of Shadow Software (my Boss) a File
> called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit
> Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports.

Carina BBS the Best, Most Powerful BBS software for any 8bit computer!? I don't know where that came from, but the last time I saw Carina it was written in Basic and didn't impress me that much. (Granted it was an older version) But still BBS PRO! without a shadow of a doubt is the mos powerful 8bit BBS program in terms of baud rate, emulation support, networking, msg base processor and file processor, and online game support. What does Carina do that BBS PRO! can'T?

BTW you may think I own or run BBS PRO!.. no I actually was an 8bit sysop using OASIS 4.7 a few years ago.

Alan

# 5874. Re: H.E.R.O. was BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: Ken Macdonald <macdonald@cfcsc.dnd.ca>
Message-ID: <33392B41.B31@cfcsc.dnd.ca>
Source record: 125121

>In article <333821b8.3153048@news.airtime.co.uk>
>!ynoT said:-
I'll be a H.E.R.O. too! :^)

--
**********
Coinneach Seumas Domhnullaich @ Graphic Arts, Canadian Forces College
AtariTOS 1.04-2.05-4.04 MacSystem 6.08
IBMOS/2Warp
**********

## 5875. Where have 80s microcomputers gone?

Newsgroup: comp.sys.atari.st
Date: 1997-03-26 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <31b7cd$261a.44@HERMES>
Source record: 125122

[ Article crossposted from alt.folklore.computers ]
[ Author was John Bayko ]
[ Posted on 25 Mar 1997 21:09:01 GMT ]

Karl ccc <karlccc@aol.com> wrote:
>I have a couple of projects I could use a basic computer for, but I am not
>about to dedicate this +$1000 computer for a controller. What I need is a
>TRS Color Computer, Atari, or TRS-80, something with a microprocessor,
>keyboad and simple display.
>
>It seems like there would be a market for such cheap computer
>controllers.. [O.K. there are old cheap PCs around] for dedicated tasks
>where programming ability/control is desired. A unit that is standardized,
>programmable, for a hobby computer/terminal/contoller ... that electronics
>hobbyists could standardize.
>
>Any such thing exist?

I've heard that cheap Atari TTs are still being made under license
for MIDI enthusiasts, though I don't know where you could get them.

--
John Bayko (Tau).
bayko@cs.uregina.ca
http://www.cs.uregina.ca/~bayko

--

Quote For The Month:

"Open up, it's the pigs!"

# 5876. Base de donnes en franais

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: cj763@FreeNet.Carleton.CA
Message-ID: <5he63s$p1r@freenet-news.carleton.ca>
Source record: 124973

Bonjour,
Connaissez vous une base de donn�es shareware en fran�ais qui est
int�ressante.

Merci � l'avance
Fran�ois Groulx

- -

# 5877. Re: Wanted: Atari ST memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5he7ug$103@m1.cs.man.ac.uk>
Source record: 124974

In article <31742_please@no.spam.mail.here.mettav>, please@no.spam.mail.here.mettav (please@no.spam.mail.here.mettav) writes:
>*Hi Shiuming*, on 11 Mar 97 you wrote: ...respect, brethren
>
> l>
> >> As I've told Frido already, if a memory board is available for the Mega
> >> STe I will certainly buy it. Any other takers? Of all Atari machines,
> >> the one crying out for extended memory expansion capability is the Mega
> >> STe - what you might call the top-of-the-range of 68000-based Ataris.
> l>
> l> Absolutely - 4Mb is comfortable so far, but if I could take it higher I
> l> would certainly buy more. There was a guy on this group who has a 10Mb
> l> board in his Mega STE but it required a lot of soldering and track
> l> cutting :-/
> l> Perhaps all the people who would like a Mega STE memory expansion
> l> should mail aixit and let them know. It could maybe also be beneficial
> l> to people who use ordinary STEs.
>
>This si a good idea, even though my own personal circumstances have changed -
>I now have a TT!

Well lucky you! ;-) By the way, I got a mail from aixit and there will be a MAGNUM board for the STE soon! Just hope it works in the Mega STE...


---
S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/
---

# 5878. Re: 520 STE Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: Tim Pattison <tim@ravenhouse.demon.co.uk>
Message-ID: <FATtXBAO3rOzEwUR@ravenhouse.demon.co.uk>
Source record: 124975

```
In article <859414300_OASIS_@pcc-uky.campus.mci.net>, "Ronald J. Hall"
<thechyld@pcc-uky.campus.mci.net> writes
> In article <ALMclCAwyAOzEwEL@ravenhouse.demon.co.uk>
> Tim Pattison <tim@ravenhouse.demon.co.uk> said:-
>
>>Install your two simms in sockets 1 and 3 (counting from the rear of the
>>machine).
>>
>>Hope this helps.
>>--
>>Tim Pattison +email: tim@ravenhouse.demon.co.uk
>
>
> Ha-ha-ha, this is almost funny! I've always been told (and told others) that
> it was position 2 and 4 from the -front- of the STe! Same difference, right?
> (told you it was almost funny!) :^)
>
Well it made me laugh and unlike me you probably know what you are
talking about!
--
Tim Pattison +email: tim@ravenhouse.demon.co.uk
UK +http://www.ravenhouse.demon.co.uk
```

# 5879. Atari / Lynx / Gameboy (and books) for sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: cronos@worldaccess.nl
Message-ID: <N.032797.182119.98@wxs8-16.worldaccess.nl>
Source record: 124976

This is the March 16th version of the list of Atari stuff that I have
for sale.

ALL THE TITLES BELOW ARE ORIGINALS, PRE-PROD COPIES, OR EVALUATION
COPIES (so you might not be able to upgrade all utilities).
NONE OF THESE TITLES ARE PIRATE COPIES!

---

FIRST CATEGORY: GAMES FOR ST, WITHOUT MANUAL, WITHOUT BOX

Games with + are excellent games that I've played for hours and hours...

+Airball
Airball Construction Kit
Arena (2 disks, Psygnosis)
+Arkanoid (Imagine/Ocean) (SOLD)
Backlash (Paul Woakes, Novagen)
+Barbarian (2 disks, Psygnosis)
Black Lamp (Firebird)
+Blood Money (2 disks, Psygnosis, bloody excellent game)
Brattacas (Psygnosis, classic hi/med res game)
+Bubble Bobble (disk will handled, was my absolute fave game) (SOLD)
Centipede (the Sinister Developments version) (SOLD)
+Chaos Engine (2 disks, disks patched for use on Falcon, can't press any keys
until the game starts or it won't work; don't know if it still works on the ST)
(SOLD)
Deep Space (2 disks, Psygnosis)
Defender II (ARC/Atari, by Jeff Minter, classic game, but difficult to play)
(SOLD)
Dragonflight (Thalion, 2 disks, double-sided drive required) (SOLD)
+Dungeon Master (SOLD)
+Enchanted Land (Thalion) (SOLD)
Extensor 3.3 (Tron-like game, monochrome only, by Golden Games, ancient)
+Formula One Grand Prix (excellent game, 3 disks, includes manual that you need
for the copy protection - passwords)
+Gods (superb game, two disks, by Bitmap Brothers)
+Goldrunner II (boot/game disk plus data disk, by Microdeal, 2 disks in total)
+Goldrunner II Pete Lyon data disk
Goldrunner II some other guy official data disk
+Gridrunner by Llamasoft, excellent game by Jeff Minter (SOLD)
Hitchhiker's Guide to the Galaxy, the original Infocom adventure (alas, no
gadgets anymore, I lost 'em all) (SOLD)
Jambala, the Seven Gates of (Thalion, DS disk version)
+James Pond (by Steve Bak, Millenium Software, preview copy, but is a full one)
(SOLD)

Jupiter Probe (legendary Steve Bak shoot-em-'up with Rob Hubbard Music)
The Killing Game Show (Psygnosis, 2 disks)
+Leatherneck (Microdeal shoot-em-up, really cool, you have to disconnect printer to
get it to work, does not work on Falcon, alas)
+Lemmings (need I say more?) (SOLD)
+Oh No! More Lemmings (totally addictive) (SOLD)
+Lemmings 2 (more addiction) (SOLD)
+Lethal XCess (absolutely great shoot-em-up from the author of Wings of Death, by Eclipse, 2 disks)
+Little Computer People (Activision, really cute game) (SOLD)
+Magic Pockets (great Bitmap Brothers game, one disk)
Monster Business (platform game, Eclipse design)
+Nebulus (by John Phillips, excellent game) (SOLD)
+Obliterator (2 disks, Psygnosis)
Photon Storm (hellishly difficult Jeff Minter game) (SOLD)
+Prehistoric Tale (Thalion game, coded by The Lost Boys, platform thing)
+Return to Genesis (the first true horizontal smooth scrolling shoot-em-up by Steve Bak, excellent graphics, great game)
+Revenge of the Mutant Camels, registered version for 1 Mb ST
+Rick Dangerous (pre-prod copy, looks dodgy but is full version, and legal too. Heavily used, was one of my fave games)
+Rick Dangerous II (also a fave!) (SOLD)
The Sentinel (legendary Firebird game with 10000 levels or whatever) (SOLD)
Shaolin, Chambers of (Thalion, Martial arts game, 2 disks)
+International Soccer (Microdeal, I think it's the best soccer game ever on the ST)
Spaceport (like Fort Apocalypse on the C-64, great concept, dodgily programmed)
Starglider (the legendary Jez San game!)
ST Karate (great graphics, old karate game by Paradox)
Stone Age (really nice puzzle game by Eclipse, excellent graphics, DOUBLE FORMAT, WORKS ON ST AS WELL AS AMIGA!!)
STrikey (Pacman clone by STRIKE-a-LIGHT, ancient)
Teramis, Leavin' (vertical scroller, shooting about spaceship, Thalion game)
Terrorpods (2 disks, graphically impressive, Psygnosis)
Virus (legendary David Braben 3D game, by Firebird, doesn't work on all disk drives (sometimes you have to press the 'eject' button lightly) (SOLD)
+Warhawk (budgetware shoot-em-up by Silverbird, with Rob Hubbard music)
+War in Middle Earth (RPG "Lord of the Rings", *really* impressive, 3 disks, Melbourne House)
Warp (nice Thalion shoot-em-up, graphics by ES of TEX)
+Wings of Death (truly great 2 disk shoot-em-up, by Thalion, several levels have graphics by ES of TEX)

COSTS: Remember, no manuals and packaging. All I'll be sending you is the disks. I am selling all this stuff at 2.5 British pounds per disk. Refer to the end of this text for more details. This includes postage and packaging.

---

SECOND CATEGORY: UTILITIES

These are sold without manuals either, unless specified. All original stuff, no pirate stuff.

1st Word Plus, 3.20 TT (2 disks) *
1st Extra (1 disk, version 1.03, allows index/contents etc. for 1st W+)
Crypt It (old Tommy Software encryption thing)
Degas Elite (Batteries Included) *
Diamond Edge, the latest version 2 ** (with manual) (SOLD)
Diamond Back 3 ** (with manual) (SOLD)
Ed Hak (editor) *
FastCopy Pro 1.2 * (works on Falcon)
G.I.S.T. the Sound Tool
Desktop Butler James *
Geneva ** (1 disk, but this one counts as 2 disks), latest patched version, manual available) (SOLD)
Imagecopy 2 * (2 disks)
Imagecopy 3 ** (3 disks)
Imagecopy 4 ** (2 disks) (with manual) (SOLD)
K-Rhyme (rhyming accessory) * (SOLD)
Mortimer (desk thing by Omikron)
Mortimer Plus * (see above)
Mouse Tricks 2 *
Neodesk 4 ** (1 disk, but this one counts as 2 disks), latest patched version, manual available) (SOLD)
Positive Image ** (2 disks, version 1.0, manual available)
Protext 5 ** (4 disks, and I also have the manual)
Le Redacteur ** (4 disks) (SOLD)
Spectrum 512 * (512 colour drawing program, regular ST only)
Turbo ST (screen speeder, ST only)
Universal Item Selector III
View II * (by DMJ software, good stuff)
Warp 9 ** (3 disks, version 3.81, best for ST)
Xboot 3.10 *

COSTS: The regular ones cost 2.5 English pounds per disk. Titles with one * cost 5 English pounds. Titles with two ** cost 10 English pounds extra. If you want the manual sent, that will count as one normal disk (2.5 pounds). The Do note: Protext/Le Redacteur manuals are big whoppers of things, so those will cost 5 pounds extra instead of 2.5.

Examples:

Protext costs (4 disks plus double extra = 4 * 2.5 + 10) 20 English pounds without manual. With manual, it costs 25.

Imagecopy 3 costs (3 normal disks plus double extra = 3 * 2.5 + 10) 17.5 English pounds.

Fastcopy Pro 1.2 costs (1 disk plus extra = 2.5 plus 5) 7.5 pounds.

---

THIRD CATEGORY: DEMOS.

This is basically a collection of demos that I have. The price varies per demo, and is given for each title. The price specified is in British pounds, so if you want to make another currency of it, check the "additional payment details", below. All demos are ST only!
!! These demos can only be fill-up orders, or orders if you have ordered more than 10 British pounds worth of the first and second category !!

BIG Demo (with handwritten text by ES of TEX, ST only) price: 2
Amiga Demo (ST only): 1
California Beach Girls (fantastic monochrome slide show of girls by the Denise Team. Classic old demo, requires DS disk drive, monochrome only!): 1
Thalion Sound Demo (a copy-protected rare Thalion sound demo, done in 1988, with Mad Max music. Never officially released. You can't put this in a PD library because it's copy-protected!): 2
FNIL (large DS disk drive demo by TNT crew): 1
DEF Demo (1 meg version of the first TLB demo, with hand-written label by Tim of the Lost Boys himself!): 2 (SOLD)
TCB New Year's Demo: 1
Union Demo: 1
Cuddly Demos: With hand-written stuff by Nic of TCB: 2
Whattaheck Demo: With hand-written stuff by NIC of TCB: 2
Decade Demo by Inner Circle: With hand-written stuff by Griff of Inner Circle, final version of 12 sep 1990, STE compatible: 2
Syntax Terror Demo (megademo by Delta Force, compiled, made, finished and copies at the ST NEWS International Christmas Coding Convention in 1990, signed by New Mode, Slime and Chaos Inc. of DF!!): 7.5 *****
European Demos: (megademo of Overlanders, 2 disks, also finished and copied at the STNICCC in 1990, signed by all members of Overlanders): 7.5 *****
Dark Side of the Spoon (by ULM, megademo, with custom ULM label): 1
Lightning Demo (by pendragons, with handwritten label by pendragons): 1
Punish Your Machine (two disk demo, excellent, by Delta Force): 4
Ultimate Muzak Demo (by PHF), volumes I through V, five disks, only sold as a set, all with hand-written labels by Grazey of PHF: All five for 6
Ooh Crikey Wot a Scorcher (TLB megademo, excellent, signed by all members of TLB plus other participants such as Oxygene, Tyrem, Fury, Hawkmoon and Tanis of TCB!): 7.5 *****
Ventura Demo (2 disks, I think it's by ST Connextion, with hand-written labels by them): 3
Reality is a Lie: 1
Black and White: Rare Polish megademo, with hand-written stuff and pix by them on label: 1.
Colorz: By Haemaroids, hand-written label by them: 1.
Froggies over the Fence: Three disk "last of the true megademos", released september 1993, with custom Overlanders "Froggies over the Fence" graphic labels": 8 for all three disks.
Bedlam demo by Chaos: 1
Never + Forever Demo by STEW, GfA Basic megademo: 1
The Beginning of the Ending demo by Flexichron: Handwritten label by Offbase of Flexichron: 1.

The demos with ***** are kindof special to me, and I am not very keen on selling them because they're signed by old friends and all. So the prices are

"STARTING BIDS", meaning that you can bid on them. The person who makes the highest offer gets them.

---

FOURTH CATEGORY: MISCELLANEOUS

ATARI CD ROM (SOLD)

ATARI ST CARTRIDGES

And then there's the "Multiface II" and "Ultimate Ripper" cartridges. I also have those. They're ST-only, NO FALCON COMPATIBILITY. I haven't got the manuals anymore either. If you're interested, email me with an offer (I had in mind about 10 British pounds each).

LYNX CARTRIDGES

The following Lynx games are available for 5 British pounds each:

(No manuals and boxes)

Gauntlet (SOLD)
Ninja Gaiden
Rampage
Robosquash (SOLD)
Todd's Adventures in Slimeworld (SOLD)

I am willing to swap any of those for Battlewheel.

GAMEBOY CARTRIDGES

(No manuals and boxes)

The following Nintendo Gameboy games are available for 5 British pounds each:

Bubble Bobble (difficult to play, a real challenge)
Dragon's Lair (beautiful graphics, difficult to play)
Hyper Lode Runner (the classic game)

I am willing to swap any of these for that old tennis-game that was released for the Gameboy in 1989 or 1990.

BOOKS

Books in German:

Atari ST/STE/TT Profibuch (Sybex) THE programming bible, in mint condition. Asking price 25 Dutch guilders or 25 German marks.

Das Buch Zum Atari Falcon 030 (Data Becker). Asking price 10 Dutch guilders or 10 German marks.

Das Grosse ST Viren Schutzpakket (Data Becker) Originally with disk, but I haven't got that anymore. Asking price 10 Dutch guilders or 10 German marks.

GfA Basic (book by Frank Ostrowski, including disk). 10 Dutch guilders or 10 German marks.

GfA Handbuch TOS & GEM (GfA Systemtechnik). 10 Dutch guilders or 10 German marks.

Atari ST Floppy und Hard disk (excellent book, Data Becker, hardcover). 20 Dutch guilders or 20 German marks.

Das Grosse GfA Basic Buch (Data Becker, hard cover). 15 Dutch guilders or 15 German marks.

Scheibenkleister II (by Claus Brod, THE mass storage media bible, with disk). 20 Dutch guilders or 20 German marks.

Book in Dutch:

Programmeren van Basic naar C (Data Becker). 10 Dutch guilders.

If you're interested, please email me with an offer (please also mention the country where you live, so I can estimate the postage costs). ALL BOOK PRICES MENTIONED HERE ARE WITHOUT POSTAGE!!

- READ THE BITS BELOW!! READ THE BITS BELOW!! ------------------------------

ADDITIONAL PAYMENT DETAILS:

I would like people in Europe to pay in British pounds or German marks (German marks = British pounds multiplied by three). People from the Netherlands can pay in Dutch guilders (British pounds multiplied by three). I have to request people outside Europe have to pay in American dollars (British pounds multiplied by 2). No cheques, just cash or International Money Orders from the post office.
I don't like to receive any coins, so if you order for 7.5 or 12.5 pounds (or whatever other currency) then please pick another title and make sure the total amount is divisible by 5 ( INT(x/5)=x/5 ). If you pay with Dutch guilders or German marks, make sure the amount is divisible by 10. If you pay in dollars, simply round off the amount to the next whole dollar and use US$ 1 bills.

GUARENTEE

I can't give any guarentees. Some of the games are old, and some of them have been sitting in my disk boxes for quite a while. All ST-specific titles have not been played since 1993 or so. I am not out to rip anyone off. I have been doing "ST NEWS" and have been doing (and will be doing ) "Ultimate Virus Killer" for quite some time and I hope people know that I can be trusted.

WANT SOME?

Email your order and WAIT FOR CONFIRMATION (DON'T SEND ANY MONEY YET). The quickest mailer gets the first right on a given title. I'll mail back to confirm and then you can send off the dosh. I will despatch the disks by return mail.

--
/------------------------------------------------------------\

| Richard Karsmakers cronos@worldaccess.nl |
\------------------------------------------------------------/
C.R.I.M.E. Development; "Twilight World" Magazine; WWW-MMM
"ST NEWS" ST/TT/Falcon disk magazine; "Ultimate Virus Killer"
Gwar FUQ II & GEMulator FAQ maintainer
P.O. Box 67, 3500 AB, Utrecht, Netherlands
/------------------------------------------------------------\
| Q: What do you do when a musician comes to your door? |
| A: Pay him for the pizza. |
\------------------------------------------------------------/

# 5880. Re: How to copy file from PC to ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: ut13@ab293.rz.uni-karlsruhe.de
Message-ID: <5heduf$5rh$2@nz12.rz.uni-karlsruhe.de>
Source record: 124977
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I (Guentcho) wrote:
> Stephane Landier (slandier@icon.co.za) wrote:
> > Hello,

> > I have a RS323 NULL MODEM cable with 3 wires. I can't manage to make it

BTW: I think you have a RS232 cable, but I ask about it anyway...

> Guentcho

## 5881. Atari Times 8

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: Colin Polonowski <polonowski@zetnet.co.uk>
Message-ID: <01bc3ae0$6d85c5a0$ab28f7c2@zetnet.co.uk>
Source record: 124978

Hi everyone

Issue 8 of the Atari Times is available now from Croft Soft on the 'Net and
42BBS

point your browser at http://www.users.zetnet.co.uk/polonowski/

or phone 01256 895106
--
BFN,

Colin Polonowski Croft Soft Software Atari Times
NeST - 90:100/300 Fido - 2:252/502.0
http://www.users.zetnet.co.uk/polonowski

# 5882. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970327195759159 37@pwomar.demon.co.uk>
Source record: 124979
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

<ps10600@cedarnet.org> wrote:

> Hi Guys...It's me, formely sinclap...
>
> Have you seen the new Newton Messagepad 2000, simply destroys
> the
> $399 Atari Portfolio...:).. ?

Your messages are still not appropriate in c.s.a.s.. This new Newton, I hear it's pretty fast, now it take only 1 second instead of 5 to recognise "Hello" as "Cheese monkey".

> A $1799 240 mhz PowerMac w/24 megs ram and 2.5 gig HD simply
> destroys the $2699 68X00 Hades..

Same old, same old.

> Just seeing if Dejanews works.. So this is a test message,
> please
> ignore..

I wish it hadn't.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5883. Re: Help, my ST has just died!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: lamparty@concentric.net
Message-ID: <333ad16c.81541372@news.concentric.net>
Source record: 124980

On 27 Mar 1997 12:52:52 GMT, fLUX@thing.net (Jeffrey Fredrickson)
wrote:

>In article <3337DB37.2F3F@cfcsc.dnd.ca>, Ken Macdonald
><macdonald@cfcsc.dnd.ca> wrote:
>
>> Anthony Richardson wrote:
>> > Hi,
>> > I wonder if someone can help me??
>> > I have just tried to use my Atari 520 STFM and the disk drive just keeps
>> > spinning and the GEM Desktop comes up without any drives to click on etc.
>> > Everything else is okay. Is my Diskdrive to blame or is the controller.
>> > I would be really grateful if someone could help.
>
>
>
>I've fixed a bunch of troubled machines with the following rather
>forcefull method.
>
>CAUTION, USE AT YOUR OWN RISK:
>
>1. Take the ST, and disconnect everything from it.
>2. Then drop it on the floor, don't throw it, but let it fall on it's feet
>(so it doesn't fall on the corners or back), whilst standing up.
>3. Do this three times.
>
>It a lot of cases this will resettle any ever so slightly misaligned
>connections. Works with computers & drives (NOT with monitors).

whoa! I have been advised, used and Recommended myself that you only
drop the ST three inches onto a flat hard surface to reseat the chips!
Dropping it from a standing position is liable to, at the least, crack
the case and possibly the main PC board! I would not recommend doing
this!
Tom Lamparty lamparty@concentric.net | Sysop NEOSTAG BBS (330)792-2580
TT 4+4 Meg 32 Mhz 280 M HD 14.4k bps | 24hrs 14.4k bps v32 SupraFax Modem
www.concentric.net/~lamparty/home.htm| PD/Shareware/Advice/Help

# 5884. Re: lamer*@aol.com

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970327201449767 00@pwomar.demon.co.uk>
Source record: 124981

Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:

> OK, kids, here's the deal - mailbombing is a criminal offense in the USA,
> and the lamer in question IS in the USA. If it happens again, DO NOT
> delete the mails - contact your sysadmin immediately (by voice if at all
> possible) and inform him that you have been subjected to a "denial of service"
> attack, and that you wish him to assist you in tracing the source, and
> lodging a complaint with the bomber's ISP and his upstream feed (because
> sometimes, as in the case of uni.edu for example, the ISP is unresponsive).
>
> It is important to take immediate action so that the logs at the mailbomber's
> site aren't aged and deleted.

According to his postmaster, dear Mr Weber has had his account deleted.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5885. MiNTNet/GlueSTiK/CAB v1.50

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: "Jon Hull (CS)" <hull@eng.usf.edu>
Message-ID: <Pine.GSO.3.94.970327182708.11536A-100000@suntan>
Source record: 124982

Hello, all. Normally I'm just a lurker in this newsgroup, but I have an urge to see the Net in living color, instead of this b&w Lynx stuff...

I own a Falcon030 TOS 4.04/4M RAM/85Mi HD/530Me HD and CAB v1.50.

I have heard that it is possible to get CAB running on a PPP connection using MiNTNet and GlueSTiK. My question: How? What is needed to do this? If there is anyone out there that could take me through a step-by-step process to reach this goal, I would appreciate some help. I'm just plain tired of using Lynx. I want to view the Web as it shoudl be viewed on an Atari; IN LIVING COLOR!

Thanks in advance...

- Matt DeJonge

++=========================+==================================++
|| Suncoast Studios | Web Site coming soon! ||
|| 1903 Worrington St. | e-mail: hull@suntan.eng.usf.edu ||
|| Sarasota, FL 34231-3631 | Supporting Atari ST(e)/TT/Falcon ||
++=========================+==================================++

# 5886. WTB: SCSi Host Adaptor & Accelorator for STe

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: dooley@infomatch.com
Message-ID: <5hesb7$iv8$1@berlin.infomatch.com>
Source record: 124983

Hi all..

I'm looking to buy a SCSi Host Adaptor for a 1040 STe
And I also would like to buy a Accelorator board/upgrade for the Atari
1040 STe..

I don't have lotsa money. so feel pity for me and give me a deal I can't
refuse..
Thanks much!
Johnny

# 5887. Re: Question about 50/60 hz rate in PacifiST...

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: Mrmaddog@Microserve.com
Message-ID: <97032775682@microserve.com>
Source record: 124984

From: !ynoT

>On Wed, 26 Mar 1997 03:09:19 GMT, nhaas@one.net (Nick Haas) wrote:
>
>>I remember some software on the ST a long time ago (mostly stuff from
>>Europe) required you to shift the display from 60hz to 50hz in order
>
>PaCifiST would not seem to want to switch screen hertz at this time,
>I just tried it and it totally ignored the command.....

My guess is that some European programs(especially demos) remove the
top and bottom boarders, and the whole thing is only done in 50Hz.
Pacifist has been knon to have problems with that trick.

I also guess that being a PC program, the screen doesn't have to be
in 50/60Hz...but it would be nice with the emulation would say to
itself, "yes I do have it in this mode". Still getting there folks...

<<All solicitation, automatic or manual, is subjected to a fee of >>
<<$500. Any e-mail sent from hotmail.com is grounds for lawsuit!!>>

Eric Noss
a.k.a
Mr. Maddog

mailto: MrMaddog (at) Microserve.com

# 5888. Re: H.E.R.O. was BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: Mrmaddog@Microserve.com
Message-ID: <97032775878@microserve.com>
Source record: 124985

From: Dave Gostl <dbg01@gnofn.org>

-> heres the question?, i am about to finish BILLY BOY the
-> "** childrens **" platformer, then starting work on a TEMPEST clone
-> thats going to knock your socks off,

>I fed lots of quarters into Tempest arcade machines years ago. That was the
>only game I played regulary. More of a pinball fan back then. I hereby cast
>my vote for Tempest on the Falcon!! Also one of the problems with Atari's
>PC version is that there isn't a paddle wheel to control it. I wonder if a
>paddle controller from a 2600 would work on a Falcon? That would rock,Dood!

I doubt if you could get to get the paddles to work on the regular
joystick ports and unplugging things isn't exactly an option at all...

But, it's easy to make an adapter to use the paddle controls on the
analog ports on the side of the Falcon and STe and read it from there.

For Tempest though, you have to remember you can't go completely 360.
But someone may be lucky enough to find the driving control that came
with Indy 500 :)

BTW...please 'do' make Falcon versions of the best Stosser games. I
don't want to sound like, "I may play this in the future someday...",
but hopefully next year I can get a Phenix computer which should
handle Falcon games. We hope...

<<All solicitation, automatic or manual, is subjected to a fee of >>
<<$500. Any e-mail sent from hotmail.com is grounds for lawsuit!!>>

Eric Noss
a.k.a
Mr. Maddog

mailto: MrMaddog (at) Microserve.com

# 5889. Re: How to copy file from PC to ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: ut13@ab293.rz.uni-karlsruhe.de
Message-ID: <5hedn3$5rh$1@nz12.rz.uni-karlsruhe.de>
Source record: 124986
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Stephane Landier (slandier@icon.co.za) wrote:
> Hello,

> I have a RS323 NULL MODEM cable with 3 wires. I can't manage to make it
> work with Ghostlink. Is there another way to transfer files from my PC
> to my FALCON ?

Although you ask for other ways, I'll write again about Ghostlink, for I had some simila problems:
1) Maybe you will need to adjust the serial port parameters on the Atari with some control program.
2) If you have a resident mouse driver in DOS, and if you want to use the same serial port, then better skip the loading of the driver in your AUTOEXEC.BAT.

I am sorry I can't say it will work for sure, because I haven't tried it with a 3-wire cable. But check out the two things above.

Guentcho

# 5890. Re: MiNTNet/GlueSTiK/CAB v1.50

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970327223200.9554B-100000@usr08.primenet.com>
Source record: 124987

Hi, gluestik is not needed, there is a CAB_OVL for mint that works
perfectly well.
Just get KEMP_REV2. Just follow it step by step, many of you who
didn't touch any MiNT env , now have PPP Stable and fast on their
ataris. ah I see 4Meg of RAM, hm that might be a little short to run
CAB in 256 colors but with 14 meg, no prob at all.
Hey the 14meg have to be useful sometimes ;)
Well in my megaste 4 meg, Cab will run, but no NVDI or big fancy
cache, thus slowing down everything.
Well in short, the installation is not the probem anymore, in your
case you need to have at least 8 meg to be really confortable.
Also, get a nice, fast, reliaable AES. (N_AES for instance,
(commercial))
For international users, a friend of mine is working on an
international version of KGMD. wait a little bit if you don't speak
english, french or german.
bye

On Thu, 27 Mar 1997, Jon Hull (CS) wrote:

>Hello, all. Normally I'm just a lurker in this newsgroup, but I have an
>urge to see the Net in living color, instead of this b&w Lynx stuff...
>
>I own a Falcon030 TOS 4.04/4M RAM/85Mi HD/530Me HD and CAB v1.50.
>
>I have heard that it is possible to get CAB running on a PPP connection
>using MiNTNet and GlueSTiK. My question: How? What is needed to do this?
>If there is anyone out there that could take me through a step-by-step
>process to reach this goal, I would appreciate some help. I'm just plain
>tired of using Lynx. I want to view the Web as it shoudl be viewed on an
>Atari; IN LIVING COLOR!
>
>Thanks in advance...
>
>- Matt DeJonge
>
>++=========================+==================================++
>|| Suncoast Studios | Web Site coming soon! ||
>|| 1903 Worrington St. | e-mail: hull@suntan.eng.usf.edu ||
>|| Sarasota, FL 34231-3631 | Supporting Atari ST(e)/TT/Falcon ||
>++=========================+==================================++
>
>
>
>

---
Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/
---

# 5891. Atari ST's

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: Edward Pallis <Vrak-Luthien@worldnet.att.net>
Message-ID: <333B58AF.1BE0@worldnet.att.net>
Source record: 124988

I was once the proud owner of many different Atari systems between 7 and 10 years ago, but jumped onto the PC Bandwagon at the end of teh 80's. I must admit it was a sad day for me to sell my 1040st.

I must admit that I was very much suprised to see various newsgroups and WEB sites dedicated to Atari's

What I'd like to know is, are companies still producing software for it?? And hasn't Atari now been bought out by some another company somewhat recently?? IF anyone could provide me a little information and what I have missed in the past few years, that would be most appreciated.

Thanks
Ed

# 5892. WTB: Mega ST4

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: Richard Claunch <RCLAUNCH@DreamSoft.com>
Message-ID: <333B1102.30E4@DreamSoft.com>
Source record: 124989

I want to buy!

Atari Mega ST4

No need for monitor.

Will pay $100.oo plus all shipping costs in USA.

EMail at RClaunch@DreamSoft.Com

NO I do not want a 1040ST or Mega ST2

# 5893. Re: Nemesis

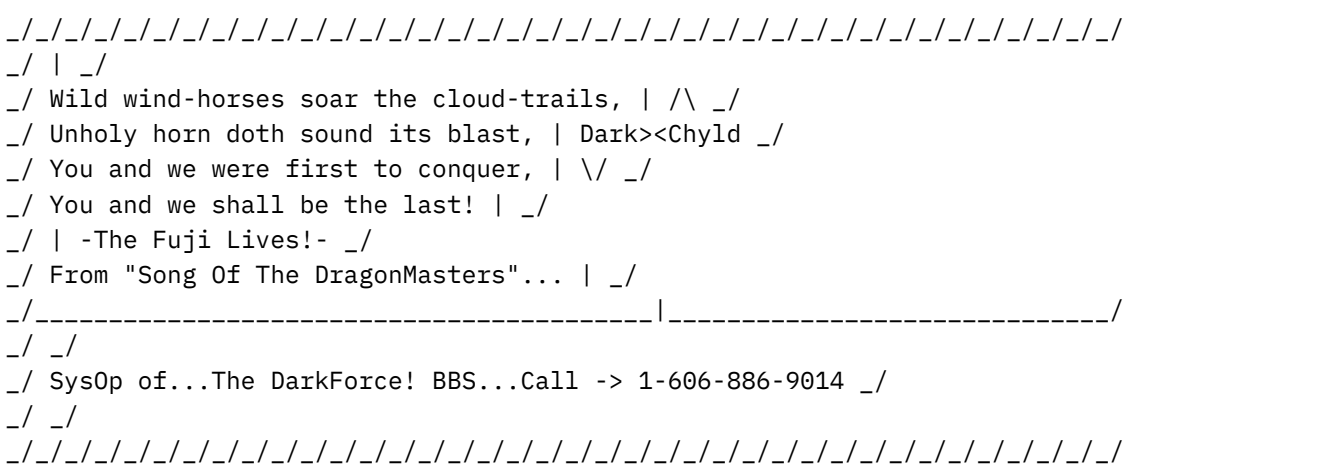
Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <859467078_OASIS_@pcc-uky.campus.mci.net>
Source record: 124990

In article <5he5me$bmk$1@ratatosk.uio.no>
pettert@notam.uio.no (Petter Toneff) said:-

>Great - Centek goes puplic!
>So, tell us a bit more about Centurbo 1:
>- How compatible is it?
>- Software switchable from the desktop?
>- Difficult installation? - and does it come with an english manual?
>- What sort of software is included, and is it only in french?
>..etc.etc.
>
>Would also love to hear about your other projects, i.e. Centurbo 2 and
>the rumoured Phenix. Will these be realised, and when..??

There is a CENTEK directory at the the cnam ftp site that has several text
files telling about their products. A few are in French but most are in the
English version. Very interesting reading! :)

--



# 5894. Quick FAQ - Draft 0.1

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32675_please@no.spam.mail.here.mettav>
Source record: 125050

*Hi Nicholas*, on 26 Mar 97 you wrote: ...respect, brethren

b> This is a first draft version of a quick Atari FAQ. There are probably
b> many errors and omissions. Some parts are to be completed, some are to
b> be changed, some are probably completely wrong. Let me know.

I'll add what I can...

b> Ports:
b> ACSI (proprietary hard drive)
All except Falcon (I think).

b> Serial
3 on Mega STe, 4 on TT.

b> SCSI (Falcon only)
And TT.

IDE (2.5inch Internal - Falcon only)

Add LAN port on MSTe, TT and Falcon.

Add Analogue joystick ports on STe and Falcon

Add HD floppy on later models of MSTe, TT and all Falcons.

b> Models:
b> Name Speed RAM T TOS Floppy MBESVKTC Comment
b> ------------------------------------------------------------------------
b> TT030 32/030 2,4Mb S 3.06 1.44Mb BE VKTC Various mem/HD configs
b> ------------------------------------------------------------------------
b> T=RAM type (D:DRAM/S:SIMM/P:Proprietary memory board)
b> B=Blitter chip

No Blitter on the TT and RAM is 2-10Mb ST-RAM plus 0-128Mb TT RAM (dependent
on RAM board capability).

b> 1.2 What kind of monitor can I use ?
b> -------------------------------
b>
b> 1.2.1 Connecting to a TV Set
b>
b> A TV will only display in low or medium resolution modes.

Except on a Falcon...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*##########################################################*
# sidcelery@cix.compulink.co.uk # 90:102/143.0@nest.ftn #

* hsideras@mettav.demon.co.uk * 100:1011/143.0@turbonet.ftn *

--

Send email replies to :hsideras@mettav.demon.co.uk (Harry Sideras)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
| The Tavern BBS Gateway 300-33600 V42Bis 44-(0)181-445-6514 24 Hrs |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5895. Want Warez? How much is it worth to you?

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: atari@teleport.TINC.com
Message-ID: <5hcs72$odg$12@nadine.teleport.com>
Source record: 125051

From ST Reports, #1312:

"Earlier this year, the FBI staged a coordinated series of raids nationwide following an eight month undercover investigation into software piracy. The computer software piracy investigation, code-named "Cyber Strike," was initiated and supervised by the FBI's International Computer Crime Squad based in San Francisco (Newsbytes, Jan. 29, 1997). According to FBI spokespersons, Cyber Strike is a "continuing investigation and additional searches are anticipated in the near future."

"The FBI said the investigation concerns the alleged efforts of individuals and groups who have banded together to pass protected, restricted and/or copyrighted information andcommercial copyrighted software through the use of businesses and computer Bulletin Board Services (BBSs), Internet File Transfer Protocol (FTP) sites, and Internet Relay Chat (IRC) channels. The material seized as specified in the warrants included computer hardware, documents and records, and included some of the most popular program software commercially available, such as utilities, graphics, networking programs, operating systems, and games."

Go ahead, post your email addresses here for the whole world to see, and ask for pirated software. We don't mind. Why should we? You'll be gone soon...

----------http://www.teleport.com/~atari----------
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NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 5896. Re: 1.02, please.!

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: atari@teleport.TINC.com
Message-ID: <5hcrs0$odg$3@nadine.teleport.com>
Source record: 125052

In article <19970325002858187944@pwomar.demon.co.uk>,
News@pwomar.demon.co.uk (Paul Womar) wrote:
>
>Kim Lebech <lebech@post3.tele.dk> wrote:
>
>>
>> Yes I saw the letter! but I am not sending some stranger my money and
>> then maybe I get something back.. (NO WAY!)
>
>Why are you so paranoid?

It's very simple, Paul. All thieves assume that everyone else is as honest as they are - and no more than that. Thus, apparently Lebech knows that, if someone sent him money in the mail to purchase a product, he would simply keep the money and never send the product, so he assumes that's how everyone else acts.

Of course, he's totally incorrect, if that's what he believes, but he also has demonstrated a total disregard for civilized behavior. Actually, he has the demonstrated ethical standards of... A caveman. See something, want it, take it. Never mind who is the rightful owner.

And I'm really tired of the entire thread so I'll just lay off now unless he comes back to me personally.

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NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
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# 5897. Re: ST+ Diskzine

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: atari@teleport.TINC.com
Message-ID: <5hcruf$odg$5@nadine.teleport.com>
Source record: 125053

In article <3337176d.47586316@news.airtime.co.uk>, !ynoT wrote:
>
> Pages Updated
>
> Feedback link working,
>
> Download section totally re wrote, now includes as well as ST+
>Downloads other diskmags held on various ftp sites around the world
>that can be accessed from the one place, titles include MAGGIE,
>ATARIPHILE, ST BEERMAT, STOSSER, EYE ON THE SCENE, UCM, and many other
>TOP current ATARI English language Diskzines,
>
> The urls in the sig:)

Beeeyootiful page, !ynoT

Linked from both my "regular" site (see .sig below) and from the new
"AtariNet on the Web" site at
http://www.geocities.com/ResearchTriangle/5258/

Those are some long URLs at Geocities, though, aren't they? <G>

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 5898. Re: Netscape for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7ozus.KnI@gazette.stortek.com>
Source record: 125054

In article <333957A8.3F32@ufrima.imag.fr>, Yves Gablin <gabliny@ufrima.imag.fr> wrote:
>Nicholas Bales, Toulouse, France wrote:
>>
>> Based on the questions the original poster was asking, it sounded more like
> he
>> was a computer newbie... So the MiNT solutions might not really be the best
>> for him.
>>
>Hello,
>
>FIRST, I want to express my respect to people like you all, who can
>'talk' on the news, and even argue, while remaining correct. I don't
>know if I made myself well understood, but then go to fr.comp.sys.atari
>and you will understand what I mean...
>They behave like children (many of them, anyway).

I absolutely agree about fr.comp.sys.atari, that I read but don't post to.
It used to be a more informative place, but now there's nothing but arguments
about MagiC and 'for sale' posts.

>
>What I wanted to say is : Mint Is Not Tifficult at all. I installed it
>without hurt. I just unpacked some files about mintnp.prg, .cnf and
>gem.sys. That's about all. It works well, even if I still don't have
>mintshel.

Well the original question in this thread was from a c.s.a.s newcomer asking
if he could run mac software on an old ST. I assumed he didn't have a hard
drive, which from my understanding, is a MUST for Mint, isn't it ?

>
>Thanks to all for tips and tricks and sites. Bye.

Salut!

Nicholas Bales, Toulouse, France

# 5899. Re: Conner CP30200

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <333A2ADD.3AB5@ooc.de>
Source record: 125055

Robert Goodwin wrote:

> people, and read more stuff. The formatting done to a SCSI (scuzzzy?)
> drive is a high-level format, which clears all the sectors. True,

You're still confusing things. There is nothing like "low" or "high"
level formatting when talking about SCSI. These terms were introduced in
the DOS world. Here "high" level means using the DOS format command
which does nothing else than clearing a partition and writing root
directory and FATs. "low" level in the DOS world means what the SCSI and
IDE specification understand about formatting. On the Atari formatting
always is what DOS people call "low level formatting". Something like
"high level formatting" doesn't exist on the Atari. Partitioning does it
all, i.e. partitioning on the Atari does what the commands 'fdisk' and
'format' do an the PC.

---
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

# 5900. Spamblock Effective!

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: csilver@kendaco.telebyte.Spam.This.com
Message-ID: <5hd97t$hnc@news.telebyte.com>
Source record: 125056

Hi All,

Thanks to all who responded to my post "Spamblock Ineffective". Kudo's to
Rich and others for the info, as my daily dose of Spam has gone bye-bye :)

Changing my headers and message sig has so far been *VERY* effective. I
know this may be temporary, but so far so good.

For you "Klingon" literate: "majQa'"

Charles

```
___ __
|~~\_____/~~\__ |
-------------------------------------- |___ ------ )-+
csilver@kendaco.telebyte.Spam.This.com 0'--- ~~~| /~~ |
-------------------------------------- (*)
```

# 5901. Re: Quick FAQ - Draft 0.1

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7p01t.Krl@gazette.stortek.com>
Source record: 125057

In article <3338699cb0c201@sn.no>, hallvart@sn.no (Hallvard Tangeraas) wrote:
>On Tue 25-03-97 08:33, Nicholas Bales, Toulouse, France
> (bales@garonne.stortek.NOSPAM.com) wrote:
>
>>This is a first draft version of a quick Atari FAQ. There are probably many
>>errors and omissions. Some parts are to be completed, some are to be
>>changed, some are probably completely wrong. Let me know.
>>
>>
>>The Atari ST Quick FAQ - v0.1 - March 25th 1997
> [....]
>
>Excellent!!! You've done a great job so far, and I see the usefulness in
>this.
>You even included a URL to my Atari web page and to my FTP site list ;-)
>
>Hallvard

Thank you, thank you, I'll post a draft 0.2 tomorrow probably... with more
links than just yours I'm afraid ;-)

Nicholas Bales, Toulouse, France

# 5902. Re: Quick FAQ - Draft 0.1

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7p09s.KvL@gazette.stortek.com>
Source record: 125058

In article <3341bc13.4577934@news.airtime.co.uk>, comp.sys.atari.st wrote:
>On Tue, 25 Mar 1997 08:33:20 GMT, bales@garonne.stortek.NOSPAM.com
>(Nicholas Bales, Toulouse, France) wrote:
>
>>This is a first draft version of a quick Atari FAQ. There are probably many
>
> Will this also be in html format, if you are doing this then great,
>if not then I will certainly make it into html format for you if you
>like, giving it a hame on he net and a html would make it easier to
>navigate and more accesible, let me know:)
>
>
>Cheers !ynoT ( ATARI Programmer )
>
>stosser@airtime.co.uk OR diskzine@earthling.net
>STOSSER Software http://www.airtime.co.uk/users/stosser
>ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
>PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464
>

At the beginning I was thinking of posting the FAQ (or getting someone to post it with a chrontab) regularly in the newsgroup. but we can also put it on the web and FTP sites

I'll wait until it gets into an advanced finalized version before converting it to HTML. Your offer to put it on your web page is welcome. My web space is nearly full and is not at all Atari related.

Nicholas Bales, Toulouse, France

# 5903. Re: "Diamond Edge" upgrade patch?

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970327024656.574B-100000@sparkie.gnofn.org>
Source record: 125059

On Sun, 23 Mar 1997, Paul Womar wrote:

->Tb be honest there isn't much new, the interface has been improved and
->now looks much nicer, it also has a disk editor built in, underneath
->though is pretty much the same, what's wrong with 1.10?

Well, twice I had serious disk errors that it couldn't fix. Each time I had
a file that couldn't be deleted. As far as I could tell, the FAT was
corrupted. Actually Edge didn't even know there was a problem. The only
cure was to zero the bad partition. Also Edge has crashed a few times
without any apparrent reason.

Dave

_____
/ /
|||||||||||||||====]: dbg01@gnofn.org
____\

# 5904. Re: Help, my ST has just died!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: mbur@gallifrey.taranaki.ac.nz
Message-ID: <5hddt6$6lk@news.taranaki.ac.nz>
Source record: 125060

Ant, Sounds like a FDD problem to me. I assume you have tried to
cold boot (turn the power on ) with either a blank formatted disk
or with no disk at all in the drive. If either of these tricks
gives you a useable system then I would suggest that your boot
disk has a corrupt desktop.sys file which you can fix (usually) by
saving the desktop with the offending disk (write enabled) in the
FDD.

If the above doesn't bring the desired result then prepare for
surgery! But wait, your problem may just be a loose or corroded
cable connector.

My next step after those above would be to venture inside said ST
and check the cable connection from the mother board to the FDD.

Be sure to unplug everthing from the power before picking up that
screwdriver. Lethal voltages lurk inside mains operated equipment.

Good luck..

Anthony Richardson (ant@dial.pipex.com) wrote:
: Hi,

: I wonder if someone can help me??

: I have just tried to use my Atari 520 STFM and the disk drive just keeps
: spinning and the GEM Desktop comes up without any drives to click on etc.

: Everything else is okay. Is my Diskdrive to blame or is the controller.

: I would be really grateful if someone could help.

: Cheers

: Ant.

# 5905. Re: 520 STE Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7p0Dp.Kxq@gazette.stortek.com>
Source record: 125061

In article <ALMclCAwyAOzEwEL@ravenhouse.demon.co.uk>, Tim Pattison
<tim@ravenhouse.demon.co.uk> wrote:
>In article <3337EFB8.6F61@unn.unisys.com>, Mark Chamberlain <markachambe
>rlain@unn.unisys.com> writes
>> I've lost my
>>manuals, but am I right in thinking that the chips might have to be put
>>in in matching banks of two's? (in which case I'll have to buy myself
>>another meg).
>>
>Yep. But another simm!
>
>Install your two simms in sockets 1 and 3 (counting from the rear of the
>machine).
>
>Hope this helps.

Yes, if you wanted just one meg, you could also have bought 2 additional 256K simms (they cost nothing nowadays). But who wants 1 meg these days ?

Nicholas Bales, Toulouse, France

# 5906. Re: "Diamond Edge" upgrade patch?

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: epkrgdh@epk.ericsson.se
Message-ID: <5hdfvd$l9p@newstoo.ericsson.se>
Source record: 125062

>Well, twice I had serious disk errors that it couldn't fix. Each time I had
>a file that couldn't be deleted. As far as I could tell, the FAT was
>corrupted. Actually Edge didn't even know there was a problem. The only
>cure was to zero the bad partition. Also Edge has crashed a few times
>Wwithout any apparrent reason.

The newer version are much much better and more stable, but it can still
sometimes behave like you says, but my cure is: copy all files and dir
to a new fresh partition (if you have space), zero-ing the faulty partition
and copy back all files and then run edge again. Almost all times it
has worked for me without any loss of files.

rgds

Ronny

# 5907. Re: H.E.R.O. was BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970327030148.574D-100000@sparkie.gnofn.org>
Source record: 125063

On Sun, 23 Mar 1997, it was written:

-> heres the question?, i am about to finish BILLY BOY the
-> "** childrens **" platformer, then starting work on a TEMPEST clone
->thats going to knock your socks off,

I fed lots of quarters into Tempest arcade machines years ago. That was the only game I played regulary. More of a pinball fan back then. I hereby cast my vote for Tempest on the Falcon!! Also one of the problems with Atari's PC version is that there isn't a paddle wheel to control it. I wonder if a paddle controller from a 2600 would work on a Falcon? That would rock,Dood!

Dave

_____
/ /
|||||||||||||||====]: dbg01@gnofn.org
____\

# 5908. Re: Help, my ST has just died!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: fLUX@thing.net
Message-ID: <fLUX-2703970757510001@sl3.thing.net>
Source record: 125064

In article <3337DB37.2F3F@cfcsc.dnd.ca>, Ken Macdonald
<macdonald@cfcsc.dnd.ca> wrote:

> Anthony Richardson wrote:
> > Hi,
> > I wonder if someone can help me??
> > I have just tried to use my Atari 520 STFM and the disk drive just keeps
> > spinning and the GEM Desktop comes up without any drives to click on etc.
> > Everything else is okay. Is my Diskdrive to blame or is the controller.
> > I would be really grateful if someone could help.

I've fixed a bunch of troubled machines with the following rather
forcefull method.

CAUTION, USE AT YOUR OWN RISK:

1. Take the ST, and disconnect everything from it.
2. Then drop it on the floor, don't throw it, but let it fall on it's feet
(so it doesn't fall on the corners or back), whilst standing up.
3. Do this three times.

It a lot of cases this will resettle any ever so slightly misaligned
connections. Works with computers & drives (NOT with monitors).

Best Regards

Jeffrey Fredrickson

____f_____L_____U_____X___

http://www.thing.net/~flux

_r___E___C___O___R___D___S
P.O.Box 2141
New York NY
10163
USA

## 5909. ST+14/Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: csilver@kendaco.telebyte.Spam.This.com
Message-ID: <5hd066$erk@news.telebyte.com>
Source record: 125065

Hi Tony!

I just downloaded ST+14 from geocities and I wanted to let you and others know that it ran fine on my Falcon/TOS4.04/SVGA system. I didn't have to configure anything other than changing the Video to either low or med rez :)

I just ran the prg from my HD or RamDisk and that was it. I know CiH had some reservations about the Falcon setup, but whatever you did works fine.

I spent about two hours reading all the messages, etc. and enjoyed every minute :) You Brits have a unusual sense on humor. I guess that's why I like your sitcom's so much; Red Dwarf, Faulty Towers, Dr. Who, Blake's 7...

Of course, I guess your impressed by our export, "Baywatch" :)

Ta,

Charles

```
___ __
|~~\_____/~~\__ |
-------------------------------------- |___ ------ )-+
csilver@kendaco.telebyte.Spam.This.com 0'--- ~~~| /~~ |
-------------------------------------- (*)
```

# 5910. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: dvaltd@dvaltd.demon.co.uk
Message-ID: <333A7B27.2BF0@dvaltd.demon.co.uk>
Source record: 125066

Guy Harrison wrote:

> Darn, needn't have replied to your last post!! <G>

Right! I won't reply either then ;-)

Regards
Martyn

# 5911. Quick FAQ - Draft 0.2

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7pGD2.2Jq@gazette.stortek.com>
Source record: 125067

Here is Draft v0.2 of the quick FAQ.

It's still probably full of crap, so please let me know if anything is wrong.
Many thanks to the people that have responded.

I now need input basically on the topics of Hard Drives (IDE, Driver
software), VGA and Multisync monitors, Accelerator boards and TOS upgrades.

Anything else you might think of is also welcome.

So here it goes...

Nicholas Bales, Toulouse, France

--

THE ATARI ST QUICK FAQ
----------------------

Draft v0.2 - March 27th 1997
Nicholas Bales - bales@garonne.stortek.com

In order to save bandwidth and avoid comp.sys.atari.st newcomers asking
the same questions over and over again, here is a quick list of the most
Frequently Asked Questions (FAQ) and, hopefully, useful answers. The aim
of this FAQ is not to answer all of your questions, but only to indicate
pointers to the most common ones.

Please note that this FAQ is aimed at newcomers and is mostly ST oriented.

I am only the compiler of this FAQ. I have built it up from answers to
many posts from c.s.a.s. I am not really an Atari specialist, and have
not implemented half of the topics that are dealt with in this FAQ.

Therefore, if you have more specific questions, please direct them to the
newsgroup instead of me. Any comments regarding the FAQ itself however
(corrections, additions, comments, total contradictions) are absolutely
welcome. I'll be quite happy to add omissions and correct errors.

Credits are listed at the end of the FAQ.

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1.2.3 VGA,SVGA or multiscan monitors

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---

1. Starting up on the Atari ST

1.1 What kind of machine is an Atari ST ?
---
The Atari ST range is a 16/32 bit Motorola 68000 based personal
computer range started in the mid 80's. Here are some generic specs.
Some models differ from these specs, so check the list below

Processor
Motorola 68000 (68030 on TT and Falcon) processor at 8Mhz (16 on MegaSTE
and Falcon, 32 on TT030)

Screen Resolutions:
High: 640x400/Monochrome on dedicated monitor,
Medium: 640x200/4 colours on colour monitor or TV,

Low: 320x200/16 colours on colour monitor or TV,
512 colour palette (4096 on STe, MegaSTe, TT)
Other resolutions are available on TT, and Falcon computers.

Ports:
Cartridge, Midi In, Midi out, Parallel, Serial, Monitor, Disk Drive,
ACSI (proprietary hard drive), TV antenna (on RF equipped models),
RCA/CINCH stereo (from STE on), Joystick/Mouse, SCSI (Falcon/TT)

Models:

Name Speed RAM R TOS Floppy MBESVKTC Comment
---
130 ST 8 128Kb D 1.0 Ext. Never marketed
260 ST 8 256Kb D 1.0 Ext. Very few made
520 ST 8 512Kb D 1.0 Ext. disk TOS on early models
1040 ST 8 1Mb D 1.0 Ext. disk TOS on early models
520 STf 8 512Kb D 1.2 360Kb
1040 STf 8 1Mb D 1.2 720Kb
520 STfm 8 512Kb D 1.2 360Kb M
1040 STfm 8 1Mb D 1.2 720Kb M
MegaST 1 8 1Mb D 1.2 720Kb B S KT Pizza box
MegaST 2 8 2Mb D 1.2 720Kb B S KT Pizza box
MegaST 4 8 4Mb D 1.2 720Kb B S KT Pizza box
STacy 8 2/4Mb D 1.4 720Kb B Portable ST
STBook 8 1-4Mb D 2.06 720Kb B Notebook, Very few made
520 STe 8 512Kb S 1.62 720Kb MBE
1040 STe 8 1Mb S 1.62 720Kb MBE
Mega STe 16 1-4Mb S 2.06 1.44Mb MBE VKTC TT style case.
TT030 32/030 2,4Mb S 3.06 1.44Mb E VKTC Various mem/HD configs
Falcon 6/030 1-14Mb P 4.04 1.44Mb BE TC Many enhancements
---
R=RAM type (D:DRAM/S:SIMM/P:Proprietary memory board)

M=RF Modulator
B=Blitter chip
E=Enhanced 8bit DMA stereo sound, 4096 colour palette, hardware scrolling,
analog joystick ports
S=MegaBus processor direct bus slots
V=6U VME bus slot
K=Detached keyboard design
T=Internal time/date clock
C=68882 Math co-processor

In this FAQ, unless otherwise specified, 'ST' refers to any ST, STf, STfm,
STe, Mega ST or Mega STe computer. 'Atari' will refer to any ST or Falcon
or TT.

1.2 What kind of monitor can I use ?
---

1.2.1 Connecting to a TV Set

STfm and later models were equipped with an RF Modulator allowing them to be connected to a TV's antenna connector. Check section 1.1 to see if your ST has a modulator. You then need to tune into the correct channel on the TV to get the ST picture.

In some countries, Atari shipped machines with a SCART/Peritel cable that plugs into the monitor port instead of the RF Modulator. In this case you need the adequate cable and a SCART/Peritel equipped TV set. No tuning is required, and the picture is higher quality than through aerial.

A TV will only display in low or medium resolution modes.

1.2.2 Atari Monitors

Monochrome (640x400 colours) requires special Atari high resolution 70Hz monitors (SM models). These monitors have a very stable paper white display. SM monitors can only display monochrome mode.

Medium Res. (640x200/4 colours) and Low Res (320x200/16 colours) need a colour monitor (SC series) or a TV.

If you want to display all screen resolutions you need both types of monitors.

Falcons are VGA and need an adaptor to use Atari SC/SM monitors.

1.2.3 VGA, SVGA or multiscan monitors

First of all, you need a monitor that supports

Falcons use VGA monitors as standard

1.3 Where can I get a boot disk for my ST ?
---

1.3.1 Booting without a disk

First of all, Atari models with TOS in ROM don't need a boot disk. If you do not have a correctly formatted double density disk to boot from, just wait a few minutes for the GEM desktop to come up on it's own, then format a clear double density disk using the menu option.

If the desktop screen doesn't come up after more than 5 minutes, either your ST is broken or you have an old ST without TOS in ROM.

1.3.2 Atari Language disks

Depending on the ST version you have, a language disk was supplied with some basic software, mainly:

CONTROL.ACC Control panel desk accessory. Later replaced by XCONTROL
XCONTROL.ACC A modular control panel accessory. Uses CPX files.
STBASIC.PRG An old and very buggy Basic interpreter.
LOGO.PRG An old Logo interpreter.

Very few of the programs supplied on these disks were of much use. Better quality public domain, shareware or commercial replacements can be found

on most FTP servers (see section 2.2)

1.4 Can I run Atari ST software on my PC/Mac/Unix box ?
---

You need a program which fools your computer into running Atari ST programs. This is called an emulator. There are plenty of them available on the Internet.

Here are some good net resources for Atari emulator software:

http://www.nfinity.com/~swhalen/node99/st.html
http://www.emulators.com/
http://www.complang.tuwien.ac.at/nino/stemu.html
http://wwwperso.hol.fr/~gidouin/pacifist.html

1.5 Where can I get those TOS ROM images ?
---

TOS is the ST's operating system. It was supplied on ROM with most STs. Some emulators need an image of these ROMs in order to run.

However, TOS is copyrighted software and the distribution rights belong to Atari. Neither Atari nor JTS (the company who now owns Atari) has stated that any version of TOS can be freely distributed and used. Distributing it without a licence is therefore software piracy, which is illegal and enforced everywhere.

Solliciting pirated software is also illegal.

Owners of a real ST can use a program called TOSDUMP.PRG to make a TOS image for their own use. This is considered legal as long as the image is not distributed and you own a legal copy of the program (ie: the ROMs).

Illegal copies of TOS images can be found on the net. Please note that using one is illegal, and asking for one in the newsgroups is against the charter and will cost you lots of flames and trouble.

2. Software
==========

2.1 Where can I get WareZ for the Atari ?
---

Software piracy is an illegal activity. Participating and promoting it is considered an offense on most newsgroups, and comp.sys.atari.st readers are strongly opposed to it.

If you still wish to ask for pirated software, do so at you're own risk, but be aware that you will receive flames, complaints to your domain administrator, general discredit and maybe even more trouble.

See also section 1.5 on TOS ROMs

## 2.2 Where can I get freeware or shareware on the Net ?

There is lots of freeware and shareware available for the Atari ST on FTP archive sites. Most applications are available as such.

Complete lists of FTP sites can be found here:

ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt
http://www.umich.edu/~archive/atari/Info/atari-ftp.sites
http://web.cnam.fr/ftp/pub/Atari/Docs/atari-ftp.sites

Web interfaces to 3 of the most active atari FTP archives:

http://www.cnam.fr/Comp/Atari/Index.html
http://micros.hensa.ac.uk/micros/atari/tos/atari-tos.html
http://www.umich.edu/~archive/atari/

FTP mirror to uni.paderborn and umich archives

ftp://sunsite.doc.ic.ac.uk/pub/computing/systems/atari

Do not forget that shareware (and sometimes freeware) means that you have to register the software if you use it regularly. Please do so as this is an encouragement for programmers to continue developing for the Atari platform.

## 2.3 Is there a DOOM clone for Atari ?

SubStation from UDS is a Wolfenstein 3D clone for the STE, without texture-mapping, but with a similar look and feel. UDS has a web site:

http://www.uds.se/complete.htm

Bad MOOD is a joint internet project to build a 3D Doom engine for the Falcon. More information can be found here:

http://rand.thn.htu.se/cgi-bin/buildpage?bad_mood

# 2. Hardware Upgrades

## 2.1 How can I upgrade memory on my Atari ?

### 2.1.1 Expanding SIMM equipped models

If your ST is equipped with SIMM memory, you can easily upgrade your memory to 1, 2 or 4Mb by just taking out the old SIMMs and popping in the new ones.

The correct memory type is 30 pin SIMMs, minimum speed 120ns, with or without parity, 256Kb or 1Mb. It is best not to mix different SIMM types. They must be implemented by pair in slots 1 and 3, then 2 and 4 (from back to front).

Atari STEs are originally equipped with either 2 (520STE) or 4 (1040STE) 256Kb SIMMs that can be replaced by 2 or 4 x 1Mb SIMMs.

Because of a bug in TOS, STEs will not recognize a 2.5Mb configuration (2x256Kb + 2x1Mb) without a small AUTO folder program called simmfix. This can be found on any FTP site, but is quite unreliable.

2.1.2 Expanding DRAM equipped models
---
On DRAM memory models, the memory chips are soldered directly to the computer's motherboard. This make expansion more tricky. Each chip has to be soldered correctly, and the motherboard must have enough room for the expansion. A 520ST/STF can be expanded to 1Mb, a Mega ST can be expanded to 4Mb.

A way around this is to use a special memory expansion board that replaces the original memory banks with standard SIMM sockets. There are many such solutions available. Look for Atari related companies on the Atari web pages (section 3.3).

2.1.3 Those Falcon boards
---
The step forward from DRAM to SIMMs on the STE series became a step back to a proprietary memory board system on the Falcon. The falcon was pre-equipped with 3 memory board models: 1, 4 or 14Mb. Upgrading a Falcon means scrapping the original memory and replacing it with either a new proprietary memory board or a third party SIMM board. There are many of these available and can sometimes be combined with a CPU accelerator board (see section 3.3)

2.2 How can I connect a hard disk drive to my ST ?
---

2.2.1 Atari Megafile and SH hard drives.
---
These were proprietary hard disk drives designed by Atari for the ST. They were available in capacities ranging from 20 to 60Mb. These are the only hard drives that are directly compatible with the Atari ACSI port on original STs.

2.2.2 SCSI hard drives
---
In order to use these, you need a SCSI Host adapter that connects the SCSI drive to the ACSI hard drive port on the Atari. There are several models available depending on whether or not you need parity, whether or not they are for external or internal drives. The 2 most common SCSI host adapters are ICD's The Link II and the Link'96 from Norbert Wieczorek. They can be found at:

http://www.icdinc.com/
http://members.aol.com/NorWiecz/index_e.html

Don't forget also that there is not much room for a 3.5 hard drive inside an original ST case. You will need either to put the whole system into a

PC type tower case, or to file an external housing and power supply for
your hard drive.

2.2.3 IDE hard drives
---
There seems to be actually no way to connect an IDE drive to an ST. You
need to go the SCSI way. See section 2.2.2

The Falcon has an internal IDE slot for internal 2.8" IDE drives.

2.2.4 ZIPs, CDROMs, Syquest drives, anything else non-SCSI
---
These have to be SCSI models and use a host adapter described in 2.2.2.
Parallel port peripherals cannot be used an any ST because Parallel
port communication was not fully implemented by Atari.

Be aware also that CD ROMS and ZIP drives need parity enabled, so you
must have a parity enabled SCSI adapter.

MLM or any other non-SCSI drives will need a SCSI adapter, that you will
then connect to the SCSI/ACSI adapter (section 2.2.1) connected to the ST.

2.2.5 Hard disk driver software
---
In order to get TOS to recognize the drive. AHDI is Atari's Hard Disk
Driver an can be obtained free from any good FTP server (see section 2.2).
However, it appears that it is not as reliable and efficient as 3rd
party driver software such as ICD Tools or HD Driver.

(Input needed)

3. Connectivity
==========

3.1 How can I transfer files between an ST and another computer ?
---

3.1.1 Exchanging TOS and MS-DOS disks
---
The TOS disk format is DOS compatible. This means that any 720Kb double
sided double density disk from a PC can be read on an ST and vice versa.

There are several limits however:

-Older TOS versions (before 1.4) do not format disks exactly the same way
as MS-DOS, so for these models, you might try formatting the disk on a PC.

-Some old 520ST, STF and STFM models use 360Kb single sided drives which
are not compatible with most newer 1.44Mb PC models. You must either get
a double sided drive for the ST or find a PC that is able to read the
old single sided disks.

-Windows 95 uses long filenames and seems to sometimes corrupt TOS disks,
so be sure to use the 8+3 standard DOS/TOS format.

3.1.2 Exchanging TOS and Macintosh disks
-----
TOS is not compatible with macintosh disk format. However modern Macs
are supplied with a system extension that allows reading and writing
MS-DOS disks which are compatible with TOS (See section 3.1.1).

3.1.3 Serial port file transfer
-----
Another way of exchanging files between ST and PC is to use the serial
port with a null modem cable. Ghostlink will do this and can be found at
your favourite FTP site (see section 2.2).

3.2 How can I hook up my ST to the Internet ?
---

The ST can be used to send and receive email, read usenet newsgroups,
download from FTP archives, and even to surf the web.

There is a whole lot of internet resources on the subject:

The Atari Internet guide
http://zippy.spods.dcs.kcl.ac.uk/~garfield/aig/aig.htm

The Atari Connection
http://www.cedep.com/~gstamant/atari/atanet_e.htm

Internet Software for Atari
http://localhost.ruhr.de/~sacha/index_e.html

The STiK support page
http://www.flinny.demon.co.uk/

3.3 Where are the Atari Web Pages ?
---

Atari Jagwire (for Jaguar support only)
http://www.atari.com

The Atari ST Launchpad
http://home.sn.no/~hallvart/pages/atari.html

Atari Internet Resource Guide
http://www-und.ida.liu.se/~t94patsa/atari.html

Atari on the Web
http://www.mcc.ac.uk/~dlms/atari.html

FujiZone
http://www.users.zetnet.co.uk/fujizone/

CREDITS

Helpful criticism and corrections from:

tom.derrick@acpu.com (Tom Derrick)
John.Kormylo@7861.conchbbs.com (John Kormylo)
atari@teleport.NO.SPAM.com (Rich Tietjens)

hallvart@sn.no (Hallvard Tangeraas)

Many thanks to all of these people.

## 5912. where to get STonX?

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: rlee@harmony.hursley.ibm.com
Message-ID: <5hdvjq$12ng$1@zen.hursley.ibm.com>
Source record: 125068

I'm trying to find where to get STonX for use on Linux.
It seems the usual URL (zork...something, from the official site)
isn't working and the unofficial site no longer even had binaries.
Is there ANYWHERE I can get this? (Personal use).
--
Roger Lee
rlee@hursley.ibm.com

## 5913. ROMfiles (the thread stops here)

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: lebech@post3.tele.dk
Message-ID: <5hdog8$7qgu$1@news.inet.tele.dk>
Source record: 125069

hello to the anonymous guy who sent me the rom..

Thanks for the rom but as I said in other letters my emulator does
not work on my amiga.

bye.

# 5914. FS: ATARI 1040ST package

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: peggy260@aol.com
Message-ID: <19970327155501.KAA15656@ladder01.news.aol.com>
Source record: 125070

FOR SALE (in pieces or the whole enchilada -- obviously, the
best deal will go to someone who wants it all!)

LIKE NEW, and EVERYTHING WORKS

ATARI 1040ST Computer (Circa 1992)
Keyboard/Midi Ports/Internal Floppy Drive/Mouse/Cable/
Language Disk/Owner's Manual
SM124 B/W Monitor
SC1224 Color Monitor
ST BASIC Sourcebook & Tutorial
ST BASIC - Quick Ref Guide for the Advanced Programmer
Sourcebook for Atari Logo

Original Software:
C Compiler
AssemPro
ST X-Press DiskMate
Books:
C for the Atari ST - Williams
Compute's Atari ST Technical Ref Guide
(3 volumes - VDI, AES, TOS)
Compute's Atari ST Machine Language Prog. Guide
ST User's Guide - Heilborn
ST Programmer's Guide - Held
ST GEM Programmer's Reference (Abacus)
Midi & Sound Book for the Atari ST
Mastering Sound & Music on the Atari ST - Knight
AssemPro for the Atari ST (Abacus)
ST Computer Field Service Manual
2 Atari Explorer Magazines (Vintage 1992)

Misc. Software:
Word Perfect
Publishing Partner
Flash
Cookbook on a Disk
PC-Ditto
uEmail
TurboST.Acc
uEmacs
Partner ST
Midi Software:
EZ Track + Song Disk
CZ-Android

CZ-101 Patch Editor/Generator/Librarian
Dr. T's CZ Voice Patch
CZ Patch CIN, CZ Patch Folder, P.D. Editor
Music Studio (color)
Games:
Marble Madness
Gauntlet
Tetris
Flight Simulator
Mom&Me
Star Raiders
8Ball
Outrun
Super Sprint
Trivia Challenge
Leader Board
Rampage
Wuppet

ALL OF IT - hardware, books, in mint condition.

This sometimes under-appreciated relic and accompanying software/books would be great for anyone who wants to learn C, get into Midi, wants to learn 68000 assembly language (or assembly language in general), or just have fun seeing what things were like in the good old days. The games are classics.
(BTW, there is plenty of ST software to be found on Shareware.Com).

AND the price?

A steal (the books alone were $250 new).

TAKE EVERYTHING FOR $250, or reply if you want to deal on individual parts (Obviously, my preference is to sell the whole package, but I'm open to discussion). You pay shipping if you can't come and get it (Bay Area, CA).

AND, if you decide to go for it all, you get an extra bonus!
A comatose Supra hard drive - absolutely free.

Who could resist such a bargain?

Reply to peggy260@aol.com

# 5915. Re: Nemesis

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5he5me$bmk$1@ratatosk.uio.no>
Source record: 125071

On 26 Mar 1997 04:03:18, "Centek" wrote:
>Do you know there is a pretty good accelerator board here in france ....
>(not so far now with 'le shuttle' ) ...
>If you're affraid to know wether it will work or not on your falcon i can
>say there is only 2 or 3 falcons in france that did refuse to work with it
>... but we sold several
>hundreds of them so you can find almost everywhere in france somebody with
>a falcon accelerated with a CENTURBO 1 ( the marvellous one ) ..

Great - Centek goes puplic!
So, tell us a bit more about Centurbo 1:
- How compatible is it?
- Software switchable from the desktop?
- Difficult installation? - and does it come with an english manual?
- What sort of software is included, and is it only in french?
..etc.etc.

Would also love to hear about your other projects, i.e. Centurbo 2 and
the rumoured Phenix. Will these be realised, and when..??

Regards,

- Petter -

## 5916. Software602, Inc.

Newsgroup: comp.sys.atari.st
Date: 1997-03-27 00:00:00 UTC
From: Justin Morgan <jmorgan@software602.com>
Message-ID: <01bc3a57$2066b920$7c36c4c2@soft602.software602.com>
Source record: 125072

602proINTERNET, automated LAN access to the INTERNET, software allows Local

Area Network to connect simultaneously to the Internet through just ONE
modem dial-up or dedicated, with Firewall, WWW and E-Mail Clients.

http://www.software602.com

602proINTERNET is a communication software package for full connection to
the Internet using dial-up or leased line. If you are a small business
owner
or an IS manager in a small to medium sized company, you have just found
the
software you need. 602proINTERNET allows a number of computers to access
the
Internet through one account. The product includes SMTP/MIME e-mail with
clients for Windows 3.1x, Windows95 and WEB clients for Windows 3.1x and
Windows95. 32-bits Mail602 INTERNET Server provides fast, high-quality
delivery of your messages. Firewall SOCKS solves the security of your
network. 602proINTERNET offers the possibility of using online access to
the
Internet for all users in your network simultaneously for the price of
connecting a single PC.

What can 602proINTERNET do?

"SURF" the NET from any workstation on the network!
The user of each workstation on the network has access to WWW pages of any
WEB site on the Internet. All users on the network can "surf" on the
Internet simultaneously.

Electronic mail for each network user!
602proINTERNET includes SMTP/MIME e-mail with the option to send and
receive
attached files for any user on the network, regardless whether he is using
Windows 3.1x or Windows95. E-mail has many ways of administrating the
users'
rights. Every user of your network has his own Internet address (i.e.
"user@yourcompany.com").

Security!
Our firewall SOCKS solves the security of your network against access
byunauthorized personnel. At the same time you may define access to WWW to
selected users on your network. Security is solved directly at the IP
packet
level and this is why it is reliable.

Only one IP address is all that you need!
You save your money! Your full connection to the Internet using
602proINTERNET requires only one IP address for the whole network. You will

connect your whole network to the Internet for the price of connecting a
single computer.

Available for Dial-up and leased line connections, too!
The software package 602proINTERNET is great for Dial-up as well as for
leased line connections. No more expensive telephone lines!

=-=-=-

# 5917. Re: lamer*@aol.com

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hgs93$a4j$1@nadine.teleport.com>
Source record: 124923

On 27 Mar 1997 20:14:49, Paul Womar wrote:
>Rich Tietjens <atari@teleport.NO.SPAM.com> wrote:
>
>> OK, kids, here's the deal - mailbombing is a criminal offense in the USA,
>
<snip>
>According to his postmaster, dear Mr Weber has had his account deleted.

Bingo!

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

# 5918. Re: Will PC SIMMs fit in an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: deangra@rosemount.com
Message-ID: <333be9e0.12594169@rosevax>
Source record: 124924

On 23 Mar 1997 22:51:10 GMT, dhedberg@aristotle.algonet.se (Daniel Hedberg) wrote:

>Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:
>
>: You will need a SIMM board as well, but otherwise, no problem. Sicne
>: you're in the UK, try to find a Marpet SIMM board. Possibly System
>: Solutions has them - the other UK Atari users would know that better
>: than I.
>
>There is no need for a SIMM board in an Atari STe computer. The STe has
>four SIMM slots.
>
>--
> @ @
> ----------------------------------------------------------oOO-(_)-OOo-----
> Daniel Hedberg of New Beat Development
>
> New Beat Development on the Web: E-Mail:
> http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
> ------------------------------------------------------------------------
> oOo oOo
> U U

Does this hold true for a 520 ST fm also?

# 5919. Re: Syquest Syjet on Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: bjr@Edison.EbiCom.Net
Message-ID: <5hgr9n$kou@einstein.ebicom.net>
Source record: 124925

Stephen Cornio (S.Cornio@mail.wdn.com) wrote:
: that the cartridge has 1430 MB. Using RATEHD, the drive was rated at
: 1351 KB per second and an average of 17 ms access. This compares with
: 1428 KB/second and 17 ms access for my internal 512 MB Toshiba IDE and
: 1418 KB/second and 10 ms access for the 2 GB Seagate SCSI.

17 ms access time???
Is that it?
I was thinking of getting one for CuBase Audio...which claims to need
at least 13ms or better.
Have you tried it with CuBase Audio?
What is the advertised access time?

Thanks,
Brian

# 5920. Re: 1040 Drives

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hgs99$a4j$2@nadine.teleport.com>
Source record: 124926

On 28 Mar 1997 08:21:39, David Anderson wrote:
>For some 10 years I've been using ST's for music.
<NSIP>
>lasted less than a year until its disk drive gave up, and now the second
>one a matter of months and the drive is giving problems. I am very
>careful with how I use it - any ideas?
>
>(i) Is there any specific drive weakness that can be pin pointed?

Smoking, dust, high humidiyt and hihg (above 68 F) temperatures are all enemies of electronics in general, and disk drives in particular. Power line transients are another; if you ever notice your lights flickering, or changing brightness, you suffer from transients or instabilities.

>(ii) Any upgrade that I could do or get done to these drives?

You can replace the drive mechanisms, keep them in a clean, cool, smoke-free, dry room, and get a power line filter or UPS/filter. Alos be sure to use only high-quality disks - the cheap ones flake and disintegrate, leaving residue on the drive heads.

It's also possible to get drive head cleaning kits - basically a paper disk with some cleaning fluid. Be sure the packaging says "non-abrasive" as the ones that do not say that are equal to using sandpaper - not recommended at all.
----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 5921. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: dipching@ping.be
Message-ID: <859566976_OASIS_@ping.be>
Source record: 124927

In article <5hg35d$4ct@news.telebyte.com>
csilver@kendaco.telebyte.Spam.This.com (Charles Silver) said:-
>IMHO, CAB is only as good as it's online OVL ;) The rsc file is in German,
>but that shouldn't be a problem for long time CAB users. I tried several
>OVL's with various results. This is NOT a comprehensive test and I plan
>on buying the new CAB once I've had a few questions answered.

Where the hell have you downloaded this CAB 2.0 demo ?

--


---
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# Jo Vandeweghe * FREE TIBET * dipching@ping.be #
# MIDI COMEDIE http://www.ping.be/~pin10575/INDEX.HTM #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
---

# 5922. FS:Hewlett Packard HP200LX 2 meg

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: Robert Andrew Bell <rbell@uniserve.com>
Message-ID: <01bc3ba1$7937ba40$LocalHost@satan>
Source record: 124928
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.handhelds,comp.sys.palmtops,van.forsale

I have a 2 meg HP200lx dos palmtop computer for sale,only 6 months old with box and all manuals,serial cable and windows 95/win3.1 transfer software,cd-rom of dos programs.Built in programs include pocket quicken,lotus 123,telephone book,appointment book,database,wordprocessor, notepad and a few others.It has one pc-card slot,infra-red port,serial port,ac adapter and runs for weeks on two AA batteries and
is in pristine condition.I will sell for the best offer I get or would trade for an Atari Falcon030 system.Any offers $450 and over and I'll throw in a 4 meg flash ram card

rob
rbell@uniserve.com

# 5923. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: oskancke@sn.no
Message-ID: <5hh180$j73@news1.sol.no>
Source record: 124929

On 28 Mar 1997 02:37:03, Katherine L Ellis wrote:
>On 28 Mar 1997, Odd Skancke wrote:
>
>>
>>If you have managed to get MiNTnet up and running, don't even think about going
>>back to Oasis. Whatsmore, gluestik is curretly at v0.02b1 and it's working
>err a little late ozk ;)
>the latest version have is v0.02b4 :) and now emulates stik v1.11 not
>stik 1.06 or 1.07.
>
>bye

Yeah, I did see my mistake, but not before -after- I had sent it, and I was too tired to do something about it at that time. I was going to correct myself, but you beat me to it. ;-) Thanks, kellis.

sig

# 5924. Quick FAQ - Draft 0.3

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7rHpp.2nD@gazette.stortek.com>
Source record: 124930

Next version, just before the week-end. I will now only post this every
friday, and future revisions will carry rev. marks (*)

I still need input on the Hard Drive topics (drivers, adapters), TOS and
HD floppy upgrades, and accelerator boards. Precisions on Falcons, TTs
and Mega STes are also welcome as I'm not too familiar with those
machines.

Well, just about any input is welcome anyway.

Nicholas Bales, Toulouse, France
--

THE ATARI ST QUICK FAQ
----------------------

Draft v0.3 - March 28th 1997
Nicholas Bales - bales@garonne.stortek.com

In order to save bandwidth and avoid comp.sys.atari.st newcomers asking
the same questions over and over again, here is a quick list of the most
Frequently Asked Questions (FAQ) and, hopefully, useful answers. The aim
of this FAQ is not to answer all of your questions, but only to indicate
pointers to the most common ones.

Please note that this FAQ is aimed at newcomers and is mostly ST oriented,
but I hope it will be of use also to more experiences users too.

I am only the compiler of this FAQ. I have built it up from many c.s.a.s
threads, older FAQs and other internet based information. I am not really
such an Atari specialist myself, and have no personal experience of many
of the topics that are dealt with in this FAQ.

Therefore, if you have more specific questions, please direct them to the
newsgroup instead of me. Any comments regarding the FAQ itself however
(corrections, additions, comments, total contradictions) are absolutely
welcome. I'll be quite happy to add omissions and correct errors.

Topics that are not covered in this FAQ might be in the older FAQs:

ftp://ftp.sn.no/user/hallvart/atari/info/n_faq1.txt
ftp://ftp.sn.no/user/hallvart/atari/info/n_faq2.txt
ftp://ftp.sn.no/user/hallvart/atari/info/n_faq3.txt

Credits are listed at the end of this file.

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---

## 1. Starting up on the Atari ST

### 1.1 What kind of machine is an Atari ST ?

The Atari ST range is a 16/32 bit Motorola 68000 based personal
computer range started in the mid 80's. Here are some generic specs.
Some models differ from these specs, so check the list below

Processor
Motorola 68000 (68030 on TT and Falcon) processor at 8Mhz (16 on MegaSTe
and Falcon, 32 on TT030)

Screen Resolutions:
High: 640x400/Monochrome on dedicated monitor,
Medium: 640x200/4 colours on colour monitor or TV,
Low: 320x200/16 colours on colour monitor or TV,
512 colour palette (4096 on STe, MegaSTe, TT)
Other resolutions are available on TT, and Falcon computers.

Ports:
Cartridge, Midi In, Midi out, Parallel, Serial, Monitor, Disk Drive,
ACSI (proprietary hard drive, except Falcon), TV antenna (on RF equipped
models), RCA/CINCH stereo (from STe on), Joystick/Mouse, Analogue joystick
(on STe), SCSI (Falcon/TT).

Models:

Name Speed RAM R TOS Floppy MBESVKTC Comment
---
130 ST 8 128Kb D 1.0 Ext. Never marketed
260 ST 8 256Kb D 1.0 Ext. Very few made
520 ST 8 512Kb D 1.0 Ext. disk TOS on early models
1040 ST 8 1Mb D 1.0 Ext. disk TOS on early models
520 STf 8 512Kb D 1.2 360Kb
1040 STf 8 1Mb D 1.2 720Kb
520 STfm 8 512Kb D 1.2 360Kb M
1040 STfm 8 1Mb D 1.2 720Kb M
MegaST 1 8 1Mb D 1.2 720Kb B S KT Pizza box
MegaST 2 8 2Mb D 1.2 720Kb B S KT Pizza box
MegaST 4 8 4Mb D 1.2 720Kb B S KT Pizza box
STacy 8 2/4Mb D 1.4 720Kb B Portable ST
STBook 8 1-4Mb D 2.06 720Kb B Notebook, Very few made
520 STe 8 512Kb S 1.62 720Kb MBE
1040 STe 8 1Mb S 1.62 720Kb MBE
Mega STe 16 1-4Mb S 2.06 1.44Mb MBE VKTC TT style case.
TT030 32/030 2-10Mb S 3.06 1.44Mb E VKTC Various mem/HD configs
Falcon 6/030 1-14Mb P 4.04 1.44Mb BE TC Many enhancements
---
R=RAM type (D:DRAM/S:SIMM/P:Proprietary memory board)

M=RF Modulator
B=Blitter chip
E=Enhanced 8bit DMA stereo sound, 4096 colour palette, hardware scrolling,
analog joystick ports
S=MegaBus processor direct bus slots
V=6U VME bus slot
K=Detached keyboard design
T=Internal time/date clock
C=68882 Math co-processor

In this FAQ, unless otherwise specified, 'ST' refers to any ST, STf, STfm, STe, Mega ST or Mega STe computer. 'Atari' will refer to any ST or Falcon or TT.

## 1.2 What kind of monitor can I use ?

### 1.2.1 Connecting to a TV Set

STfm and later models were equipped with an RF Modulator allowing them to be connected to a TV's antenna connector. Check section 1.1 to see if your ST has a modulator. You then need to tune into the correct channel on the TV to get the ST picture.

In some countries, Atari shipped machines with a SCART/Peritel cable that plugs into the monitor port instead of the RF Modulator. In this case you need the adequate cable and a SCART/Peritel equipped TV set. No tuning is required, and the picture is higher quality than through aerial.

A TV will only display in low or medium resolution modes.

### 1.2.2 Atari Monitors

Monochrome (640x400 colours) requires special Atari high resolution 70Hz monitors (SM models). These monitors have a very stable paper white display. SM monitors can only display monochrome mode.

Medium Res. (640x200/4 colours) and Low Res (320x200/16 colours) need a colour monitor (SC series) or a TV.

If you want to display all screen resolutions you need both types of monitors.

Falcons are VGA and need an adaptor to use Atari SC/SM monitors.

### 1.2.3 VGA, SVGA or multisync monitors

First of all, you need a monitor that supports the following refresh rates :

| | ST High | ST Low/Medium |
|---|---|---|
| Vertical refresh rate | 70 Hz | 50 or 60 Hz |
| Horizontal refresh rate | 31.5 Khz | 15.75 Khz |

A FAQ on the use of multisync monitors with the ST can be found here:

ftp://ftp.teleport.com/users/atari/multsync.faq

Another one on a Multisync/VGA/ST-res adaptor for Falcon is here:

ftp://nic.funet.fi/pub/atari/falcon/doc/falcadap.zip

Falcons can use VGA monitors as standard

## 1.3 Where can I get a boot disk for my ST ?

### 1.3.1 Booting without a disk

First of all, Atari models with TOS in ROM don't need a boot disk. If you do not have a correctly formatted double density disk to boot from, just wait a few minutes for the GEM desktop to come up on it's own, then format a clear double density disk using the menu option.

If the desktop screen doesn't come up after more than 5 minutes, either your ST is broken or you have an old ST (neither f or fm or e) without TOS in ROM.

### 1.3.2 Atari Language disks

Depending on the ST version you have, a language disk was supplied with some basic software, mainly:

CONTROL.ACC Control panel desk accessory. Later replaced by XCONTROL
XCONTROL.ACC A modular control panel accessory. Uses CPX files.
STBASIC.PRG An old and very buggy Basic interpreter.
LOGO.PRG An old and quite useless Logo interpreter.

Very few of the programs supplied on these disks were of much use. If it was lost, it is no big deal. Better quality public domain, shareware or commercial replacement programs can be found on most FTP servers (see section 2.2).

## 1.4 Can I run Atari ST software on my PC/Mac/Unix box ?

You need a program which fools your computer into running Atari ST programs. This is called an emulator. There are plenty of them available on the Internet.

Here are some good net resources for Atari emulator software:

http://www.nfinity.com/~swhalen/node99/st.html
http://www.emulators.com/
http://www.complang.tuwien.ac.at/nino/stemu.html
http://wwwperso.hol.fr/~gidouin/pacifist.html

## 1.5 Where can I get those TOS ROM images ?

TOS is the ST's operating system. It was supplied on ROM chips with most STs. Some emulators need an image of these ROMs in order to run.

However, TOS is copyrighted software and the distribution rights belong to Atari. Neither Atari nor JTS (the company who now owns Atari) has stated that any version of TOS can be freely distributed and used. Distributing it without a licence is therefore software piracy, which is illegal and enforced everywhere in the world.

Solliciting pirated software is also illegal.

Owners of a real ST can use a program called TOSDUMP.PRG to make a TOS image for their own use. This is considered legal as long as the image is not distributed and you own a legal copy of the program (ie: the ROMs).

Illegal copies of TOS images *can* be found on the net. Please note that using one is illegal, and asking for them in the newsgroups is against the charter and will cost you lots of flames and trouble.

---

## 2. Software

### 2.1 Where can I get WareZ for the Atari ?

Software piracy is an illegal activity. Participating and promoting it is considered an offense on most newsgroups, and comp.sys.atari.st readers are strongly opposed to it.

If you still wish to ask for pirated software, do so at you're own risk, but be aware that you will receive flames, complaints to your domain administrator resulting in losing your internet access, general discredit and maybe even more trouble.

See also section 1.5 on TOS ROMs.

### 2.2 Where can I get freeware or shareware on the Net ?

There is lots of freeware and shareware available for the Atari ST on FTP archive sites. Most applications are available as such.

Complete lists of FTP sites can be found here:

ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt
http://www.umich.edu/~archive/atari/Info/atari-ftp.sites
http://web.cnam.fr/ftp/pub/Atari/Docs/atari-ftp.sites

Web interfaces to 3 of the most active atari FTP archives:

http://www.cnam.fr/Comp/Atari/Index.html
http://micros.hensa.ac.uk/micros/atari/tos/atari-tos.html
http://www.umich.edu/~archive/atari/

FTP mirror to uni.paderborn and umich archives

ftp://sunsite.doc.ic.ac.uk/pub/computing/systems/atari

Do not forget that shareware (and sometimes freeware) means that you have to register the software if you use it regularly. Please do so as this is an encouragement for programmers to continue developing for the Atari platform.

### 2.3 Is there a DOOM clone for Atari ?

SubStation from UDS is a Wolfenstein 3D clone for the STE, without texture-mapping, but with a similar look and feel. UDS has a web site:

http://www.uds.se/complete.htm

Bad MOOD is a joint internet project to build a 3D Doom engine for the Falcon. More information can be found here:

http://rand.thn.htu.se/cgi-bin/buildpage?bad_mood

## 2. Hardware Upgrades

### 2.1 How can I upgrade memory on my Atari ?

#### 2.1.1 Expanding SIMM equipped models

If your ST is equipped with SIMM memory, you can easily upgrade your memory to 1, 2 or 4Mb by just taking out the old SIMMs and popping in the new ones.

The correct memory type is 30 pin SIMMs, minimum speed 120ns, with or without parity, 256Kb or 1Mb. It is best not to mix different SIMM types. They must be implemented by pair in slots 1 and 3, then 2 and 4 (from back to front).

Atari STEs are originally equipped with either 2 (520STE) or 4 (1040STE) 256Kb SIMMs that can be replaced by 2 or 4 x 1Mb SIMMs.

Because of a bug in TOS, STEs will not recognize a 2.5Mb configuration (2x256Kb + 2x1Mb) without a small AUTO folder program called simmfix. This can be found on any FTP site, but is quite unreliable.

#### 2.1.2 Expanding DRAM equipped models

On DRAM memory models, the memory chips are soldered directly to the computer's motherboard. This make expansion more tricky. Each chip has to be soldered correctly, and the motherboard must have enough room for the expansion. A 520ST/STF can be expanded to 1Mb, a Mega ST can be expanded to 4Mb.

A way around this is to use a special memory expansion board that replaces the original memory banks with standard SIMM sockets. There are many such solutions available. Look for Atari related companies on the Atari web pages (section 3.3).

#### 2.1.3 Those Falcon boards

The step forward from DRAM to SIMMs on the STE series became a step back to a proprietary memory board system on the Falcon. The falcon was pre-equipped with 3 memory board models: 1, 4 or 14Mb. Upgrading a Falcon means scrapping the original memory and replacing it with either a new proprietary memory board or a third party SIMM board. There are many of these available and can sometimes be combined with a CPU accelerator

board (see section 3.3)

## 2.2 How can I connect a hard disk drive to my ST ?

### 2.2.1 Atari Megafile and SH hard drives.

These were proprietary hard disk drives designed by Atari for the ST. They were available in capacities ranging from 20 to 60Mb. These are the only hard drives that are directly compatible with the Atari ACSI port on original STs.

### 2.2.2 SCSI hard drives

In order to use these, you need a SCSI Host adapter that connects the SCSI drive to the ACSI hard drive port on the Atari. There are several models available depending on whether or not you need parity, whether or not they are for external or internal drives. The 2 most common SCSI host adapters are ICD's The Link II and the Link'96 from Norbert Wieczorek. They can be found at:

http://www.icdinc.com/
http://members.aol.com/NorWiecz/index_e.html

Don't forget also that there is not much room for a 3.5 hard drive inside an original ST case. You will need either to put the whole system into a PC type tower case, or to file an external housing and power supply for your hard drive.

### 2.2.3 IDE hard drives

There seems to be actually no way to connect an IDE drive to an ST. You need to go the SCSI way. See section 2.2.2

The Falcon has an internal IDE slot for internal 2.8" IDE drives.

### 2.2.4 ZIPs, CDROMs, Syquest drives, anything else non-SCSI

These have to be SCSI models and use a host adapter described in 2.2.2. Parallel port peripherals cannot be used an any ST because Parallel port communication was not fully implemented by Atari.

Be aware also that CD ROMS and ZIP drives need parity enabled, so you must have a parity enabled SCSI adapter.

MLM or any other non-SCSI drives will need a SCSI adapter, that you will then connect to the SCSI/ACSI adapter (section 2.2.1) connected to the ST.

A FAQ on using CD ROMS with Atari computers can be found here:

http://www.mcc.ac.uk/~dlms/CD_FAQ

### 2.2.5 Hard disk driver software

In order to get TOS to recognize the drive. AHDI is Atari's Hard Disk Driver an can be obtained free from any good FTP server (see section 2.2). However, it appears that it is not as reliable and efficient as 3rd party driver software such as ICD Tools or HD Driver.

It seems that some drivers are not compatible with some drives while they sometimes give better performance on others.

(Input needed)

2.3 I want to replace my floppy drive. What should I do ?
---

2.4 How can I upgrade the operating system ?
---

The ST's operating system, TOS, is on ROM chips on most STs. Only the very early ones had TOS 1.0 on disk.

TOS 1.2 (1.02) and 1.4 (1.04) came on 6 chips. All later versions came on 2 chips. TOS 2.06 is the latest version that can be used in an ST(e/f/fm). TOS 3.xx is for TTs and TOS 4.xx is for Falcons. These two are highly hardware dependent and cannot be used on other machines.

Upgrading TOS from a 2 chip version to a newer 2 chip one is quite simple.

For upgrading old 6 chip TOS machines to TOS 2.06, look here:

ftp://home.mtholyoke.edu/users/kellis/atari/tos206up.txt

Otherwise there are many TOS upgrade boards available as well as Bi-TOS boards allowing you to switch from your older TOS to 2.06 with an extra switch. This is to avoid compatibility problems with older programs.

---

3. Connectivity
==========

3.1 How can I transfer files between an ST and another computer ?
---

3.1.1 Exchanging TOS and MS-DOS disks
---
The TOS disk format is DOS compatible. This means that any 720Kb double sided double density disk from a PC can be read on an ST and vice versa.

There are several limits however:

-Older TOS versions (before 1.4) do not format disks exactly the same way as MS-DOS, so for these models, you might try formatting the disk on a PC.

-Some old 520ST, STF and STFM models use 360Kb single sided drives which are not compatible with most newer 1.44Mb PC models. You must either get a double sided drive for the ST or find a PC that is able to read the old single sided disks.

-Windows 95 uses long filenames and seems to sometimes corrupt TOS disks,
so be sure to use the 8+3 standard DOS/TOS format.

3.1.2 Exchanging TOS and Macintosh disks
-----
TOS is not compatible with macintosh disk format. However modern Macs
are supplied with a system extension that allows reading and writing
MS-DOS disks which are compatible with TOS (See section 3.1.1).

3.1.3 Serial port file transfer
-----
Another way of exchanging files between ST and PC is to use the serial
port with a null modem cable. Ghostlink will do this and can be found at
your favourite FTP site (see section 2.2).

3.2 How can I hook up my ST to the Internet ?
---------------------------------------

The ST can be used to send and receive email, read usenet newsgroups,
download from FTP archives, and even to surf the web.

There is a whole lot of internet resources on the subject:

The Atari Internet guide
http://zippy.spods.dcs.kcl.ac.uk/~garfield/aig/aig.htm

The Atari Connection
http://www.cedep.com/~gstamant/atari/atanet_e.htm

The good old Atari ST FAQ
ftp://ftp.sn.no/user/hallvart/atari/info/n_faq2.txt

Internet Software for Atari
http://localhost.ruhr.de/~sacha/index_e.html

The STiK support page
http://www.flinny.demon.co.uk/

3.3 Where are the Atari Web Pages ?
------------------------------

Atari Jagwire (for Jaguar support only)
http://www.atari.com

The Atari ST Launchpad
http://home.sn.no/~hallvart/pages/atari.html

Atari Internet Resource Guide
http://www-und.ida.liu.se/~t94patsa/atari.html

Atari on the Web
http://www.mcc.ac.uk/~dlms/atari.html

FujiZone
http://www.users.zetnet.co.uk/fujizone/

http://www.teleport.com/~atari/

---

CREDITS

Helpful criticism, corrections and additions from:

tom.derrick@acpu.com (Tom Derrick)
John.Kormylo@7861.conchbbs.com (John Kormylo)
atari@teleport.NO.SPAM.com (Rich Tietjens)
hallvart@sn.no (Hallvard Tangeraas)

Many thanks to all of these people. If you have contributed and I forgot to list you here, please send me an email to remind me.

bales@garonne.stortek.com (Nicholas Bales)

# 5925. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: szhays@rocky.ucdavis.edu
Message-ID: <5hh1nn$2ds$1@mark.ucdavis.edu>
Source record: 124931

Vandeweghe Jo (dipching@ping.be) wrote:
:
: Where the hell have you downloaded this CAB 2.0 demo ?

He mentioned it at the end of his post, as a post script. He got it from:

http://www5.tripnet.se/~mille/

It is now at the YAC internet connectivity page as well:

http://vme.net/dvm/yac

And you can FTP it from YAC's experimental ftp site at:

ftp://128.120.234.42

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-----------------------------------------------------+

## 5926. Anyone still have Xenon for ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: Daniel Prantl <dprantl@vax.clarku.edu>
Message-ID: <01bc3bbf$e8dcad60$0f02000a@dprantl.clarku.edu>
Source record: 124932

I'm looking for this game! I can't find it anywhere...

# 5927. Re: FS:Hewlett Packard HP200LX 2 meg

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: kfchan@imap1.asu.edu
Message-ID: <5hhf47$jfu@news.asu.edu>
Source record: 124933
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.handhelds,comp.sys.palmtops,van.forsale

You must be kidding ! Brand new HP200LX sells for $445 in Office Max
as reported by someone a few days ago. $300 seems fair !

Robert Andrew Bell (rbell@uniserve.com) wrote:
: I have a 2 meg HP200lx dos palmtop computer for sale,only 6 months old with
: box and all manuals,serial cable and windows 95/win3.1 transfer
: software,cd-rom of dos programs.Built in programs include pocket
: quicken,lotus 123,telephone book,appointment book,database,wordprocessor,
: notepad and a few others.It has one pc-card
: slot,infra-red port,serial port,ac adapter and runs for weeks on two AA
: batteries and
: is in pristine condition.I will sell for the best offer I get or would
: trade for an Atari Falcon030 system.Any offers $450 and over and I'll throw
: in a 4 meg flash ram card

: rob
: rbell@uniserve.com

## 5928. ST+14/Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <e46_9703281200@conchbbs.com>
Source record: 124934

I never realized Blake's 7 was a sitcom!

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.

# 5929. Re: Why was Sinclap gone so long..?

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: Mark Fassett <mark_fassett@intuit.com>
Message-ID: <333C2931.138B@intuit.com>
Source record: 124935
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

ps10600@cedarnet.org wrote:
>
> Hi Guys...It's me, formely sinclap...
>
> Have you seen the new Newton Messagepad 2000, simply destroys
> the
> $399 Atari Portfolio...:).. ?

Have you seen the person formerly known as Sinclap, who spouted out about audio production on the Mac vs. Falcon without actually knowing any facts? His argument was simply destroyed in this newsgroup.

Of course, he NEVER RESPONDED. I would be happy to repost if he would be interested in responding.. but in order to do so, he would have to confess his lack of knowledge, something it seems he is unlikely to do.

Now this post was just a test too.. :)

-Mark

# 5930. For Sale - Mega ST4

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: Matt Unwin <unwinmm@miavx1.muohio.edu>
Message-ID: <333C6B0A.7F8C@miavx1.muohio.edu>
Source record: 124936

I have the following system to sell as a package, not separately. You'll
also need to be able to pick the stuff up in the Cincinatti, Ohio area,
no shipping. The price is $150 for everything. Please email if
interested.
□
>□Atari Mega ST4(with keyboard/mouse)
>Atari SC1224 Color moniter
>Atari SLM605 Laser printer
>Atari SF314 external disk drive
>Migraph Hand Scanner, IMG Scan Printer scanner attachment,
>Panasonic KXP-1124 24 pin Dot Matric Printer
>Spectre GCR 3.0 (ROMs & software)
>Software includes: Timeworks DTP, Word Perfect,□ and various utilities

```
>Also included surge protector and extra toner/ribbons for printers.

>Email: unwinmm@miavx1.muohio.edu
```

# 5931. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <5hhbk1$ooq$1@news.inet.tele.dk>
Source record: 124937

```
On 28 Mar 97 16:36:16 G, Vandeweghe Jo wrote:
> In article <5hg35d$4ct@news.telebyte.com>
> csilver@kendaco.telebyte.Spam.This.com (Charles Silver) said:-
>>IMHO, CAB is only as good as it's online OVL ;) The rsc file is in German,
>>but that shouldn't be a problem for long time CAB users. I tried several
>>OVL's with various results. This is NOT a comprehensive test and I plan
>>on buying the new CAB once I've had a few questions answered.
>
>Where the hell have you downloaded this CAB 2.0 demo ?
>
>
>__
>
> ------------------------------------------------------------------------
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> # Jo Vandeweghe * FREE TIBET * dipching@ping.be #
> # MIDI COMEDIE http://www.ping.be/~pin10575/INDEX.HTM #
> # ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
> # " Sure highest mountains are not made of stone." #
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> ------------------------------------------------------------------------
>
>.
look at the last line in the message, he got it from sweden. Can't remember
the URL but it was from Mille Babic's Homepage.
```

## 5932. Looking for used ICD Link2

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: jnorton@nilenet.com
Message-ID: <5hhfg2$5s2@thoth.nilenet.com>
Source record: 124938

I want to hook up external SCSI-2 drive to ASCI on MegaSTE and want
a Link2.

Thanks
John

# 5933. STReport #13.13

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <JpMY7Zh.dpj@delphi.com>
Source record: 124939

03/28/97 STR 1313 Celebrating Our Tenth Anniversary 1987-97!

- CPU Industry Report - Major wants EMail - Promote French?
- Gateway to buy Amiga - NEW MSIE 3.02 - New Shareware List
- Webmaking Shakeout - SPAM Blocker - Domain Name Suit
- Oregon Trail II - People Talking - Classics & Gaming

Aol in LEGAL Tangle AGAIN
Ellison Mulls Apple Takeover
IBM Ponders Apple LapTop Market

```
___ ___
/ \----/ \ Dana P. Jacobson - Atari Editor - STReport
|-----| |-----| STReport International Online Magazine
/\_0_/ \_0_/\ The Original * Independent * Online Magazine
-| o o |- -* FEATURING WEEKLY *-
/ \_____________/ \ "Accurate UP-TO-DATE News and Information"
\ \ | | | | / / Mail subscription: dpj@delphi.com
ww ooooo----ooooo ww STReport's WEB Site
http://www.streport.com
```

# 5934. Re: The Idiot Formerly Known As Sinclap

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <333be397.0@lagoon.idirect.com>
Source record: 124940

On 27 Mar 1997 19:57:59, Paul Womar wrote:
><ps10600@cedarnet.org> wrote:
>
>> Hi Guys...It's me, formely sinclap...
>>
>> Have you seen the new Newton Messagepad 2000, simply destroys
>> the
>> $399 Atari Portfolio...:).. ?
>
>Your messages are still not appropriate in c.s.a.s.. This new Newton, I
>hear it's pretty fast, now it take only 1 second instead of 5 to
>recognise "Hello" as "Cheese monkey".
>
I think you'll notice now that ol' Sinclap now has a new service
provider - since he no longer posts from the University of Indiana.

This means that, should Sinclap try to inject his unwelcome rants
in this conference again (which is, as we all know, against the c.s.a.s
charter), a quick letter of complaint to his ISP should soon sort him
out.

And remember - his kind of rants are NOT covered under the First
Amendment of the Constitution, as laid out in the 1974 US Supreme Court
decision FCC vs. Pacifica (as you know, Sinclap is considered a "public
nuisance", and therefore falls under that decision). So he can't wrap
himself in the flag as an excuse.

Note too that DejaNews also is a great way to gather evidence to
show the provider just what sort of history this loser has :)

## 5935. 1040 Drives

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: David Anderson <DRCAnderson@xtra.co.nz>
Message-ID: <333AC8C3.323@xtra.co.nz>
Source record: 124991

For some 10 years I've been using ST's for music. Started with an upgraded 520 with single sided external SF 354 drive and have only in the last couple of years moved to second hand 1040's. The first one lasted less than a year until its disk drive gave up, and now the second one a matter of months and the drive is giving problems. I am very careful with how I use it - any ideas?

(i) Is there any specific drive weakness that can be pin pointed?

(ii) Any upgrade that I could do or get done to these drives?

I'd appreciate any pointers anyone can offer.

|\
|/avid Anderson, Christchurch Atari ST Computer Club, New Zealand

DRCAnderson@xtra.co.nz

# 5936. Re: Help! I deleted my /etc/rc ...

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: oskancke@sn.no
Message-ID: <5hf9k0$nrf@news1.sol.no>
Source record: 124992

On 12 Mar 1997 19:18:57, Jo Even Skarstein wrote:
>
>Subject says it all, I was stupid enough to delete my /etc/rc. Don't know
>how I managed that... Are there any kind souls out there who can mail me
>their rc-file, preferable the one from the KGMD-setup. My SCSI-cable is
>broken so I can't access my tape :-(
>
>Jo Even Skarstein
>
>

If you still need a rc file, please email me. I have two of'em ;-) ( Two different setups) Also, I would like to know if you own a Hades? If you do, you definitely have to email me and tell me how it works!! I have plans to buy one of them, but have no info on what works or not. If MiNT doesn't work with the Hades, I don't think I want it. Please info me on it.

Odd Skancke EMail oskancke@sn.no

# 5937. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: oskancke@sn.no
Message-ID: <5hf9ju$nrf@news1.sol.no>
Source record: 124993

On 15 Mar 1997 03:05:37, Rich Tietjens wrote:
>
>In article <5g33fr$4ic@alpine.psnw.com>,
> daymon@mammoth.psnw.com (Mike Freeman) wrote:
>>
>>I *STILL* haven't gotten STiK to work with my ISP. We're both totally
>>confused by this!
>
>
>I finally broke down and installed PPPkit 1.4 last night and I must report
>that it works VERY well - reasonably fast, stable, and (most important) I
>can actually connect with my ISP again. Tonight I'll be trying GlueSTiK
>(gluestik-0_02b2.zoo) to see if NEwsie and whatnot will work - if not, I'll
>have to install Oasis 1.35 again, I suppose. Anyhow, now that I see what
>little needs to be done to make PPPkit work, I'll be writing a simple setup
>program to make it simpler for people to add the specific information for
>their own ISPs - that way, instead of locating and manually editing 3 or 4
>text files, you can just unpack PPPkit, run the installer, and then run
>setup in GEM to plug in the info.
>
>
>I'll still probably buy Termite when it comes out, though.
>

If you have managed to get MiNTnet up and running, don't even think about going back to Oasis. Whatsmore, gluestik is curretly at v0.02b1 and it's working perfectly for me. All the STiK clients I have tested with it works like a dream. I haven't tested CAB with it though, cause I use the CAB for MiNTnet overlay v1.7700 and I think it is faster with this overlay than with one that uses STiK.

The beauty of it all is that I can use both STiK clients and MiNTnet clients as I wish ;-)

# 5938. Re: CAB Help me keep hope

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: oskancke@sn.no
Message-ID: <5hf9k5$nrf@news1.sol.no>
Source record: 124994

On 16 Mar 1997 04:27:09, Charles Silver wrote:
>
>On 16 Mar 1997 01:49:20, Cliff Cook wrote:
>>
>>On 26 Feb 1997 21:39:45, Michael Grove wrote:
>>
>>
>>>
>>>I decided to give CAB a try again. I had good luck
>>>with the earlier version, but with 1.5 (030) and
>>>OVL1.21 almost all servers give me error #600.
>>>My providers site works fine as does the Afterburner
>>>support page. The STik page, Computer Direct and
>>>Toad will always give the error #600. I have plenty
>>>of cache (disk and memory) set aside. HSModem 6
>>>for SCC drivers, and STik 1.12. Newsie ALWAYS works
>>>fine. MGFTP works like it always did:). I might have
>>>problems with the configuration file as I changed some
>>>of the settings to what my provider recommended.
>>>Most all of my Hotlist sites that use to work don't
>>>now. I tried OVL 1.18 with no better luck.
>>>Any ideas for this Falcon nut? This is all under TOS.
>>>
>>>Mike
>>
>>
>>I had the same problem with 1.21. Version 1.20h is the last one that I
>>could make work on my Falcon. It works fine with CAB 1.5 under TOS,
>>Geneva and Gluestik. Version 1.21 won't work with any one of those
>>configurations - just error #600.
>>
>>Cliff Cook
>
>
>Hi Mike and Cliff,
>
>
>If your running CAB v1.5_030 make sure your using all the files from v1.5
>and didn't just change the cab.app. If you changed your Stik default files
>you might try these:
>
>
> TTL = 64
> PING_TTL = 255

> MTU = 576 (Routers use 576 octets)
> RCV_WND = 2048
>
>
>For me, cab.ovl 1.18 is still the most stable and will connect to most sites,
>though not always complete. I don't get #600 errors anymore.
>
>
>Charles
>.

Or you could try a different approach. Install MiNT and MiNTnet, then get the latest version of CAB for MiNTnet overlay. I use this setup and have never seen the #600 error. What's more, you can get GlueSTiK and run all STiK clients over a PPP link in parallel with the usual MiNT clients (like IrcII). If you do install gluestik, don't cange the OVL for CAB. I have a feeling it works more perfectly with the OVL for mint than the ones for STiK.

# 5939. SLM804 spare parts

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: oskancke@sn.no
Message-ID: <5hf9k2$nrf@news1.sol.no>
Source record: 124995

I wonder if anyone know if I can get a new drum for my SLM804. If so, where and who's making'em? Mine is vorn out and I need to renew it. Any help is appreciated. Thanks.

Odd Skancke EMail oskancke@sn.no

# 5940. Re: Mega STE, 10 MB memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: please@no.spam.mail.here.mettav
Message-ID: <32716_please@no.spam.mail.here.mettav>
Source record: 124996

*Hi Steve*, on 25 Mar 97 you wrote to *Frank_Szymanski*: ...respect, brethren

SS>
RJH>>> Just out of curiosity, will the PAK030 fit -inside- of the Mega
RJH>>> STe's case without having to do any major surgery?
FS>> No. I'm sorry. A towercase is necessary.
SS> A towercase is /not/ necessary to be able to fit a PAK in a Mega STE,
SS> you can also fit a frak in the same MegaSTE case.

I'm a witness to that.

It does require the power supply to be outside the case though...

# Regards, Harry Sideras - UK Association of Atari User Groups #
*#*#*#

## 5941. Syquest Syjet on Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <859513999@acpu.com>
Source record: 124997

S.Cornio@mail.wdn.com (Stephen Cornio) scribbled:

S > I recently purchased the new Syquest Syjet 1.5 GB removable
S > cartridge drive to use with my Falcon030. I bought the
S > internal SCSI PC version of this drive. Assuming that you
S > already have a SCSI host adaptor, which the Falcon has built
S > in, and an empty drive bay, this drive is a snap to install.
S > It comes configured as SCSI id 4 but is easily modified to be
S > any SCSI id from 0 to 7. I installed the drive in the same
S > case as a 2 GB Seagate drive. The supplied cartridge
S > formatted easily using either ICD Pro 6.5.5 or HDDRIVER 6.
S > Each cartridge has 2929800 sectors which equals 1.5 billion
S > bytes. HDDRIVER indicates that the cartridge has 1430 MB.
S > Using RATEHD, the drive was rated at 1351 KB per second and an
S > average of 17 ms access. This compares with 1428 KB/second
S > and 17 ms access for my internal 512 MB Toshiba IDE and 1418
S > KB/second and 10 ms access for the 2 GB Seagate SCSI.

Thank you for that! I have been considering buying one, in between
considering the dismal state of my exchequer.

Good to see you here!

For those who don't know, Mr. Cornio wrote ST_Tools, which rates him
a proper green, folding 'thank you' from those of us who use it.

"The Poor Deluded Soul" - tderrick@acpu.com

... Old: When your children begin to look middle-aged.
___ Mountain Reader II - #00000077

# 5942. Re: Atari ST's

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: oskancke@sn.no
Message-ID: <5hfmdr$74g@news1.sol.no>
Source record: 124998

On 27 Mar 1997 22:35:43, Edward Pallis wrote:
>I was once the proud owner of many different Atari systems between 7 and
>10 years ago, but jumped onto the PC Bandwagon at the end of teh 80's.
>I must admit it was a sad day for me to sell my 1040st.
>
>I must admit that I was very much suprised to see various newsgroups and
>WEB sites dedicated to Atari's
>
>What I'd like to know is, are companies still producing software for
>it?? And hasn't Atari now been bought out by some another company
>somewhat recently?? IF anyone could provide me a little information and
>what I have missed in the past few years, that would be most
>appreciated.
>
>Thanks
>Ed
>.

Well, I hate to tell you that Atari Corp. doesn't exists anymore. But the TOS platform is far from dead! Software is being developed and there has appeared TOS-clones, far more powerful than the Atari's themselves. You could check out the Hades, f.e. at eiher Medusas page, http://www.ee.ethz.ch/~caschwan/medusa.html or you could check out Computer Direct's pages at http://compdirect.com/. The Medusa company is located in Switzerland and Computer Direct is in Cananda. Computer Direct's Direct060 is the same as the Hades. As for software, you should check out Hallvard Tangeraas's home page at http://home.sn.no/~hallvart/pages/atari.html. This page contains links to every important Hard/Software companies that deal with Atari stuff.

Take a look at the above mentioned pages and regret you ever abandoned the Atari platform.... ;-)

sig

# 5943. FS: Hewlett Packard HP200LX

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: Robert Andrew Bell <rbell@uniserve.com>
Message-ID: <01bc3b35$dd601ba0$1ed2f4cc@satan>
Source record: 124999
Cross-posted to: comp.sys.acorn.hardware,comp.sys.atari.st,comp.sys.handhelds,comp.sys.palmtops,van.forsale

I have a 2 meg HP200lx dos palmtop computer for sale,only 6 months old with box and all manuals,serial cable and windows 95/win3.1 transfer software,cd-rom of dos programs.Built in programs include pocket quicken,lotus 123,telephone book,appointment book,database,wordprocessor,notepad and a few others.It has one pc-card slot,infra-red port,serial port and runs for weeks on two AA batteries and is in pristine condition.I will sell for the best offer I get or would trade for an Atari Falcon030 system.

rob
rbell@uniserve.com

# 5944. Re: Auto folder

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: atari@teleport.TINC.com
Message-ID: <5hfk3o$gii$2@nadine.teleport.com>
Source record: 125000

In article <859072018_OASIS_@swampdog.demon.co.uk>,
guy@swampdog.demon.co.uk (Guy Harrison) wrote:
>
>This is one area where Micro$lop would have had *good* reason to
>change the implementation slightly when storage became less critical.
>Rather than free up the FAT on file deletion, they could have just
>stored $E5 then made the code look for unallocated slots in preference
>to the first free one. Only when the slot got used or lack of space
>dictated then should the FAT then be freed up. Undelete would be
>better. Also, the code should have looked for enough consecutive FAT
>entries on creation which would have lessened fragmentation and thus
>head movement. Both ideas are backward compatible also. The proof that
>these are good two good ideas is easy - Micro$lop never implemented
>them! ;-)

Not being a systems-level kind of guy, I don't know if this is reasonable -
but how hard would it be to write an AUTO-folder patch for TOS to implement
these changes? It doesn't sound all that complex, really.

>Here endeth the essay [and the cider] <G>

Give us that patch and I'll pay for the next jug!

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# 5945. Re: Help, my ST has just died!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hfnob$jn9$1@nadine.teleport.com>
Source record: 125001

On 27 Mar 1997 12:52:52, Jeffrey Fredrickson wrote:
>
>I've fixed a bunch of troubled machines with the following rather
>forcefull method.
>
>CAUTION, USE AT YOUR OWN RISK:
>
>1. Take the ST, and disconnect everything from it.
>2. Then drop it on the floor, don't throw it, but let it fall on it's feet
>(so it doesn't fall on the corners or back), whilst standing up.
>3. Do this three times.

Actually, that's rather a lot more distance than necessary. A 10-cm
(6-inch) drop is usually enough.

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# 5946. Re: Quick FAQ - Draft 0.2

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hfnoh$jn9$2@nadine.teleport.com>
Source record: 125002

(posted and mailed)

On 27 Mar 1997 14:09:27, Nicholas Bales, Toulouse, France wrote:
>Here is Draft v0.2 of the quick FAQ.
>
>I now need input basically on the topics of Hard Drives (IDE, Driver
>software), VGA and Multisync monitors, Accelerator boards and TOS upgrades.

Let's see what I can do...

>Screen Resolutions:
>High: 640x400/Monochrome on dedicated monitor,
>Medium: 640x200/4 colours on colour monitor or TV,
>Low: 320x200/16 colours on colour monitor or TV,
>512 colour palette (4096 on STe, MegaSTe, TT)
>Other resolutions are available on TT, and Falcon computers.

TT includes all three ST rezzes plus TT low (320x480x256), TT medium
(640x480x16 or "plain VGA") and TT high (1280x960x2 requiring an ECL
monitor).

The Falcon handles all ST modes plus numerous others, most importantly
640x480x256 and the 16-bit "true color" (palette-less) modes which
permit 65,536 simultaneous colors; a total palette of 262,144 colors are
available.

> 1.2.2 Atari Monitors
>
>Monochrome (640x400 colours) requires special Atari high resolution
>70Hz monitors (SM models).

Except on the TT and Falcon, which can display ST high rez on a VGA or
better monitor.

>Falcons are VGA and need an adaptor to use Atari SC/SM monitors.

Actually, Falcons have a proprietary 19-pin monitor port and need an
adapter for either SC/SM or VGA monitors (two different adapter blocks).

>Falcons use VGA monitors as standard

That's more true of the TT.

>1.4 Can I run Atari ST software on my PC/Mac/Unix box ?
> ------------------------------------------------
>
>You need a program which fools your computer into running Atari ST
>programs. This is called an emulator. There are plenty of them available

>on the Internet.
>
>Here are some good net resources for Atari emulator software:
>
>http://www.nfinity.com/~swhalen/node99/st.html
>http://www.emulators.com/
>http://www.complang.tuwien.ac.at/nino/stemu.html
>http://wwwperso.hol.fr/~gidouin/pacifist.html

I believe you should include TOS2Win95 on there - it's at the aixit web
page at http://www.aixit.com/

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# 5947. Re: GFA 3.5 / TSR / pterm res

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: atari@teleport.TINC.com
Message-ID: <5hfk3t$gii$3@nadine.teleport.com>
Source record: 125003
Cross-posted to: alt.atari-jaguar.discussion,alt.binaries.atari,alt.binaries.atari.d,comp.sys.atari.st

In article <5h7b65$rob@nr1.calgary.istar.net>,
mazzeri@foxvalley.net (mazzeri) wrote:
>I am going to write a small auto folder .PRG that will install itself to
>run when the interrupt for MIDI IN port is generated... What I need this
>program to BASICly do is...
>
>act as a MIDI THRU when I'm NOT running my music software.... In other
>words when I'm online w/ the computer and I wanna play my midi rig it'll
>be waiting in the background for MIDI port input... then it'll grab that
>vector and take the byte that's in the MIDI IN port and send it to the out
>unchanged... It's a TSR... I don't want an ACC...

This part of it seems to be in the BIOS. I have three systems hooked up in
a MIDI ring and use MIDIcom to network them; when I'm running MiNTnet on the
Falcon, however, I can't use MIDIcom (it hangs during initialization);
however, the other two systems can still talk to each other, even though the
networking software isn't installed on the Falcon's leg of the triangle.

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# 5948. Re: MagiC hate page: ASH's "antwort"

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: atari@teleport.TINC.com
Message-ID: <5hfk3j$gii$1@nadine.teleport.com>
Source record: 125004

In article <31748_please@no.spam.mail.here.mettav>,
please@no.spam.mail.here.mettav (please@no.spam.mail.here.mettav) wrote:
> Personally, I always keep a
> floppy in the drive (actually it's my HDDriver master disk!)
>
>I keep it write-protected FWIW... [rummage] it's now write-protected B^{)

There's still physical wear from the drive head sliding over the media, Sid.
You're entitled to make and use a backup copy - that way, your master disk
won't be worn out when you /do/ need it for an emergency.

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# 5949. Re: Atari ST's

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hft7r$ncv$341@nadine.teleport.com>
Source record: 125005

On 27 Mar 1997 22:35:43, Edward Pallis wrote:
>I was once the proud owner of many different Atari systems between 7 and
>10 years ago, but jumped onto the PC Bandwagon at the end of teh 80's.
>I must admit it was a sad day for me to sell my 1040st.
>
>I must admit that I was very much suprised to see various newsgroups and
>WEB sites dedicated to Atari's
>
>What I'd like to know is, are companies still producing software for
>it??

Absolutely! The volume is perhaps not as great as it one was, but the
quality is higher than ever before.

>And hasn't Atari now been bought out by some another company
>somewhat recently??

Actually, no, Jack Tramiel leveraged Atari stcok and cash agaisnt JTS
Technologies, and then converted Atari stock to JTS. So, while the
company name has disappeared for all intents, the actual ownership is
Atari.

>IF anyone could provide me a little information and
>what I have missed in the past few years, that would be most
>appreciated.

FAR too much information to summarize here - I'd suggest you start
surfign the Web, and hit Hallvard's FAQ site early on. Also you'll see
the newest "newbies" FAQ (now at version 0.2) in this newsgroup. I'd
say Atari computers are hitting their second heyday!

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# 5950. WTB: 16 Mb TT-Ram board (CA/USA)

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <5hf7e7$ekj$1@cti01.citenet.net>
Source record: 125006

I am looking for a 16Mb TT-Ram (fast Ram) board to upgrade my TT.

E-mail details and conditions. Please quote your offer in either Canadian or American currency (specify which).

If e-mailing from outside North America, include a quotation for FedEx shipment to Canadian postal code J6E 8B1 from your locale, including any extra fees for processing through Canada customs.

# 5951. Re: STIK, Still alive??!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970328043403.22267B-100000@usr02.primenet.com>
Source record: 125007

On 28 Mar 1997, Odd Skancke wrote:

>
>If you have managed to get MiNTnet up and running, don't even think about going
>back to Oasis. Whatsmore, gluestik is curretly at v0.02b1 and it's working
err a little late ozk ;)
the latest version have is v0.02b4 :) and now emulates stik v1.11 not
stik 1.06 or 1.07.

bye

---

Email:Kellis@primenet.com
Web http://www.primenet.com/~kellis/

---

# 5952. New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: csilver@kendaco.telebyte.Spam.This.com
Message-ID: <5hg35d$4ct@news.telebyte.com>
Source record: 125008

Hi Kemosabes,

First, I must say I have the utmost respect for Alex Clauss. However, I will leave the judgement for the new CAB V2.0 Demo to you. I've just tried some "frame" web sites and I'm interested in your opinion.

http://www.suck.com/ ( No pun intended, It's really a "groovey site" )
http://www.lax.net/~drac23/warez/dragon_warez.htm ( You want it??? Seems to be the topic of choice. Benito Pablo Ju&#65533;rez must be turning in his grave, a TRUE Mexican HERO! )

http://www.qvc.com/ ( Not frames, just not CAB friendly )
http://www.gaelic.com/ ( Another toughie that makes CAB belch, ah hurl? )

IMHO, CAB is only as good as it's online OVL ;) The rsc file is in German, but that shouldn't be a problem for long time CAB users. I tried several OVL's with various results. This is NOT a comprehensive test and I plan on buying the new CAB once I've had a few questions answered.

And so it goes,

Charles

```
|~~\_____/~~\__ |
------------------------------------ |___ ------ )-+
csilver@kendaco.telebyte.Spam.This.com 0'--- ~~~| /~~ |
------------------------------------ (*)
```

P.S. CAB v2.0 Demo @ http://www5.tripnet.se/~mille/

# 5953. Re: TelVT102-a new telnet program for S

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: csilver@kendaco.telebyte.com
Message-ID: <5hg4pu$4m2@news.telebyte.com>
Source record: 125009

```
On 27 Mar 1997 05:27:41, Charles Silver wrote:
>
>Subject: TelVT102- a new telnet program for STiK and CAB
>Message-Id: <5h50r8$2il@alexander.INS.CWRU.Edu> And Boris wrote:
>
>
>> A new program TelVT102 has been released for use with STiK.
>>It is a fully functional VT102 telnet, that can be used with any Atari
>>from ST-low to the fanciest Falcon video cards. It need some form of
>>GDOS to run, since it uses special ANSI compatible fonts, and special
> <snip>
>> You can find it on the STik source page,
>> http://www.flinny.demon.co.uk
>
>
>>P.S. Yes, STiK is still very much alive!!!
>>Prof. Boris D. Cahan
>>bdc2@po.cwru.edu
>
>
>Hi BC,
>
>
>I tried your new prg on my Falcon 14meg/TOS 4.04 and it connected fine with
>my ISP. A very nice improvement over the previous Telnet. The only "bug"
>I could find was on changing the point size and saving preferences, the
>dialog box was to small on re-booting. No big deal as in can be easily
>changed before connecting. It's always great to have another "Option" on
>Internet connections. Congrats...
>
>
>Charles
> ___ __
> |~~\_____/~~\__ |
> ------------------------------------ |___ ------ )-+
> csilver@kendaco.telebyte.Spam.This.com 0'--- ~~~| /~~ |
> ------------------------------------ (*)

Well, if it doesn't post the first time, second time, third time, try and
try again; DejaNews has a problem? I might be using to long a subject line?
Cut off this time...
```

# 5954. FAQ: Linux/m68k (a free Unix-like OS for Amiga, Atari and VMEbus)

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: quango@ix.netcom.com
Message-ID: <slrn5jn6ib.18n.quango@mem-tn1-22.ix.netcom.com>
Source record: 125010
Cross-posted to: comp.os.linux.answers,comp.os.linux.m68k,comp.unix.amiga,maus.os.linux68k,comp.arch.bus.vmebus,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.m68k

```
Last-modified: Mon, 17 Mar 1997 17:43:50 CST
Maintained-By: Chris Lawrence <quango@ix.netcom.com>
Posting-Frequency: bi-weekly
Archive-name: linux/m68k-faq
URL: <http://www.clark.net/pub/lawrencc/linux/faq/faq.html>

-----BEGIN PGP SIGNED MESSAGE-----

Linux/m68k is the port of the popular Linux operating system to
computers using the Motorola 68020, 68030, 68040 and 68060 CPUs.
Current releases support Amiga, Atari and Motorola VME systems (MVME
147, 162, 166 and 167); ports are underway to the Apple Macintosh, the
HP/Apollo Domain workstation, and the Sun 3 series of workstations.

The current FAQ is available on the World Wide Web at:

http://www.clark.net/pub/lawrencc/linux/faq/faq.html

Conversions of the FAQ into various formats (plain text, PostScript
and DVI) are available at:

ftp://ftp.clark.net/pub/lawrencc/linux/faq/

The plain text version of the FAQ can also be found at all Linux/m68k
FTP sites and mirrors as "FAQ" or "FAQ.gz" (compressed with GNU gzip).

Questions and comments about this post or the FAQ may be directed to
me. General questions about Linux/m68k may be posted to the Usenet
newsgroup comp.os.linux.m68k.

'Til next time,

Chris Lawrence
Linux/m68k FAQ Maintainer

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3
Charset: latin1
Comment: http://swissnet.ai.mit.edu:11371/pks/lookup?op=get&search=0x2bf083a9

iQCVAwUBMy3XMrUAwWgr8IOpAQGvjwQAmxqzfnMyiKasnRwFg2mbqHGJpLTjaK/9
Ha7Jld0gc10sdapxqmjcEX0Hod1jC3W0TIb+7aMF7HfCqsrir3YnPaqAK2yxRYay
jaB2ZYtWWxs4Yu9TJ+CIiExasISVyKdTKC62onHMC+9yD/X2MG1KkzIOq7XI8roR
zDX+jQmZUaA=
=xb3q
-----END PGP SIGNATURE-----
```

# 5955. Re: Why does the Hades still cost so mu

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hftj2$ncv$342@nadine.teleport.com>
Source record: 125011

On 27 Mar 1997 19:57:59, Paul Womar wrote:
><ps10600@cedarnet.org> wrote:
>
>> Hi Guys...It's me, formely sinclap...
>>
>> Have you seen the new Newton Messagepad 2000, simply destroys
>> the $399 Atari Portfolio...:).. ?
>
>Your messages are still not appropriate in c.s.a.s.. This new Newton, I
>hear it's pretty fast, now it take only 1 second instead of 5 to
>recognise "Hello" as "Cheese monkey".

And starts at $999 - gee, what a surprise, a computer designed in 1995
and costing almost 3 times as much, outperforms a computer designed in
1984. Hey, why do you suppose the new Newton doesn't "destroy" the
BeBox or even the "old" Cray?

>> A $1799 240 mhz PowerMac w/24 megs ram and 2.5 gig HD simply
>> destroys the $2699 68X00 Hades..
>
>Same old, same old.

He's has the prices AND performance wrong, as usual.

>> Just seeing if Dejanews works.. So this is a test message,
>> please ignore..
>
>I wish it hadn't.

No bloody chance.

The admins at DejaNews and Petey-boy's new ISP (which is a freenet, of
sorts, BTW, cedarnet.org - cheap bastard apparently won't spend any
money to come here to insult our intelligence) are already apprised of
his past performance as revealed in a user profile form - of all places
- the very DejaNews he was posting from.

So, in spite of any idiot comments to the contrary, he has very little
chance of lasting out the month of April, should he continue with his
previous character traits.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
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Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 5956. Re: Help, my ST has just died!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: Ken Slauson <ken.slauson@faa.dot.gov>
Message-ID: <01bc3b22$ee705f80$ec0a7b98@KSlauson>
Source record: 125012

Anthony Richardson <ant@dial.pipex.com> wrote in article
<5h6pt0$4og@bore.pipex.net>...

> I wonder if someone can help me??

Generally I've fixed problems like this by reseating the various socketed chips within the
PC. This is not rocket science. Take the "keyboard" apart by removing all the screws after you have unplugged everything (especially AC power). Take the real keyboard off by unplugging the connector (Yechh, might be a good time to clean the keyboard too).
Take the RF shield off. Press down with your thumb on all the little square black things--most of them will crackle slightly as they reseat. Now is a good time to check for the bronze hold down straps on the big square chips (like the CPU). The older machines didn't have them, and they desperately need them. You can order them fairly cheaply if you need them. Wiggle anything else you feel like wiggling, clean out any crud that's snuck past all the shielding, and put it together again. I used to do this to an old 520 I had fairly regularly. Of course, if I was in a hurry I would just raise one side about six inches above the desk and let it drop. I usually used the left side. I don't recommend this procedure with an internal diskette drive however.

--
Regards, Ken Slauson

# 5957. Re: NFS for Mega ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: bales@garonne.stortek.NOSPAM.com
Message-ID: <E7r3zE.LL7@gazette.stortek.com>
Source record: 125013

In article <333A1BDD.5687@ip.cubenet.de>, kurs1@ip.cubenet.de wrote:
>I have an Atari Mega ST with 4 MB RAM and a 3.3 MB floppy disk.
>This machine makes absolutely no noise. I don't want to add a hard disk.
>In the cellar there is a UNIX station with free hard disk space.
>So I want to know if there is apossibility to run something like NFS
>over an Ethernet card to have access to the disk in the cellar.
>I know that ftp works under TOS and that NFS works under Mint or Linux,
>but for each file transfer with ftp you must enter a command (how ugly!)
>and for MinT or Linux ypu need a hard disk.
>So if you know something, please post ist AND send me an email to
>eberl@cube.net
>Thanks!
>Werner

```
It sounds like what you need is something like Ghostlink, that allows you to
access the Unix workstation like it was a drive on the STs desktop.

Bad news: Ghostlink is for connecting PCs. I'm not sure if there is any
equivalent to it for Unix.

-------------------------------------------------------------------------
Nicholas Bales, Toulouse, France Atari STE 2Mb - TOS2.05
bales@garonne.stortek.NOSPAM.com ...but remove the NOSPAM to reply
-------------------------------------------------------------------------
```

# 5958. FS: Atari Computer Goods! Some Shown! FREE Catalogs!

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5hgcm1$pv6$1@kelly.teleport.com>
Source record: 125014
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Following is only a partial list of what's in my Computer HardWare & SoftWare Catalogs. Everything mentioned on this list is on this list because I have multiples of these Items and I thought I'd list them for you. Especially if you wanted to buy More than one. So check it out!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, Spectre GCR Macintosh Emulators, MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I

will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

# 5959. FS: SCSI to DMA boxes

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: Joe Bresler <joe@rockridge.com>
Message-ID: <01bc3b53$a7024740$309b9ccc@joe.poppe.com>
Source record: 125015
Cross-posted to: comp.sys.atari.st,maus.sys.atari.hardware

I've got two SCSI to DMA boxes available. They have been maintained in a smoke free environment (no smell of smoke, for those with allergies).

These items are sold AS IS. they are opened up right now, and one has a syquest drive in it. You'll need to get some screws to seal them up again. They are the size of a Mega's CPU box. They are medium grey in color. You'll need to get the 50 pin ribbon cables to connect your peripherals, and you'll need to provide the power cables. You'll also need to get the DMA to DMA cable to connect them to your computer. These would be perfect for a CD ROM.

$40 for both, or best offer. You pay COD and shipping charges.

Email for more info or to order. jbresler@best.com

Thanks!
Joe

# 5960. Re: Netscape for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: Peter Rottengatter <perot@pallas.amp.uni-hannover.de>
Message-ID: <Pine.A32.3.91.970328140401.18287D-100000@pallas.amp.uni-hannover.de>
Source record: 125016

On Wed, 26 Mar 1997, Yves Gablin wrote:

> Nicholas Bales, Toulouse, France wrote:
> >
> > Based on the questions the original poster was asking, it sounded more like he
> > was a computer newbie... So the MiNT solutions might not really be the best
> > for him.
> >
> Hello,
>
> FIRST, I want to express my respect to people like you all, who can
> 'talk' on the news, and even argue, while remaining correct. I don't
> know if I made myself well understood, but then go to fr.comp.sys.atari
> and you will understand what I mean...
> They behave like children (many of them, anyway).

Sounds somewhat familiar. I thought the same the other day when reading a
group from the german Mausnet (maus.sys.atari.software).

Cheers Peter

---
Peter Rottengatter perot@pallas.amp.uni-hannover.de
---

## 5961. binaries.dead

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: !ynoT
Message-ID: <334bada9.5802093@news.airtime.co.uk>
Source record: 125017

I recently went through PIPEX latest newsgroup list and found,

alt.binaries.atari.dead

What the hell is this?

.
Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

## 5962. ST+ Diskmagazine

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: !ynoT
Message-ID: <334cae01.5889464@news.airtime.co.uk>
Source record: 125018

Updated yet again

This page is almost complete, with one more section to be added, and
then links to all the back issues that are going to be uploaded to
cnam.fr

FALCON owners should boot ST+ from ATARI ST Low rez, nothing else
need be done, thanks to Dave Gostl <dbg01@gnofn.org> for that snippet,
so any Falcon owners already downloaded, thats the way to do it! :)

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5963. HERO

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: !ynoT
Message-ID: <3351b532.7731627@news.airtime.co.uk>
Source record: 125019

Due to populor demand <ahem!> H.E.R.O. 2 has begun, you can check out my page for a one level demo, this is very testing stage? so please dont download if its costing you money because you may be dissapointed,

The game is being brought back to life for Falcon and TT, Mega and TOS206 users who didnt get too much out of it last time around, so far only Falcon owners have come forward to test, ?

The game is to be compiled to work on the following TOS versions,

1.00, 1.01, 1.02, 1.04, 1.06, 1.62, 2.05, 2.06, 3.01, 3.06, 4.01, 4.02, 4.04 and 4.92

This is only possible to to the exceptional compiler enhancements by Anthony Jacques,

Feedback to date from the first demo, although not fully succesfull, does lead me to beleive there wont be too many problems :) hmmmmm?

Because I do not have a Falcon I cannot possibly enhance the game to take advantage of its capabilities, But I do have a 4meg STe <yawn> and the game will definatly have to go over one meg because chip music is to be fully replaced by lots of sampled sound,

Anyway check out the page, check out the one level demo...if you want to take the chance?, and check out the HERO DIARY :)

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5964. Re: H.E.R.O. was BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: !ynoT
Message-ID: <333ea40c.3340372@news.airtime.co.uk>
Source record: 125020

On Thu, 27 Mar 1997 21:04:38 EST, Mrmaddog@Microserve.com (Mrmaddog)
wrote:

>BTW...please 'do' make Falcon versions of the best Stosser games. I
>don't want to sound like, "I may play this in the future someday...",

have a look at my page, some people are testing a falcon version of
HERO now, but dont download the one there yet, another better one will
be there tonight:)

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5965. Re: Help, my ST has just died!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: bayomi@MBnet.MB.CA
Message-ID: <bayomi.859560295@access>
Source record: 125021

re: dropping ST from 3 inches or 3 feet....

I just bought my first 1024 with monitor/drive for $39 Canadian.

It works fine, and I will now ask my friend to borrow some of his long forgotten Midi disks....so I can finally putter with music.

I wonder if an Intel technician would recommend dropping a Pentium to reset the chips :) hahaa

Anyhow....I am about to look for the freeware/shareware midi programs (am currently using my PC, so I don't think the process to get into my ST will be easy....I know its apparently easy)

bye fer' now

don
canada

PS: I also bought an old electric piano (Roland 700) but the sound thru headphones is really quiet....I knew this when I bought it for $45, but I shook the keyboard but nothing seemed to reset :) Anyone, know what the problem is ...need new chip/....or more diagnosis needed ?

muchobleeged

# 5966. Re: MiNTNet/GlueSTiK/CAB v1.50

Newsgroup: comp.sys.atari.st
Date: 1997-03-28 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hgs9i$a4j$3@nadine.teleport.com>
Source record: 125022

On 27 Mar 1997 18:32:28, CS wrote:
>Hello, all. Normally I'm just a lurker in this newsgroup, but I have an
>urge to see the Net in living color, instead of this b&w Lynx stuff...
>
>I own a Falcon030 TOS 4.04/4M RAM/85Mi HD/530Me HD and CAB v1.50.
>
>I have heard that it is possible to get CAB running on a PPP connection
>using MiNTNet and GlueSTiK. My question: How? What is needed to do this?
>If there is anyone out there that could take me through a step-by-step
>process to reach this goal, I would appreciate some help. I'm just plain
>tired of using Lynx. I want to view the Web as it shoudl be viewed on an
>Atari; IN LIVING COLOR!

Step by step:

1. Download PPPkit14 and GlueSTiK. Both of them are at my ftp site
(see below) but you might be well-off to get GlueSTiK direct from the
author's site if you want the very latest version.

2. Unzip PPPkit onto drive D: (so there's less to edit).

3. Unzip GlueSTiK anywhere, but into its own folder.

4. Create the folder C:\MINT

4. Read the simple directions that come with PPPkit and follow them.
Believe it or not, it's easy!

Other things you should have include HSmodem7 and fser96b (which should
be in your AUTO folder before DRVIN.PRG - its drivers will be replaced
by HSmodem, but the proper cookie will be set so that the FastSer.CPX
can be used).

----------------------http://www.teleport.com/~atari-----------------------
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NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 5967. DOITF030! Someting wrong?

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: oskancke@sn.no
Message-ID: <5hhmpl$p1a@news1.sol.no>
Source record: 124941

I was trying to download some HTML files from the DOITF030 web site, but CAB insisted the files didn't exists. Is this right? Where can I FTP'em from?
Thanks

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Odd Skancke # ## # Atari TT with 4MBST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@sn.no # ## # SLM804, PTC1426 Monitor.
## ## ## Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesund Terrasse 7 ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5968. Re: Why does the Hades still cost so mu

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: Chris Krowchuk <chris@compdirect.com>
Message-ID: <5hhm5l$3nf@scanner.worldgate.com>
Source record: 124942

<ps10600@cedarnet.org> wrote:
>
> Hi Guys...It's me, formely sinclap...

Why does a Rolls Royce still cost much more than a Chevy Cavalier?

All the best,
Chris @ Computer Direct

# 5969. Re: Will PC SIMMs fit in an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970329020310427668@pwomar.demon.co.uk>
Source record: 124943

<deangra@rosemount.com> wrote:
>
> Does this hold true for a 520 ST fm also?

Nope. For an FM you should get one of the Marpet Xtra Ram boards.

--
To reply to this message there is no need to remove anything
from my email address, clever that!

# 5970. Color Monitor for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: croke2@aol.com
Message-ID: <19970329022801.VAA08143@ladder01.news.aol.com>
Source record: 124944

Magnavox Color Monitor for Atari ST computers, model 1CM135

14" screen
tilt/swivel base

input types:
Digital RGB - for IBM CGA
Analog RGB - for computers that use linear RGB
Stereo Audio & Composite video inputs
SVHS inputs for use as a SVHS monitor
640x200 Res. for 16 color graphics TTL

$30 plus shipping OR BEST OFFER.

Do not e-mail to this account. It is not mine. Call me at the number below:

Vic Wyant
13400 West St. Rd. 32
Yorktown, IN 47396
(765)-378-7396

# 5971. ATARI ST Computer Software FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: croke2@aol.com
Message-ID: <19970329023901.VAA08789@ladder01.news.aol.com>
Source record: 124945

Many games and application software:

application software:

Dr. T's Keyboard Controlled Sequencer Level II and Omega
Dr. T's Copyist Music composition software
Music Construction Set

Epyx Art & Film Director and Neochrome graphics software
Protext, 1st Word, and ST Writer word processors
Flash 1.6, ST-Talk
VIP Spreadsheet, Hippospell and simple, GraphPrint
GFA Basic
PC-Ditto (IBM emulator)
IBM software:
DOS 3.3
Turbo Pascal
Writing Assistant

plus 7 STart Magazine Disks and other P.D. Utilities

GAMES:

Space Quest II
Colonel's Bequest
TV Sports Football
Shadowgate
Ultima IV
Willow
Zany Golf
Defender of the Crown
Hardball
Pirates of the Barbary Coast
Indiana Jones and Last Crusade
Double Dragon
Barbarian
Captain Blood
Dungeon Master
Guild of Thieves
Hitchhiker's Guide to the Galaxy
Wishbringer
Jewel of Darkness
Knight Orc
Manhunter
The Pawn
Techno Cop

Uninvited
Wizard's Crown
Bubble Ghost
Airball
Conquests of Camelot
Winter Games
Marble Madness
Rings of Zilfin
Road Raider
Roadwar 2000

plus 2 Epyx 500XJ joysticks

$30 + shipping OR BEST OFFER
takes all of this software (applications and games)

DO NOT SEND E-MAIL (This is not my account)
Contact me at:

Vic Wyant
13400 West State Road 32
Yorktown, IN 47396
(765)-378-7396

## 5972. Spectre

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <859607706@acpu.com>
Source record: 124946

Hi, everybody. I would like to try my Spectre on my TT, but I have
been unable to acquire v3.0 of the software. I know that it is not
public domain; David Small and Sandy own the copyright, according to
his post of some time back. I sent a check to Gadgets by Small a
while back, but the software never came (and the check was never
cashed, so I am /not/ screaming). Does anyone have any suggestions?
I don't really want to buy another Spectre; this one works fine on
my ST. If David would respond, I would appreciate it. Anybody else?

No, I am not making a request for a pirate copy, without using the
words. I am perfectly willing to buy v3; I just don't know any
source for a legal copy. If the software can only be purchased with
a Spectre, does anybody have one for cheap? Or can the software be
transferred /legally/ to a Spectre owner? Dave?

"The Poor Deluded Soul" - tderrick@acpu.com

... Few women admit their age. Few men act theirs.
___ Mountain Reader II - #00000077

# 5973. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: dipching@ping.be
Message-ID: <859620414_OASIS_@ping.be>
Source record: 124947

In article <5hg35d$4ct@news.telebyte.com>
csilver@kendaco.telebyte.Spam.This.com (Charles Silver) said:-

>
>Hi Kemosabes,
>
>
>First, I must say I have the utmost respect for Alex Clauss. However, I
>will leave the judgement for the new CAB V2.0 Demo to you. I've just tried
>some "frame" web sites and I'm interested in your opinion.

OK, I have spent a few minutes to try this new beast ...
The problems is :

CAB doesn't seem to show the pictures at the first download, and a
friend a mine (Martin Byttebier) says the same, he must resize the
window to make the pictures becoming visible ... and sometimes you
must use the 'reload' button.

--

```
------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# Jo Vandeweghe * FREE TIBET * dipching@ping.be #
# MIDI COMEDIE http://www.ping.be/~pin10575/INDEX.HTM #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
------------------------------------------------------------------------
```

# 5974. Re: ST+14/Falcon

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: csilver@kendaco.telebyte.Spam.This.com
Message-ID: <5hihcm$kou@news.telebyte.com>
Source record: 124948

Message-Id: <e46_9703281200@conchbbs.com> And John wrote:

>I never realized Blake's 7 was a sitcom!

Yo John,

I guess it depends on whether you view it in Low or Med Rez and how much RAM Memory you have. Blake 7 is a Sci-Fi Drama. Unless, of course, you don't like the humor between Avon and Orac, everyone's favorite plexiglass computer :) Blake is all business as he must destroy the Federation and the High Commander, Servalon(spelling?). If your listening Servalon my phone number is 1-800-True-Luv! What a babe! No STiKFree errors here.

Don't forget Dr. Who, he uses more one liners than than Rodney Dangerfield or Benny Hill (RIP). British humor, it's just different than "Seinfeld".

Sitcom? It just depends on your OS...

Running in circles,

Charles

# 5975. AEO is JEO

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: !ynoT
Message-ID: <333cd0d5.1896453@news.airtime.co.uk>
Source record: 124949

Formely AEO the most well known newsletetr for the ATARI owner, Just resurfaced under the banner JEO

Jaguar Explorer Online

I think the title says it all,

Download a copy now, Go to the Download section of ST+Diskmagazine web pages:)

Url in sig:).....

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 5976. Can an Atari ST be used on the Internet?

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: RLee3846@AOL.COM
Message-ID: <859617601.12838@dejanews.com>
Source record: 124950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've been using a PC for several years, but I have an Atari ST (MEGA ST2) sitting around and I was wondering if it could be used to get onto the internet(for my kids). I recall that GENIE and COMPUSERVE once supported this platform.

If it is possible, how well would it work, what would I need to do, etc. Any helpful info would be greatly appreciated.
I have an old modem (Atari 1200?) somewhere, but of course I would think something faster would make sense.(Any external modem plugged into the serial port? -but how about the software?) How about the internet service provider? Anyone have any suggestions?
It really was/is a good computer but unfortunately, not well supported.

Thanks for any help - RLee3846@AOL.com

----------====  Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 5977. Re: Mega STE, 10 MB memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: ag352@chebucto.ns.ca
Message-ID: <5hica1$j5o@News.Dal.Ca>
Source record: 124951

Don't want oget too far off topic, but...

All this talk of Pak 30 and 10 mB of RAM gets me dreaming. Love to have that kind of rig when doing a 56 page book in Calamus. But I still use Notator SL for music. I have installed the ICD 16mHz upgrade board in my 1040 STe (1.62) despite warnings that my Notator wouldn't run with the upgrade installed.

Well that isn't true at all. With the supplied CPX module and also with pre-arranged boot functions the 16mHz can be retro'ed back to 8 mHz and Notator runs fine.

Has anyone tried this with the PAK 030 setup...?

JG
Isolated out in Atlantic canada

# 5978. Test

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: rgoring@zetnet.co.uk
Message-ID: <5hjba7$jc8@irk.zetnet.co.uk>
Source record: 124952

Boring test :-)

Yours Roy

```
************************************************************************
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
************************************************************************
Falcon 14Mb - 4.04 - Geneva/Neodesk - STiK - Newsie - CAB - AtariIRC Roy_
************************************************************************
```

# 5979. Re: DOITF030! Someting wrong?

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HC4MABAXUP@data.rhein-main.de>
Source record: 124953

In <5hhmpl$p1a@news1.sol.no> Odd Skancke wrote:

> I was trying to download some HTML files from the DOITF030 web site, but CAB
> insisted the files didn't exists. Is this right? Where can I FTP'em from?
> Thanks

http://www.rhein-main.de/people/robert/download.htm

ftp.rhein-main.de/pub/incoming/doitf03h.zip 3.5 MB
doitf031.zip ~1.7 MB
doitf032.zip ~1.7 MB

If you like the smaler parts, you need BOTH to take it all.

regards, robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

## 5980. ST Freeware

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: scout@golden.net
Message-ID: <333d8d11.11421324@news>
Source record: 124954

All kinds of new ST freeware at golden.net/~scout

MIDI/GAMES/UTIL/GFA code

# 5981. Looking for Falcon MK II or X in trade for awsome palm top computer

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: Destiny <destiny@digital.net>
Message-ID: <333D6C12.5B2@digital.net>
Source record: 124955

I am looking for a Falcon MK II or MK X ( I think ) for doing midi
sequencing on.

Must have internal or external hard drive, at least one floppy,
a monitor, 4 meg of RAM and a mouse. Having Cubase any version
is a big plus along with other midi software. Will be using for
sequencing.

For trade:
Dauphin DTR-1 palm top computer.

486SLC-25 with 4 meg ram
internal 40 meg HP kitty hawk drive double spaced to 80
built in 2400 baud modem/9600 fax
built in ethernet port (10 base T)
built in VGA 640x480 grey screen LCD
oak super vga video port, parallel port, serial port
floppy/ide port, keyboard port and power hookup.
has cordless pointer that works like a mouse
unit is 8 inches by 6 inches and has plastic hard cover
and case which holds an external keyboard (small). Has
external attaching floppy drive (1.44) and i built a
cd rom cable for it. Also included will be an
external 14.4 modem.

includes windows 3.1. I have run linux and windows 95
on the machine with the use of a zip drive.

If I get many offers, I will trade to the first one
that has lots of midi software in the trade.

USA and I guess Canada offers only, I am in Florida.
Picture of part of it found at
http://www.eskimo.com/~toby/dtr1/images/dtr1.gif

Email me for more details and/or questions. Thanks very much. Also, if
this isn't the correct location for this type of posting, please tell me
where to post this.

Thanks
Rick

# 5982. Re: ST Freeware

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: !ynoT
Message-ID: <333d81cc.47206944@news.airtime.co.uk>
Source record: 124956

On Sat, 29 Mar 1997 21:44:26 GMT, scout@golden.net wrote:

>All kinds of new ST freeware at golden.net/~scout

NEW ST Freeware...did you say NEW?

eerm go on then ...wher?

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

## 5983. Public Newsservers?

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: oskancke@sn.no
Message-ID: <5hk1u2$prv@news1.sol.no>
Source record: 124957

I'm looking for a good newsserver that carries all of the Atari related groups. This includes the alt.atari-jaguar.discussion which my local newsserver doesn't carry. Also I have no access to the comp.binaries.atari.st. Any help is appreciated.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Odd Skancke # ## # Atari TT with 4MBST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@sn.no # ## # SLM804, PTC1426 Monitor.
## ## ## Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesund Terrasse 7 ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

## 5984. GSZRZ newest version?

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: ebaiz@qtm.net
Message-ID: <5hk2f7$eqd$1@news2.qtm.net>
Source record: 124958

Anyone know where I can d/l the newest version of GSZRZ? I have 4.7 ,
but I hear it is up to 6.6.

## 5985. Re: where to get STonX?

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <5hk57o$h7b@alexander.INS.CWRU.Edu>
Source record: 124959

I have a copy of STonix on CD-ROM. I've never used it so I don't
know large it is. I can Zip it if it not already and E-mail it to you
if you'd like.
--
Novell DOS 7.0 and IBM OS/2 user Fred Horvat
Atari TT030 / MagiC 5.0 + Ease 4.0 Free-Net Atari Portfolio Sigop
Atari Classic/LYNX/Jaguar gamer

# 5986. Re: Help, my ST has just died!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hk5s4$cle$2@nadine.teleport.com>
Source record: 124960

On 28 Mar 97 14:44:55 G, Don Bayomi wrote:
>re: dropping ST from 3 inches or 3 feet....
>
>I wonder if an Intel technician would recommend dropping a Pentium to
>reset the chips :) hahaa

Definitely. You can make a Pentium go faster if you drop it from a
higher altitude.

>PS: I also bought an old electric piano (Roland 700) but the sound thru
>headphones is really quiet....I knew this when I bought it for $45, but
>I shook the keyboard but nothing seemed to reset :) Anyone, know what
>the problem is ...need new chip/....or more diagnosis needed ?

Try a different pair of headphones - the new ones designed for Walkmans.
I suspect the jack is meant for line-level out to an amp, and it won't
drive "standard" headphones to a very high volume.

----------http://www.teleport.com/~atari----------
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NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

# 5987. Best wishes for Easter-Sunday

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: dipching@ping.be
Message-ID: <859675822_OASIS_@ping.be>
Source record: 124961

Hello to everyone,

Best wishes for this Easter-Sunday, we have already received some nice
gifts like CAB 2.0 demo ... let's hope we will soon receive the
complete Web Space package.

Best wishes from Belgium to you and all your families.

Jo

--

```
--------------------------------------------------------------------------
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# Jo Vandeweghe * FREE TIBET * dipching@ping.be #
# MIDI COMEDIE http://www.ping.be/~pin10575/INDEX.HTM #
# ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ #
# " Sure highest mountains are not made of stone." #
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
--------------------------------------------------------------------------
```

# 5988. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: oskancke@sn.no
Message-ID: <5hk93v$rov@news1.sol.no>
Source record: 124962

On 29 Mar 97 07:26:54 G, Vandeweghe Jo wrote:
>From: dipching@ping.be (Vandeweghe Jo)
>Newsgroups: comp.sys.atari.st
>Subject: Re: New CAB v2.0 Demo available!
>Date: Sat, 29 Mar 97 07:26:54 GMT
>Organization: EUnet Belgium, Leuven, Belgium
>Lines: 29
>Message-ID: <859620414_OASIS_@ping.be>
>Reply-To: dipching@ping.be
>NNTP-Posting-Host: dialup25.kortrijk.eunet.be
>Organisation: ACMS
>X-Newsreader: OASIS Daily Net (Atari) v1.35E
>
> In article <5hg35d$4ct@news.telebyte.com>
> csilver@kendaco.telebyte.Spam.This.com (Charles Silver) said:-
>
>>
>>Hi Kemosabes,
>>
>>
>>First, I must say I have the utmost respect for Alex Clauss. However, I
>>will leave the judgement for the new CAB V2.0 Demo to you. I've just tried
>>some "frame" web sites and I'm interested in your opinion.
>
>OK, I have spent a few minutes to try this new beast ...
>The problems is :
>
>CAB doesn't seem to show the pictures at the first download, and a
>friend a mine (Martin Byttebier) says the same, he must resize the
>window to make the pictures becoming visible ... and sometimes you
>must use the 'reload' button.
>__

Yeah, I have noticed exactly the same. That was very disappointing to me. I'll wait until this is sorted out before testing it again. One other thing is that CAB doesn't seem to cope having it's cache on a MinixFS partition. Anybody?

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Odd Skancke # ## # Atari TT with 4MBST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@sn.no # ## # SLM804, PTC1426 Monitor.
## ## ## Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesund Terrasse 7 ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

N Norway ### ### ###
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 5989. ST memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: "Bob.Peilow" <bob.peilow@dial.pipex.com>
Message-ID: <01bc3c9b$2e637a40$2af882c1@default>
Source record: 124963
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone help with a memory upgrade? I'm looking for at least 0.5 meg for an STFM.

Ideally I'd like more than that, or one of the add-in SIMM sockets that Evesham Micros did about 5 years ago (I've asked, they sold them all)

I don't mind second hand or stuff that has been sitting in a stock room for a while, as long as it works!

email bob.peilow@dial.pipex.com or djp495@soton.ac.uk if you have anything.

Cheers
Dave Peilow

# 5990. Re: Mega STE, 10 MB memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199703291141.a5289@do2.maus.de>
Source record: 124964

P> SS> A towercase is /not/ necessary to be able to fit a PAK in a Mega
P> SS> STE, you can also fit a frak in the same MegaSTE case.

P>I'm a witness to that.
P>It does require the power supply to be outside the case though...

For testing reasons this might be O.K. but not for a computer you are
working with.

Tschuess
Frank

# 5991. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HC4RABATUP@data.rhein-main.de>
Source record: 124965

In <859620414_OASIS_@ping.be> Vandeweghe Jo wrote:

>CAB doesn't seem to show the pictures at the first download, and a
>friend a mine (Martin Byttebier) says the same, he must resize the

Try WDIALOG.PRG in your autofolder.

Regards, Robert ---- Happy Eastern ----
--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

# 5992. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: Mille Babic <mille@mail5.tripnet.se>
Message-ID: <01bc3c63$4fc57220$0100007f@atari>
Source record: 124966

Hi all!

Seems that I have to make a statement here...

I&#65533;ve removed the CAB v2.0 Demo from my homepage after a few hours.
I thought... it was o.k. Maybe it is? Can someone tell me if it&#65533;s o.k to
implement this version at my homepage?

This version is The CeBIT&#65533;97 free version that ASH throwed away on
every one passed by.

If You read maus.sys.atari.software, it seems that every German enthusiast
have this demo version.

By the way... Notify that this version is a february release and several
improvments have been done with CAB.

...and again, tell me if it&#65533;s o.k. and I will put it at my homepage...

Best regards
Mille Babic

http://www5.tripnet.se/~mille
eMail: mille@mail5.tripnet.se

# 5993. Re: STiK alive?

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: q-funk@megacom.net
Message-ID: <5hjjm2$3sl$1@cti01.citenet.net>
Source record: 124967

To make a long story short:

The last update, STiK 1.13, proved unstable under MagiC when using multi-tasking and it was decided not to release it.

Since then, STiK 2.00 is taking shape under our core team of seven people from Australia, Canada, Germany, Sweden, UK and United States.

STiK 2.00 will finally implement CSLIP and PPP. Several crude alpha-versions are presently being tested, with new features and bug fixes added every couple of days or so.

Right now, the PAP and CHAP login authentification protocols are proving harder to implement than was thought, and since most providers need them to initiate a PPP connection, those are delaying the public release of a PPP-capable STiK.

Next comes Van Jacobsen compression. Again, this other scheme is required by many providers and must be added to the TCP/IP stack, which requires additional testing time.

Ultimately though, as Nicholas Flintham previously observed, STiK is being developed in people's spare time, between some university thesis writing, college homeworks, PC repairs day job, and *Heck* we all have wives, girlfriends and some here even have kids that need parental attention.

Of course, if ASH, HiSoft and other software companies would hire us all and free us from the above daily burdens in same process, then we could probably have an excellent STiK 2.00a coded in litteraly a matter of days.

But given our past experience involving a certain Steve Adam having to return home to live with his parents when software companies would not commit to a firm contract and some money upfront to have STiK become a professional program, we found ourselves taking over Steve's initial product through hobby.

Therefore, unless a software company is willing to actually:

a) Hire us with some good money upfront.

b) Commit to keeping STiK affordable.

c) Commit to making multi-lingual docs,
for a commercial release, or pay us
coders to write it ourselves.

people are simply gonna have to be patient, or else install a
MiNT/PPPkit/GlueSTiK combo when PPP is the only option, which
is the bottom line.

If people really view STiK as something as valuable as HD-Driver,
NVDI or Diamond Edge, then the software publishers are gonna have
to commit themselves somewhere along the line.

But the current way ASH has chosen by getting their own TCP/IP
stack coded, instead of actually contacting ourselves,is simply
beyond me. Perhaps someone from ASH could answer that one?

yours truely,

Martin-Eric
--
---
From: Martin-Eric Racine Reply-To: q-funk@megacom.net Irc: Q-FUNK
Home: http://members.tripod.com/~Q_FUNK/ comp.sys.atari.st.stik
---
"Necessity is the mother of invention. I wasn't born a STiK author;
I just had to become one when my Atari *looked* like it could still
show surprising usefullness in this age where everything everywhere
including your favorite songs got copyrighted by Micro$uck$" Q-FUNK
---

# 5994. Re: Syquest Syjet on Atari

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: S.Cornio@mail.wdn.com
Message-ID: <333d3e8f.10545160@news2.cais.com>
Source record: 124968

On 28 Mar 1997 16:23:19 GMT, bjr@Edison.EbiCom.Net (Brian Roland)
wrote:

>Stephen Cornio (S.Cornio@mail.wdn.com) wrote:
>: that the cartridge has 1430 MB. Using RATEHD, the drive was rated at
>: 1351 KB per second and an average of 17 ms access. This compares with
>: 1428 KB/second and 17 ms access for my internal 512 MB Toshiba IDE and
>: 1418 KB/second and 10 ms access for the 2 GB Seagate SCSI.
>
>17 ms access time???
>Is that it?
>I was thinking of getting one for CuBase Audio...which claims to need
>at least 13ms or better.
>Have you tried it with CuBase Audio?
>What is the advertised access time?
>
>Thanks,
>Brian
>
Unfortunately, I don't own CuBase Audio. The Syjet had no trouble
recording using FalconD2D at 50KHz. In file copying tests, the Syjet
was 10 percent faster than the internal IDE drive. It took 57 second
to copy 32 MB of files from the IDE to the Syjet, but only 52 seconds
to copy the same files from one Syjet partition to another.
The advertised access time for the Syjet is 12 ms.

## 5995. Looking for some *OLDIES*... (demo stuff)

Newsgroup: comp.sys.atari.st
Date: 1997-03-29 00:00:00 UTC
From: Regis Lambert <Regis.Lambert@wanadoo.fr>
Message-ID: <333DA98E.3AF5@wanadoo.fr>
Source record: 124969

Yes, I'm looking for old soundtracks (modules) made some
years ago on ST : do you remember "the lost boys", "level 16",
Mad Max and so on.....?

So please let me know how can I can get the soundtracks...???
(via E-Mail)

ThanX.

# 5996. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: csilver@kendaco.telebyte.Spam.This.com
Message-ID: <5hkpu2$14h@news.telebyte.com>
Source record: 124874

On 29 Mar 97 07:26:54 G, Vandeweghe Jo wrote:
<snip>
>CAB doesn't seem to show the pictures at the first download, and a
>friend a mine (Martin Byttebier) says the same, he must resize the
>window to make the pictures becoming visible ... and sometimes you
>must use the 'reload' button.

Hi Jo and All,

I tested v2.0 at Digital Research's web site and there seems to be a miss-handling of the Image Input [<Input Type= "image"> not supported] feature which causes you to have to reload a Web page inorder to get the gif's to show. The "frames" work fine.

Just having some fun testing the new CABv2.0 and have an idea that might help others. I run the new CAB first, then use the DATEI (FILE) button to run cab.app(v1.5) on top of v2.0. Both share the same wwwcache. This way you can surf using your Hotlist file and find sites than you want to test with v2.0. When you quit 1.5 you'll automatically be back to v2.0 and the site you want to test will be in the cache. Then you can compare them. While doing this I realized that the Hotlist file is just a linked HTML, uh uh hmmm. I think you can see where I'm going with this :)

Another "frame" site: http://www.pepsi.com/
Follow "whatsnewtext.html" then "Lala Land".(Then reload to see all gif's)

All in all, I really like the new CAB and with the Modules you can add, it's becoming more complete. BTW, in the doc's Alex mentions he doesn't have a modem to test CAB online. If this is still true will someone get the man a good Modem so he can test his excellent work...

Bitte danke,

Charles

# 5997. Re: Needed help with NEWSie/Gluestik

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hkrh2$o5q$1@nadine.teleport.com>
Source record: 124875

On 30 Mar 1997 01:17:53, Martin Byttebier wrote:
>
>I finally managed to get the gluestik stuff working.
>Antmail works fine. So do NEWsie v0.7 except I can't get my mail.
>When I try to logon to my mailserver the server rejected my password.
>The logfile says that the password isn't correct.
>can someone tells me what I've done wrong.

Delete the mail password in your Newsie setup and enter it manually when
you check mail. It's probably redundant to remind you that it's
case-sensitive.

Newsie is up to version 0.72, also, so you might want to update.

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email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari---------------------

# 5998. Re: AEO is JEO

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hkrjc$o5q$2@nadine.teleport.com>
Source record: 124876

```
On 29 Mar 1997 08:22:50, !ynoT wrote:
>
> Formely AEO the most well known newsletetr for the ATARI owner, Just
>resurfaced under the banner JEO
>
> Jaguar Explorer Online
>
> I think the title says it all,

Vaguely interesting in an academic sort of way, !yonT, but no longer an
ST topic, is it?

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```

# 5999. Re: Can an Atari ST be used on the Internet

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hks0h$o5q$3@nadine.teleport.com>
Source record: 124877

On 29 Mar 1997 02:51:08, RLee3846@AOL.COM wrote:
>I've been using a PC for several years, but I have an Atari ST (MEGA ST2)
>sitting around and I was wondering if it could be used to get onto the
>internet(for my kids). I recall that GENIE and COMPUSERVE once
>supported this platform.
>
>If it is possible, how well would it work, what would I need to do, etc.
>Any helpful info would be greatly appreciated.

Recommended: PPPkit14 and GlueSTiK for the TCP/IP stack and interface to various clients; CAB, Newsie, Antmail (optional) and DuFTP (also optional). Most of what you will need is at my ftp site - see sig below. Also highly recommended is HSmodem 0.7 (also at the ftp site).

>I have an old modem (Atari 1200?) somewhere, but of course I would think
>something faster would make sense.(Any external modem plugged into the
>serial port? -but how about the software?) How about the internet

14400 is cheap these days and most of the existing modems will work - haunt garage sales until you find one that suits you. I paid $3 for the Supra 144LC that I keep in reserve.

>service provider? Anyone have any suggestions?

Almost any ISP - but ask them two things before you plunk your money down - (1) do they have local offices, and (2) who is their upstram provider. Avoid ISPs connected through AGIS and Sprintlink; both of those are in serious danger of being cut off from the Internet for all intents due to their lackadaisiacal (in the case of AGIS, encouraging) attitudes towards spam. Sprint is getting better but the still s*ck.

GEnie and CIS should be fine - although they cost more than many small ISPs and provide somewhat less persoanl service.

>It really was/is a good computer but unfortunately, not well supported.

If you refer to commercial support, you're correct - but the ST paltform has an EXTREMELY high percentage of user/developers, so software support is, if anything, better than ever.

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# 6000. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hksft$onl$1@nadine.teleport.com>
Source record: 124878

On 30 Mar 1997 04:24:34, Charles Silver wrote:
>
>I tested v2.0 at Digital Research's web site and there seems to be a miss-
>handling of the Image Input [<Input Type= "image"> not supported] feature
>which causes you to have to reload a Web page inorder to get the gif's to
>show. The "frames" work fine.

It doesn't work with GlueStiK at all - apparently some strange things
were done that prevent it from seeing the stack.

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# 6001. Re: STuff for Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: d@mail.sstar.com
Message-ID: <5hku3h$b45$1@kiyoko.communique.net>
Source record: 124879

On 10 Mar, Reg Loeppky wrote:
->Below is a listing of computer stuff I have for sale. All prices are
->negotiable.
->The prices shown are in Canadian dollars which are worth less than the
->U.S. dollar by
->about 25%. This means that the prices shown would be about 25% less for
->someone
->paying in U.S. dollars.

->Calamus SL & over 50 fonts (the top DTP program)
->$100.00

But it seems your prices are 33% too high to begin with. A few people
were selling Calamus SL for US $50. I had planned to buy one of these, but
I had a financial setback and had to give it up.

Dave

```
_____
/ /
|||||||||||||||====]: d@mail.sstar.com
\____\
```

# 6002. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5hl3i9$ice@morgoth.sfu.ca>
Source record: 124880
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

News@pwomar.demon.co.uk (Paul Womar) writes:

>Your messages are still not appropriate in c.s.a.s.. This new Newton, I
>hear it's pretty fast, now it take only 1 second instead of 5 to
>recognise "Hello" as "Cheese monkey".

I wonder if people who comment of the Newton's hand writting recognition
accuracy have used one for any length of time. People do realise that it
uses a neural network to learn how to recognize an individual's writting
and you probably have to use it a week to fully train it, right?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

# 6003. Re: Why does the Hades still cost so mu

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hl89j$3f7$1@nadine.teleport.com>
Source record: 124881

On 30 Mar 1997 07:08:57, Brian Quinlan wrote:
>
>I wonder if people who comment of the Newton's hand writting recognition

No one cares, Brian. It's not an Atari, it's not a TOS clone, it's not even an ST emulator runing on a <spit> Windozzzze box.

There are advocacy groups for thios sort of thing, and I for one would deeply appreciate it if people would keep their "My computer is better than your computer" discussions confined to those places.

Of course, if anyone were to give it a bit of thought, they'd realize that whoever says "MCIBTYC" is /always/ right - either that, or he's an idiot. After all, if it weren't the best computer for the job the user wants o do, why in H*ll is he using it?

Thus, the best computer is the Commodore PET. Or the Timex 1000. Or the IMSAI 8080. Or the Cray YMP.

But if it doesn't say "Atari" on the box, use TOS, or emulate one of the above,

WE
DON'T
BLOODY
CARE!

"Now go away, or I shall taunt you a second time!"

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# 6004. Re: FS:Hewlett Packard HP200LX 2 meg

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: Robert Andrew Bell <rbell@uniserve.com>
Message-ID: <01bc3cb3$c134b240$LocalHost@satan>
Source record: 124882
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.handhelds,comp.sys.palmtops,van.forsale

Really,well now add tax to that $445, then the cost of a serial cable and ac adapter and the cost of ACT for palmtops,the cost of a 14.4 fax modem and a 4 meg flash ram card and the Simtel cd-rom of dos programs and your probably looking at nearer $600,so $450 is a fair price,but as I said I'm looking for offers.Lastly,have you actually confirmed the price at Office Max or are you just going on hearsay? Was that a 2meg or was it just a 1 meg? Here in Canada I'm still seeing the 2meg HP selling for approx. $850 cdn($640us approx.)

Rob.

kfchan@imap1.asu.edu wrote in article <5hhf47$jfu@news.asu.edu>...
>
>
> You must be kidding ! Brand new HP200LX sells for $445 in Office Max
> as reported by someone a few days ago. $300 seems fair !
>
> Robert Andrew Bell (rbell@uniserve.com) wrote:
> : I have a 2 meg HP200lx dos palmtop computer for sale,only 6 months old
with
> : box and all manuals,serial cable and windows 95/win3.1 transfer
> : software,cd-rom of dos programs.Built in programs include pocket
> : quicken,lotus 123,telephone book,appointment
book,database,wordprocessor,
> : notepad and a few others.It has one pc-card
> : slot,infra-red port,serial port,ac adapter and runs for weeks on two AA
> : batteries and
> : is in pristine condition.I will sell for the best offer I get or would
> : trade for an Atari Falcon030 system.Any offers $450 and over and I'll
throw
> : in a 4 meg flash ram card
>
> : rob
> : rbell@uniserve.com
>
>
>

# 6005. Need system disks for Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: Robert Andrew Bell <rbell@uniserve.com>
Message-ID: <01bc3ce5$e3b50540$LocalHost@satan>
Source record: 124883
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, I just bought an Atari Falcon 030 but didn't get any system disks with it,I would very much like to have these disks and was wondering if someone has a set I could buy for a reasonable price or if someone could email me the disk images in a zip file,thanks.

Rob.
rbell@uniserve.com

# 6006. Info: how to add internal ide hd to Falcon 030?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: Robert Andrew Bell <rbell@uniserve.com>
Message-ID: <01bc3cb5$d4f98240$LocalHost@satan>
Source record: 124884
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, does anyone know how to add an internal ide hd to a Falcon? I have a Conner 60 meg 2.5" hd I would like to install,I have to drive cable but am unsure about what mounting hardware I need and where to get it from,also I am unsure as to what jumpers need setting if any.

Rob.

# 6007. Re: Can an Atari ST be used on the Internet?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: ulrich@dircon.co.uk
Message-ID: <ulrich-3003971015060001@gw2-156.pool.dircon.co.uk>
Source record: 124885
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <859617601.12838@dejanews.com>, RLee3846@AOL.COM wrote:

> I've been using a PC for several years, but I have an Atari ST (MEGA ST2)
> sitting around and I was wondering if it could be used to get onto the
> internet(for my kids). I recall that GENIE and COMPUSERVE once
> supported this platform.
>
> If it is possible, how well would it work, what would I need to do, etc.
> Any helpful info would be greatly appreciated.
> I have an old modem (Atari 1200?) somewhere, but of course I would think
> something faster would make sense.(Any external modem plugged into the
> serial port? -but how about the software?) How about the internet
> service provider? Anyone have any suggestions?
> It really was/is a good computer but unfortunately, not well supported.
>
> Thanks for any help - RLee3846@AOL.com
>
> ----------------==== Posted via Deja News ====----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

i used to use an st and yes, it can be used on the net, not very good for
the web because of memory restraints but it's as good as anything else
otherwise.
as for the software, i'd have to look into that.

l8er
uvb

--
Anything expressed in the above message is purely my opinion.

# 6008. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <859716412_OASIS_@ping.be>
Source record: 124886

In article <5hksft$onl$1@nadine.teleport.com>
atari@teleport.NO.SPAM.com (Rich Tietjens) said:-

>
>On 30 Mar 1997 04:24:34, Charles Silver wrote:
>>
>>I tested v2.0 at Digital Research's web site and there seems to be a miss-
>>handling of the Image Input [<Input Type= "image"> not supported] feature
>>which causes you to have to reload a Web page inorder to get the gif's to
>>show. The "frames" work fine.

Frames does work fine, but CAB 2.0 does some very strange things. On
my TT I can't make it work under singletasking. I always get a runtime
163 error message. However under a multitasking system (I've tried
Geneva and N_AES) it works.
Furthermore CAB 2.0 displays e.g. columms of buttoms on one row
(fortunately not with every page)
Where are the colors in the source display? Viewing the source one
can't use the back buttom (with CAB 1.5 this was possible).
Using CAB 2.0 on a monochrome screen is quite disasterous (at least on
my TT) It does display the background where CAB 1.5 was so friendly to
not display the background. Can you imagine how it looks like if one
have download a page with a black background.
These are a few thing I've found.
>
>
>It doesn't work with GlueStiK at all - apparently some strange things
>were done that prevent it from seeing the stack.

It CERTAINLY works with Gluestik (v0.02b4)

TTYS
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 6009. Re: Needed help with NEWSie/Gluestik

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <859715590_OASIS_@ping.be>
Source record: 124887

In article <5hkrh2$o5q$1@nadine.teleport.com>
atari@teleport.NO.SPAM.com (Rich Tietjens) said:-

>Delete the mail password in your Newsie setup and enter it manually when
>you check mail. It's probably redundant to remind you that it's
>case-sensitive.

I'll try that.
>
>
>Newsie is up to version 0.72, also, so you might want to update.

Done,
Yesterday I saw a posting using V0.74

Receiving mail is quite a disaster for the moment. It's is impossible
to download the latest news of c.s.a.st. The latest I get is date 21
mars. I'm using the standard settings.

TIA
Martin

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************

# 6010. Re: Needed help with NEWSie/Gluestik

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: ping1030
Message-ID: <5hlmdi$bc@news1.Belgium.EU.net>
Source record: 124888

On 30 Mar 1997 04:51:46, Rich Tietjens wrote:
>
>On 30 Mar 1997 01:17:53, Martin Byttebier wrote:
>>
>>I finally managed to get the gluestik stuff working.
>>Antmail works fine. So do NEWsie v0.7 except I can't get my mail.
>>When I try to logon to my mailserver the server rejected my password.
>>The logfile says that the password isn't correct.
>>can someone tells me what I've done wrong.
>
>
>Delete the mail password in your Newsie setup and enter it manually when
>you check mail. It's probably redundant to remind you that it's
>case-sensitive.
>
>
>Newsie is up to version 0.72, also, so you might want to update.

I just came to the conclusing that I have to fill-in in the e-mail
mailpreference my logname instead of my e-mail address. A little
strange isn't it? Very confusing indeed.

CU
Martin
**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
****************************

# 6011. Re: AEO is JEO

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: !ynoT
Message-ID: <33405f05.4131142@news.airtime.co.uk>
Source record: 124889

On 30 Mar 1997 04:53:00 GMT, atari@teleport.NO.SPAM.com (Rich Tietjens) wrote:

>> Jaguar Explorer Online
>>
>> I think the title says it all,
>
>
>Vaguely interesting in an academic sort of way, !yonT, but no longer an
>ST topic, is it?

Sorry Slight case of tunnel vision,(is that what its called?) I am still thinking this group is for all things ATARI, however yes I am aware that Jaguars have there own group <smile>

Then again, get all your news in c.s.a.*ST* today, count how many have anything to do with ATARI ST computers? ,Remembering that falcons, hades or any other computer, including TT STONX UNIX or whatever are not ATARI ST Computers,

In fact if we remove EVERYTHING that has nothing to do with actual ATARI STs then there wont be that much left,

So where do all the "wannabe" moderators draw the line?

BTW Rich not EVERY post of yours is 100 percent ATARI ST related, IMHO anyone setting themselves up as an unofficial moderator should be making sure that they.....well ?

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 6012. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: ping1030
Message-ID: <5hm79s$30k@news1.Belgium.EU.net>
Source record: 124890

On 29 Mar 1997 17:31:28, Robert Schaffner wrote:
>In <859620414_OASIS_@ping.be> Vandeweghe Jo wrote:
>
>>CAB doesn't seem to show the pictures at the first download, and a
>>friend a mine (Martin Byttebier) says the same, he must resize the
>
>Try WDIALOG.PRG in your autofolder.

Just did. No help at all.

```
**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************
```

# 6013. Re: Want Warez? How much is it worth to you?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: bendokus@postoffice.ptd.net
Message-ID: <5hm8ju$b9t$1@news.ptd.net>
Source record: 124891

atari@teleport.TINC.com (Rich Tietjens) wrote:

>From ST Reports, #1312:

>"Earlier this year, the FBI staged a coordinated series of raids nationwide
>following an eight month undercover investigation into software piracy.
>The computer software piracy investigation, code-named "Cyber Strike," was
>initiated and supervised by the FBI's International Computer Crime Squad
>based in San Francisco (Newsbytes, Jan. 29, 1997). According to FBI
>spokespersons, Cyber Strike is a "continuing investigation and additional
>searches are anticipated in the near future."

>"The FBI said the investigation concerns the alleged efforts of individuals
>and groups who have banded together to pass protected, restricted and/or
>copyrighted information andcommercial copyrighted software through the use
>of businesses and computer Bulletin Board Services (BBSs), Internet File
>Transfer Protocol (FTP) sites, and Internet Relay Chat (IRC) channels.
>The material seized as specified in the warrants included computer
>hardware, documents and records, and included some of the most popular
>program software commercially available, such as utilities, graphics,
>networking programs, operating systems, and games."

>Go ahead, post your email addresses here for the whole world to see, and ask
>for pirated software. We don't mind. Why should we? You'll be gone
>soon...

Oh my God...I'm going to jail because I've asked for a software
program that's over 10 years old for a computer 99% of the public
didn't a shit about when it was new...Oh, horrors!

I can just imagine the FBI is out there planning a raid on my computer
to sieze my pirate copy of Starglider...oh man, what am I gonna do? I
hope they don't find my other 300 disks...

Wait...somebody just kicked my front door in. I wonder who - Hey! Get
your hands off of me!

Boy, I'm in for it now!

Seriously folks, I realize you all love your computers - I was one of
the first people to own an ST in the summer of '85 and I still enjoy
it very much. But, get a freaking grip and realize that the software
market for this machine is DEAD, DEAD, DEAD! It has been for for
several years. That's no excuse for piracy, but don't think for a
second that any Federal agency gives a rats ass about pirated ST
stuff.

If you want to preach about pirating 1986 software, and post demented messages like the above, so be it...but it doesn't scare ME any. Especially since C64 software, (the most popular computer ever, by the way) is on so many web pages, it makes my head spin.

I want to run all my old favorites on the new emulators, and will go to any lengths to do so. If I bought the program the first time around, downloading it 10 years later from the Net doesn't bother my conscience in the least.

Have a nice day...I'm off to the computer store to look at all the cool new ST stuff...

Long Jogn Silver

# 6014. Re: MiNTNet/GlueSTiK/CAB v1.50

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: toshever@club.innet.be
Message-ID: <859741586_OASIS_@club.innet.be>
Source record: 124892

In article <Pine.GSO.3.94.970327182708.11536A-100000@suntan>
"Jon Hull (CS)" <hull@eng.usf.edu> said:-

>Hello, all. Normally I'm just a lurker in this newsgroup, but I have an
>urge to see the Net in living color, instead of this b&w Lynx stuff...
>
>I own a Falcon030 TOS 4.04/4M RAM/85Mi HD/530Me HD and CAB v1.50.
>
>I have heard that it is possible to get CAB running on a PPP connection
>using MiNTNet and GlueSTiK. My question: How? What is needed to do this?
>If there is anyone out there that could take me through a step-by-step
>process to reach this goal, I would appreciate some help. I'm just plain
>tired of using Lynx. I want to view the Web as it shoudl be viewed on an
>Atari; IN LIVING COLOR!

Hoi,

I'm not going to explain how to install MiNT/mintnet. As you're using
Lynx I suppose you've already a working MiNT/mintnet. If not download
pppkit1.4 or KGMD2 (and the related files) and follow the installation
docs. These kits claims to be very easy to install. You can find these
things on ftp.cnam.fr pub/Atari
Normally you don't need to use gluestik if you just using CAB. There
exist a special cab-for-mintnet overlay somewhere on the Net
(ftp.cnam.fr?) Replace the cab.ovl as delivered with the CAB package
with the mint cab.ovl (yes the same name but much larger).
But I recommend you to use Gluestik in conjunction with the common
cab.ovl. On my TT this combination has proven to be far more better
then the Cab/cab-for-mintnet overlay combination.
Now to use Gluestik just copy the two drivers (gsdaemon.prg and
gsdriver.exe) to the root of your bootpartition in a dir called
gluestik (or whatever).
Add the following lines to your mint.cnf

exec c:\gluestik\gsdaemon.prg
exec c:\gluestik\gsdriver.exe

Also create on the root of your bootpartition a dir called stik_cfg.
Inside this dir create a file default.cfg. (You can use the one
delivered with the STiK package) This file should contain at least the
following line
ALLOCMEM = 50000
Be aware some STiK applications needs more in order to work.

I thinks that's about all
BTW: Don't use the stik.acc and the stiktsr.prg (autofolder) otherwise

gluestik won't work. I've make this fault.
Gluestik is now at version 0.02b4 and can be found at
http://www.cs.duke.edu/~dsb/files/

Hope this helps
Martin

--

---
Reply to martin.byttebier@ping.be
toshever@club.innet.be
---

# 6015. Re: Info: how to add internal ide hd to Falcon 030?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: LANDIER Stephane <slandier@icon.co.za>
Message-ID: <333EA2E3.6BB5@icon.co.za>
Source record: 124893
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Robert Andrew Bell wrote:
>
> Hi, does anyone know how to add an internal ide hd to a Falcon? I have a
> Conner 60 meg 2.5" hd I would like to install,I have to drive cable but am
> unsure about what mounting hardware I need and where to get it from,also I
> am unsure as to what jumpers need setting if any.
>
> Rob.
Just try to connect everything up and do a quick test.
Boot from a system disk and test if a HDrive is seen...

It worked for me, the first time

Steph

# 6016. Re: The Idiot Formerly Known As Sinclap

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: LANDIER Stephane <slandier@icon.co.za>
Message-ID: <333EA5E0.4748@icon.co.za>
Source record: 124894

Daniel L. Dreibelbis wrote:
>
> On 27 Mar 1997 19:57:59, Paul Womar wrote:
> ><ps10600@cedarnet.org> wrote:
> >
> >> Hi Guys...It's me, formely sinclap...
> >>
> >> Have you seen the new Newton Messagepad 2000, simply destroys
> >> the
> >> $399 Atari Portfolio...:).. ?
> >
> >Your messages are still not appropriate in c.s.a.s.. This new Newton, I
> >hear it's pretty fast, now it take only 1 second instead of 5 to
> >recognise "Hello" as "Cheese monkey".
> >
> I think you'll notice now that ol' Sinclap now has a new service
> provider - since he no longer posts from the University of Indiana.
>
> This means that, should Sinclap try to inject his unwelcome rants
> in this conference again (which is, as we all know, against the c.s.a.s
> charter), a quick letter of complaint to his ISP should soon sort him
> out.
>
> And remember - his kind of rants are NOT covered under the First
> Amendment of the Constitution, as laid out in the 1974 US Supreme Court
> decision FCC vs. Pacifica (as you know, Sinclap is considered a "public
> nuisance", and therefore falls under that decision). So he can't wrap
> himself in the flag as an excuse.

Please don't forget one thing : the NET doesn't fall under the U.S
constitution. The NET is not american. We people from other parts of the
planet don't give a damn about your " First Amendment". Please keep in
mind that your laws don't rule the world.
Although I don't mean by that, that I want to defend sinclap. I've never
heard of him, and he might be a "nuisance".

Steph (not an American chap)(nothing against you guys though...)

# 6017. TT For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: ijsbrand de boer <ijsbrand.boer@mail.uva.nl>
Message-ID: <333E91CA.11DE@mail.uva.nl>
Source record: 124895

Unfortunatly I have started to use PC for several reasons and no longer my old ATARIE TT with large 21" paper white monitor, 4 Mb ST ram, 4 Mb TT ram 80 Mb harddisc, spat B/W silverread scanner, SLM 804 laser printer, and the Calamos SL software who is interested pleas mail me if you live somewhere in or near the netherlands

# 6018. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970330185425101 22@pwomar.demon.co.uk>
Source record: 124896
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Brian Quinlan <quinlan@sfu.ca> wrote:

> News@pwomar.demon.co.uk (Paul Womar) writes:
>
> >Your messages are still not appropriate in c.s.a.s.. This new Newton, I
> >hear it's pretty fast, now it take only 1 second instead of 5 to
> >recognise "Hello" as "Cheese monkey".
>
> I wonder if people who comment of the Newton's hand writting recognition
> accuracy have used one for any length of time. People do realise that it
> uses a neural network to learn how to recognize an individual's writting
> and you probably have to use it a week to fully train it, right?

Seeing as it was me that said it yes I have used one at length I was
unfortunate to actually buy the bloody thing and have been trying to
sell it for the last 6 months.

--
To reply to this message there is no need to remove anything
from my email address, clever that!
Paul Womar - News@pwomar.demon.co.uk

## 6019. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5hmasg$dm7@morgoth.sfu.ca>
Source record: 124897
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

News@pwomar.demon.co.uk (Paul Womar) writes:

>Seeing as it was me that said it yes I have used one at length I was
>unfortunate to actually buy the bloody thing and have been trying to
>sell it for the last 6 months.

Which one did you buy? And you know, I bet that we could form a company that develops software that looks at people's sigs and decides what changes need to be made to their email address valid. We could sell it to those internet marketing companies and make a million bucks.

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

## 6020. Mailto with CAB/gluestik?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <859746368_OASIS_@ping.be>
Source record: 124898

Hello everyone,

AFAIK, cab.ovl can handle mailto. Right?
But in conjunction with MiNT/mintnet/gluestik it seems not to work.
I always getting something like <Transaction failed> and there after
<read error in file ''>.
I use cab.ovl v1.21 and gluestik v0.02b4
What I'm doing wrong?

The default.cfg I use looks like below

```
##########################MY DEFAULT.CFG##############################
#
ALLOCMEM = 50000
#
# If SERIALPORT is not set, or has an invalid port name,
# the default is to use the first port listed by listport.tos
# So if that port is the one you want to use, you don't need
# to set this variable.
#
SERIALPORT = Serial 2
#
#
# CDVALID Set this variable to FALSE if your modem doesn't assert
# Carrier Detect properly.
CDVALID = TRUE
#
# TCP paramaters. Don't change without advice from a TCP freak :-)
# If left unset, they default to hardcoded (sensible) values.
# DFB_SIZE should *never* be less than 580.
#
TTL = 64
PING_TTL = 255
MTU = 252
MSS = 212
PKT_SIZE = 256
DFB_SIZE = 580
RCV_WND = 2000

PROVIDER = 193.74.114.1
#
# Don't bother to set these unless there are different to PROVIDER
# Nameserver currently has no effect!!
#
#NAMESERVER =
```

```
POPSERVER = 193.74.114.4
#SMTPSERVER =
#NEWSSERVER =
#
# Some POP variables. Important for getting mail!!
#
# POP_MAILBOX is the name of the file where new mail should go.
# New mail is appended to the file.
#
POP_USERNAME = my logname
POP_PASSWORD = my password
#POP_MAILBOX = spool\mail\nick.txt
#
#
# SMTP mailpath. Directory for outgoing messages
#
SMTP_MAILPATH = spool\mqueue
#
##########################END OF DEFAULT.CFG##########################

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
***************************
```

# 6021. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hmcje$jh9$1@nadine.teleport.com>
Source record: 124899

On 30 Mar 97 10:06:52 G, Martin Byttebier wrote:
> In article <5hksft$onl$1@nadine.teleport.com>
> atari@teleport.NO.SPAM.com (Rich Tietjens) said:-
>
>>It doesn't work with GlueStiK at all - apparently some strange things
>>were done that prevent it from seeing the stack.
>
>It CERTAINLY works with Gluestik (v0.02b4)

My setup:

Falcon030/14 meg
FreeMiNT 1.12.(2?)
GlueSTiK 0.02b2

No flickering lights on the modem when using CABdemo 2.0, unable to find the page. Exact same page with CAB 1.5, no problems at all. And sicne I'm currently writing this article in Newsie and using that set up to post it, the conclusion is left as an exercise for the reader.

Note that I am not using GlueSTiK o.02b4 because it /causes/ the problems that were reported to be caused by 0.02b2 - but which do not happen here with the older version.

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# 6022. Re: STiK alive?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hmd53$jh9$2@nadine.teleport.com>
Source record: 124900

On 29 Mar 1997 17:31:46, Martin-Eric Racine wrote:
>To make a long story short:
>
>Since then, STiK 2.00 is taking shape under our core team of
>seven people from Australia, Canada, Germany, Sweden, UK and
>United States.
>
>If people really view STiK as something as valuable as HD-Driver,
>NVDI or Diamond Edge, then the software publishers are gonna have
>to commit themselves somewhere along the line.

How about going with a shareware fee? Right now, you're relying on voluntary donations, nyet? Naturally, I'd prefer free - but 2.0 with all the features you have named is worth money to me.

>But the current way ASH has chosen by getting their own TCP/IP
>stack coded, instead of actually contacting ourselves,is simply
>beyond me. Perhaps someone from ASH could answer that one?

Obviously, I'm not ASH - but they have demonstrated a certain unconcern with public opinion, I think. I'm glad they've finally decided to pay Alexander for CAB development; I don't understand why they don't care about non-German-speaking customers, nor why they don't want to develop an existing stack. Starting development from scratch is almost always more expensive than improving an existing product, as anyone who has ever written software can tell you, so AHS's current behavior seems very odd.

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# 6023. Re: FS:Hewlett Packard HP200LX 2 meg

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: kfchan@imap1.asu.edu
Message-ID: <5hmdo2$nl7@news.asu.edu>
Source record: 124901
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.handhelds,comp.sys.palmtops,van.forsale

Where did you mention in your original post that's in Canadian dollar ?
How about 450 yen, ehh ?

Robert Andrew Bell (rbell@uniserve.com) wrote:
: Really,well now add tax to that $445, then the cost of a serial cable and
: ac adapter and the cost of ACT for palmtops,the cost of a 14.4 fax modem
: and a 4 meg flash ram card and the Simtel cd-rom of dos programs and your
: probably looking at nearer $600,so $450 is a fair price,but as I said I'm
: looking for offers.Lastly,have you actually confirmed the price at Office
: Max or are you just going on hearsay? Was that a 2meg or was it just a 1
: meg? Here in Canada I'm still seeing the 2meg HP selling for approx. $850
: cdn($640us approx.)

: Rob.

: kfchan@imap1.asu.edu wrote in article <5hhf47$jfu@news.asu.edu>...
: >
: >
: > You must be kidding ! Brand new HP200LX sells for $445 in Office Max
: > as reported by someone a few days ago. $300 seems fair !
: >
: > Robert Andrew Bell (rbell@uniserve.com) wrote:
: > : I have a 2 meg HP200lx dos palmtop computer for sale,only 6 months old
: with
: > : box and all manuals,serial cable and windows 95/win3.1 transfer
: > : software,cd-rom of dos programs.Built in programs include pocket
: > : quicken,lotus 123,telephone book,appointment
: book,database,wordprocessor,
: > : notepad and a few others.It has one pc-card
: > : slot,infra-red port,serial port,ac adapter and runs for weeks on two AA
: > : batteries and
: > : is in pristine condition.I will sell for the best offer I get or would
: > : trade for an Atari Falcon030 system.Any offers $450 and over and I'll
: throw
: > : in a 4 meg flash ram card
: >
: > : rob
: > : rbell@uniserve.com
: >
: >
: >

# 6024. Re: Why was Sinclap gone so long..?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: martinr@hookup.net
Message-ID: <5hmfep$m1i$1@nic.ott.hookup.net>
Source record: 124902

On 28 Mar 1997 12:25:21, Mark Fassett wrote:

Who really cares ? The last thing I want want to waste my time on is arguing
about another line of computers !
---
**********
* martinr@hookup.net Falcon 030 85/IDE 1.6/GIG SCSI Powerup 2 *
* Ottawa , Ontario Pioneer 4x Cd Roland D70 Synth *
* Canada Apexmedia Imagecopy ... *
**********
---

# 6025. Re: Quick FAQ - Draft 0.3

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: oskancke@sn.no
Message-ID: <5hmm1h$j45@news1.sol.no>
Source record: 124903

```
On 28 Mar 1997 16:34:30, Nicholas Bales, Toulouse, France wrote:
>
>Models:
>
>Name Speed RAM R TOS Floppy MBESVKTC Comment
>-------------------------------------------------------------------------
>130 ST 8 128Kb D 1.0 Ext. Never marketed
>260 ST 8 256Kb D 1.0 Ext. Very few made
>520 ST 8 512Kb D 1.0 Ext. disk TOS on early models
>1040 ST 8 1Mb D 1.0 Ext. disk TOS on early models
>520 STf 8 512Kb D 1.2 360Kb
>1040 STf 8 1Mb D 1.2 720Kb
>520 STfm 8 512Kb D 1.2 360Kb M
>1040 STfm 8 1Mb D 1.2 720Kb M
>MegaST 1 8 1Mb D 1.2 720Kb B S KT Pizza box
>MegaST 2 8 2Mb D 1.2 720Kb B S KT Pizza box
>MegaST 4 8 4Mb D 1.2 720Kb B S KT Pizza box
>STacy 8 2/4Mb D 1.4 720Kb B Portable ST
>STBook 8 1-4Mb D 2.06 720Kb B Notebook, Very few made
>520 STe 8 512Kb S 1.62 720Kb MBE
>1040 STe 8 1Mb S 1.62 720Kb MBE
>Mega STe 16 1-4Mb S 2.06 1.44Mb MBE VKTC TT style case.
>TT030 32/030 2-10Mb S 3.06 1.44Mb E VKTC Various mem/HD configs
^^
Shouldn't this be 2-20M ram? With the standard Atari memory cards, I think you
can have 4Mb of ST-RAM and 16Mb of TT-RAM, totally 20Mb.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Odd Skancke # ## # Atari TT with 4MBST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@sn.no # ## # SLM804, PTC1426 Monitor.
## ## ## Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesund Terrasse 7 ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

# 6026. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970330224449516546@pwomar.demon.co.uk>
Source record: 124904
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

Brian Quinlan <quinlan@sfu.ca> wrote:

> News@pwomar.demon.co.uk (Paul Womar) writes:
>
> >Seeing as it was me that said it yes I have used one at length I was
> >unfortunate to actually buy the bloody thing and have been trying to
> >sell it for the last 6 months.
>
> Which one did you buy?

It was the MP130, it's OK but it is not even close to a replacement for
my Psion.

--
To reply to this message there is no need to remove anything
from my email address, clever that!
Paul Womar - News@pwomar.demon.co.uk

# 6027. Re: Why does the Hades still cost so mu

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: oskancke@sn.no
Message-ID: <5hmone$jv8@news1.sol.no>
Source record: 124905

On 28 Mar 1997 07:56:18, Rich Tietjens wrote:
>
>On 27 Mar 1997 19:57:59, Paul Womar wrote:
>><ps10600@cedarnet.org> wrote:
>>
>>> Hi Guys...It's me, formely sinclap...
>>>
>>> Have you seen the new Newton Messagepad 2000, simply destroys
>>> the $399 Atari Portfolio...:).. ?
>>
>>Your messages are still not appropriate in c.s.a.s.. This new Newton, I
>>hear it's pretty fast, now it take only 1 second instead of 5 to
>>recognise "Hello" as "Cheese monkey".
>
>
>And starts at $999 - gee, what a surprise, a computer designed in 1995
>and costing almost 3 times as much, outperforms a computer designed in
>1984. Hey, why do you suppose the new Newton doesn't "destroy" the
>BeBox or even the "old" Cray?
>
>
>>> A $1799 240 mhz PowerMac w/24 megs ram and 2.5 gig HD simply
>>> destroys the $2699 68X00 Hades..
>>
>>Same old, same old.
>
>

Pardo me for my ignorance, but what exactly is this Newton thing?

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Odd Skancke # ## # Atari TT with 4MBST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@sn.no # ## # SLM804, PTC1426 Monitor.
## ## ## Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesund Terrasse 7 ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 6028. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <5hkl7m$2c0k$1@news.inet.tele.dk>
Source record: 124906

On 29 Mar 97 07:26:54 G, Vandeweghe Jo wrote:

>
>OK, I have spent a few minutes to try this new beast ...
>The problems is :
>
>CAB doesn't seem to show the pictures at the first download, and a
>friend a mine (Martin Byttebier) says the same, he must resize the
>window to make the pictures becoming visible ... and sometimes you
>must use the 'reload' button.
>__
>

Hi,- just had 2 test run with the new CAB, some improvements, but yes, it seems to have trouble with some webpages, not sure if it is every time?

I do think it's a little better, and I'm going to buy it, when I figure out where to get a english version. I'm to lazy to hack the resource file myself.

# 6029. Re: Want Warez? How much is it worth to you?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: !ynoT
Message-ID: <3340edaa.26197917@news.airtime.co.uk>
Source record: 124907

On 30 Mar 1997 17:41:18 GMT, bendokus@postoffice.ptd.net (Greg
Bendokus) wrote:

>atari@teleport.TINC.com (Rich Tietjens) wrote:
>
>
>>From ST Reports, #1312:

a bloody good read BTW

bIG SNIP....

>>Go ahead, post your email addresses here for the whole world to see, and ask

Little snip...

>Oh my God...I'm going to jail because I've asked for a software

ok well done, you get ten out of ten for the amatuer dramatics,

>program that's over 10 years old for a computer 99% of the public

eerm so its alright to steal ten year old cars is it?, ok old
argument, but a good one?

>didn't a shit about when it was new...Oh, horrors!

ok another ten out of ten for being old enough to use swear words..

>I can just imagine the FBI is out there planning a raid on my computer

fbi?...fbi?...no sorry..ho yeagh hang on, isnt that the police in all
those american films?

>to sieze my pirate copy of Starglider...oh man, what am I gonna do? I
>hope they don't find my other 300 disks...

another ten out of ten for being able to count to 300..

>Wait...somebody just kicked my front door in. I wonder who - Hey! Get
>your hands off of me!

ok you got the dramatics points, dont make a meal of it...

>Boy, I'm in for it now!

hmmmmm <?>

>Seriously folks, I realize you all love your computers - I was one of

hey not me?, i enjoy using mine...but love?, what sort of sicko are you ????

>the first people to own an ST in the summer of '85 and I still enjoy

yawn yawn yawn and you have a friend who only has one leg and blah blah blah, hey its 1997..hello!

>it very much. But, get a freaking grip and realize that the software

freaking?.... that will mean what ?

>market for this machine is DEAD, DEAD, DEAD! It has been for for

just because you can spell DEAD, theres no need to show off..

>several years. That's no excuse for piracy, but don't think for a

Yes there is... Radio Caroline was a brilliant excuse for piracy ?

>second that any Federal agency gives a rats ass about pirated ST
>stuff.

Federal agency?...whats that..ho dear let me guess.. your american??

hmmm and you think everyone reading your post is american do you? or do you seriously think that someone sat at there computer in the rest of the world will be worrying about the federal agency?, hey you have a computer? you have internet access? havent you noticed something? there is life beyond your front door!

>If you want to preach about pirating 1986 software, and post demented
>messages like the above, so be it...but it doesn't scare ME any.

scared you enough to respond...or wasn't we supposed to notice that?

>Especially since C64 software, (the most popular computer ever, by the

heheheheehehehehehehehehehehehehehehe

>way) is on so many web pages, it makes my head spin.

we noticed your head was spinning...

>I want to run all my old favorites on the new emulators, and will go
>to any lengths to do so. If I bought the program the first time
>around, downloading it 10 years later from the Net doesn't bother my
>conscience in the least.

bothers you enough to write into the newsgroup,

>Have a nice day...I'm off to the computer store to look at all the
>cool new ST stuff...

in the land you seem to be living there must be loads of the bloody stuff...hahahaha

>Long Jogn Silver

ho look, a real name?

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 6030. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <ZxJYbLy.greg_evans@delphi.com>
Source record: 124908

CAB 2.0 seems to have problems with font sizing. In my own web page, I use mostly one size throughout, but near the end I have a paragraph in a larger font (font size="+1") and then back to the smaller font, (font size="-1"). The problem is, CAB ignores the first size change and then executes a font change (increase) when I coded a decrease.

I was planning on contacting ASH. I'm sure this demo is also somewhat a beta release.

Greg

# 6031. A few Questions and some REAL BIG NEEDS!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: Destiny <destiny@digital.net>
Message-ID: <333F076A.FF@digital.net>
Source record: 124909

Questions:

What Midi software can I use with the 1040STf with just a floppy.
How can I transfer stuff from my PC to the Atari.

What I REALLY Need:

1040STf internal Floppy Disk
WD1772 Chip for 1040STf
4 Meg Expansion
External Hardrive
TOS update ?? ( don't know if it can use one )
Midi Software

# 6032. Re: Needed help with NEWSie/Gluestik

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <5hn3t5$llp@nnrp1.news.primenet.com>
Source record: 124910

On 30 Mar 1997 12:30:42, Martin Byttebier wrote:
>
>On 30 Mar 1997 04:51:46, Rich Tietjens wrote:
>>
>>On 30 Mar 1997 01:17:53, Martin Byttebier wrote:
>>>
>>>I finally managed to get the gluestik stuff working.
>>>Antmail works fine. So do NEWsie v0.7 except I can't get my mail.
>>>When I try to logon to my mailserver the server rejected my password.
>I just came to the conclusing that I have to fill-in in the e-mail
>mailpreference my logname instead of my e-mail address. A little
>strange isn't it? Very confusing indeed.
>
Its only strange when you consider the author considered the email
name (name@domain) to be the same as the account name. For me they are
both 'rojewski', but I now recognize some ISPs handle things
differently.

I will be putting an 'Account Name' field into the Personal
Preferences due to this "flexibility" in account name/emaild id
situation.

John

*
* John Rojewski email: rojewski@primenet.com
* http: www.primenet.com/~rojewski
* Atari Falcon'030/14/84
* Use NEWSie - the UseNet NewsReader for the Atari

# 6033. Re: Quick FAQ - Draft 0.3

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: Frank Lockwood <lockwood@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.93.970330212700.71462B-100000@srv1.freenet.calgary.ab.ca>
Source record: 124911

On 30 Mar 1997, Odd Skancke wrote:

> On 28 Mar 1997 16:34:30, Nicholas Bales, Toulouse, France wrote:
> >TT030 32/030 2-10Mb S 3.06 1.44Mb E VKTC Various mem/HD configs
> ^^
> Shouldn't this be 2-20M ram? With the standard Atari memory cards, I think you
> can have 4Mb of ST-RAM and 16Mb of TT-RAM, totally 20Mb.

The confusion comes with having two banks of RAM. The "ST Ram" is
configured for 24 bit addressing to make it backwards compatible for
software made for the older STs and Megas, and used
surface mounted DRAMs mounted on a board situated on the right hand side
of the machine, just under the hard disk. Machines were issued with 4 or
10 megs of Ram in this bank.

The "TT Ram" is configured for 32 bit addressing and requires the use of a
daughter board situated on the left hand side of the machine, which
accepts four 30 pin SIMMs, which can be any value up to 64 megs. Thus,
the max amount of ram you can have in one of these machines is 266 megs -
10 megs of "ST Ram" and 4x64=256 megs of "TT Ram".

The Thirty-two bit addressing coupled with the 32 bit internal processing
bus rendered the name "TT" for Thirty-two/thirty-two, as opposed to the
Sixteen/Thirty-two arrangement of the ST.

Regards,

____/ /
/ / Frank Lockwood
__/ / Calgary, Alberta, Canada
__/ _______/ http://www.candisc.com/fl/

# 6034. WTB: Atari Mega ST4

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: Richard Claunch <claunch@pacbell.net>
Message-ID: <333F5451.BE3@pacbell.net>
Source record: 124912

I would like to buy a Atari Mega ST4

I will pay $100.oo plus shipping cost US.

Email if want to sell.

Claunch@Pacbell.Net

# 6035. Re: shutdown 1.5 for magic in english

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: trax@collegeleboeuf.qc.ca
Message-ID: <5hmj14$4sv$1@wagner.spc.videotron.ca>
Source record: 124913

On 26 Mar 1997 11:53:45, david rutherford wrote:

>New version of shutdown 1.5 released for magic operating system
>
>goto page
>http://www.yi.com/home/BartonAlexander/software/shutdown.html
>
>Send the author an email thanking him for the english copy, he's done it
>for all you people out there who don't understand german. He might also
>release further upgrades if he gets enough replies.

Hi there. I've just downloaded Shutdown 1.5 and will check it out. But I'm curious as to what "AVSERVER.APP" does. It's also for MagiC 4 but since my German is only slightly better than my Chinese, I can't really decipher the text enough to tell what it's for.

Do you know?

Thanks

Stephen Angelini / trax@cedep.com

# 6036. Re: Quick FAQ - Draft 0.3

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: death@fletch.fix.net
Message-ID: <5hn850$20d@fletch.fix.net>
Source record: 124914

oskancke@sn.no (Odd Skancke) stated
>>Mega STe 16 1-4Mb S 2.06 1.44Mb MBE VKTC TT style case.
>>TT030 32/030 2-10Mb S 3.06 1.44Mb E VKTC Various mem/HD configs
> ^^
>Shouldn't this be 2-20M ram? With the standard Atari memory cards, I think you
>can have 4Mb of ST-RAM and 16Mb of TT-RAM, totally 20Mb.
>

Actually, it should be 2-26 Mb. You can add a 2 meg, or an 8 meg ST RAM
card.

*steve
--
EXTREMITIES DEATH METAL MAGAZINE
PO BOX 14356 - San Luis Obispo, CA 93406 - USA
Email: death@fix.net Fax: (805) 489-0386
Issue #2 out NOW! - Cannibal, Suffocation, Internal Bleeding, Dissection,
Hypocrisy, At the Gates, Morbid Angel (last interview w/ Dave Vincent),
Disgorge, Infamy, Psychrist, Immolation and more!
$5.00 postage paid ($7.00 world)
S U P P O R T T H E U N D E R G R O U N D

# 6037. Anyone still have Xenon for ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: James.Micallef@pconline.gryn.org
Message-ID: <5cb_9703311800@tor250.org>
Source record: 124915

Re: Anyone still have Xenon for ST?

> I'm looking for this game! I can't find it anywhere...

I have Xenon 2 but not 1 I know part 2 is awsome its like the snes....

# 6038. For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: magnus.thylander@stacken.ct.se
Message-ID: <ftn_2.204.219.0_1639c699_Magnus.Thylander@stacken.ct.se>
Source record: 124916

Okay, it's finally time to sell off all my computer equipment, here we
go:

Item nr 1:

Atari Falcon030/4/65 (4Mb RAM, 65Mb internal IDE-HD)

Hardware(beyond the usual Falcon stuff):
DDD HighSpeed40 accelerator (40MHz CPU,20MHz BUS, 40MHz DSP) -
unfortunately it bugs out quite often using LHA 3.x, ON/OFF switch
at the back of the computer, installed by autorized Atari dealer
Copson Data AB
Apple CD150, external SCSI CDROM-player (1x)
ScreenBlaster video-accelerator (external)
Logitech mouse (the best I've ever tried!)
Barely functioning GeniScan ST, greyscale handscanner
Small freestyle-loudspeakers
Joystick "ErgoStick"
Both Falcon>VGA and Falcon>RGB adapters for monitor-connection

Software included:
Magic 4 (GREAT multitasking OS)
NVDI 4 (SUPERB software-accelerator, also replaces SpeedoGDOS and
supports True Type fonts)
Calamus 1.09n (Swedish version, including the manual)
CoNnect 95 (registered version of the no 1 comm-program)
STOOP (Registered version of this great boot-selector, similar to
SuperBoot only a lot nicer and better)
Da's Vektor (GOOD vector-graphicsprogram)
RainBow II MultiMedia(VERY GOOD Mukltimedia-program)
NeoDesk 3 (replacement desktop)
NeoCLI v2.1 (Command Line Interpretator for NeoDesk)
That's Write 2.09 (Word Processor)
Harlekin 95 (GOOD multi-acc, including calender and text-editor)
HiSoft WERCS (old RSC-editor)
TimeWorks Desktop Publisher ST v1.?
STOS - The Game Creator
SpeedoGDOS (of course)
MultiTOS (of course)
around 50 HD-disks filled with packed PD/ShareWare software
around 30 coverdisks from ST Format/ST Review
18 HD-disks with PD/ShareWare that I got from "AtariSpecialisten"
when I bought the computer
1 diskbox that can take 100 3.5" disks
m.m....

Books included:
Programmering i C (pagina)
Atari ST/STE H&#65533;rdfakta (pagina)
Programmera 68000 (pagina)
Atari ST Application Programming
Atari ST Internals
Logo Programming
Atari ST User's Handbook
Atari ST Logo
And of course the Atari Falcon030 Owner's manual

Price: 4500 SEK (Swedish currency!)

Item nr 2:

Aktra Personal Computer (PC, minitower)

Hardware:
i486 dx 33MHz CPU
8Mb RAM
VESA Local bus
2 serial + 1 parallell + 1 joystick port
170 + 420 Mb IDE-Harddrives
Trident SVGA with 512kb minne (800x600 at 256 colours at most)
15" "MultiScan" SVGA screen, SMILE (VERY GOOD!)
Standard pc-keyboard
Agiler 3-button serial mouse
Canon BJ10ex, black/white bubblejet printer 360x360dpi

Software:
DOS 6 (Swedish)
Windows 3.1 (Swedish)
Plus a mixed bunch of software left on the harddrive...

Price: 5000 SEK

Price too high? Give me an offer quickly and I will consider it!

I live in Sweden (Stockholm) and Swedish buyers are preferred... Reply
either by e-mail to "Thylboy@stacken.ct.se" or call 070 / 657 81 31
(mobile phone + answering machine) or 08 / 774 78 64 (home)...

Greetings from Magnus Thylander...

# 6039. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <859711470_OASIS_@pcc-uky.campus.mci.net>
Source record: 124917

In article <5hl89j$3f7$1@nadine.teleport.com>
atari@teleport.NO.SPAM.com (Rich Tietjens) said:-

>But if it doesn't say "Atari" on the box, use TOS, or emulate one of the
>above,
>
>
>WE
>DON'T
>BLOODY
>CARE!
>
>
>"Now go away, or I shall taunt you a second time!"

<roflol> Oh very good! ;^)

--

```
_/_/_/
```

# 6040. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <E7vE9s.9Fr@cix.compulink.co.uk>
Source record: 124918

> IMHO, CAB is only as good as it's online OVL ;) The rsc file is in
> German, but that shouldn't be a problem for long time CAB users. I
> tried several OVL's with various results. This is NOT a comprehensive

So what OVL's did you try, and where are they available from? And which did you prefer? I was only aware of CAB.OVL.

I'm going to be away for a couple of weeks, so if you post a reply I'ld be glad of an e-mail copy as I won't be able to read it on the list.

Daniel Cohen
e-mail: dcohen@cix.compulink.co.uk or D.E.Cohen@qmw.ac.uk

# 6041. Re: NVDI driver for stylus

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: dale1@cix.compulink.co.uk
Message-ID: <E7vI2M.HMu@cix.compulink.co.uk>
Source record: 124919

In response to greg_evans@delphi.com's message:
>
> NVDI 4 has an Epson Stylus Pro driver. It supports 360 and 720 DPI
> printing, with and without microweaving.

I have NVDI v4 along with a Epson Stylus colour 200 printer, i have yet
to find NVDI or anything that will print at 720dpi though. I have tried
a few prgs so far, but still nothing happens, the paper is fed through the
printer but that is all, it does work at 360dpi though, if that's any help.

ATB..Dale :-))

A *STe/Jaguar/Jag CD/Lynx II/Falcon 030/14MB/FPU/EZ135/CD ROM/*
*15" SVGA/36.6k USR Vi/Epson Colour 200/Mega ST4/Psion 3a/& PSX*
Owner! E-Mail: dale1@cix.compulink.co.uk NetMail: 90:100/321
24Hr Fax:+44-(0)1603-614626

# 6042. Re: Will PC SIMMs fit in an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: Lars Kayser <kayser@hvision.nl>
Message-ID: <333E28A1.7187@hvision.nl>
Source record: 124920

deangra@rosemount.com wrote:
>
> On 23 Mar 1997 22:51:10 GMT, dhedberg@aristotle.algonet.se (Daniel
> Hedberg) wrote:
>
> >Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:
> >
> >: You will need a SIMM board as well, but otherwise, no problem. Sicne
> >: you're in the UK, try to find a Marpet SIMM board. Possibly System
> >: Solutions has them - the other UK Atari users would know that better
> >: than I.
> >
> >There is no need for a SIMM board in an Atari STe computer. The STe has
> >four SIMM slots.
> >
> >--
> > @ @
> > ----------------------------------------------------------oOO-(_)-OOo-----
> > Daniel Hedberg of New Beat Development
> >
> > New Beat Development on the Web: E-Mail:
> > http://www.kuai.se/~dhedberg/ dhedberg@algonet.se
> > ---------------------------------------------------------------------------
> > oOo oOo
> > U U
>
> Does this hold true for a 520 ST fm also?

Yes, it does ! I have a simmboard with 4 x 1MB simms on it in my Atari
520 STm. Works great. Only problem is, it didn't fit into the ST and so
I build the computer, drive and supply into an old PC housing.
But of course, you don't have that problem with the Fm. Should be lots
of space free in there.

Lars.

## 6043. WTB CaTTamaran accelerator

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: ha024@cleveland.Freenet.Edu
Message-ID: <5hkdbj$h9a@alexander.INS.CWRU.Edu>
Source record: 124970

If you have one and wish to unload, Email me at

ha024@cleveland.freenet.edu
--
ha024@Cleveland.Freenet.Edu (Richard Jones)

# 6044. Re: Public Newsservers?

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: !ynoT
Message-ID: <333dad1c.58295969@news.airtime.co.uk>
Source record: 124971

On 29 Mar 1997 21:34:58 GMT, oskancke@sn.no (Odd Skancke) wrote:

> I'm looking for a good newsserver that carries all of the Atari related groups.
>This includes the alt.atari-jaguar.discussion which my local newsserver doesn't
>carry. Also I have no access to the comp.binaries.atari.st. Any help is
>appreciated.

well news.airtime.co.uk has all atari newsgroups including the mause
and lots of other countries,a couple of jaguar ones, also binaries and
binaries.d and a new one just surfaced alt.binaries.atari.dead i have
asked on heer but no one must know anything about it?

I have no idea if airtime is public, but it wont take a second to
find out, let meknow if succesfull:)

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 6045. Needed help with NEWSie/Gluestik

Newsgroup: comp.sys.atari.st
Date: 1997-03-30 00:00:00 UTC
From: martin.byttebier@ping.be
Message-ID: <5hkf01$2ps@news2.Belgium.EU.net>
Source record: 124972

Hello,

I finally managed to get the gluestik stuff working.
Antmail works fine. So do NEWsie v0.7 except I can't get my mail.
When I try to logon to my mailserver the server rejected my password.
The logfile says that the password isn't correct.
can someone tells me what I've done wrong.

```
**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
**************************
```

# 6046. Re: Why does the Hades still cost so mu

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970331191402200076@pwomar.demon.co.uk>
Source record: 124774

Odd Skancke <oskancke@sn.no> wrote:

> Pardo me for my ignorance, but what exactly is this Newton thing?

It's a handheld Personal Digital Assistant, full of very good ideas like
intelligent help & handwriting recognition but it's slow, overpriced and
nothing works as well as it should.

--
To reply to this message there is no need to remove anything
from my email address, clever that!
Paul Womar - News@pwomar.demon.co.uk

# 6047. [Q] FastCopy onto PC ?

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: torem@hol.fr
Message-ID: <33403e40.3587317@news.hol.fr>
Source record: 124775

Does the author of Fastcopy (Martin Backchat) has done a PC version of
his excellent program?

--
[RCH Emploi][Aquitaine] technicien micro-info.

Mon CV: http://www.mygale.org/05/dadu/cv_dadu.htm

# 6048. Re: Swedish Ripp-Off

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: fangdn@mindspring.com
Message-ID: <33403a3b.4947968@news.mindspring.com>
Source record: 124776

hallvart@sn.no (Hallvard Tangeraas) wrote:

>On Mon 31-03-97 19:34, Joakim Nordlander (jonord@pinky2.itv.se) wrote:
>
>>Daniel Fangmann wrote:
>>> Think twice before selling to a guy
>>> in Sweden from the U.S.-
>>
>> Yeah, and because of this all swedes must be crooks... I once copied a
>>tape for a guy in Germany, but I never heard from him again. Does that
>>make all germans crooks?
No.
>
>And I sent money for a record to a guy in the U.S. but never got the
>record! I guess that makes all Americans criminals doesn't it?
No it doesn't. But that still doesn't take away from being ripped
off.
>Next time, don't send the merchandise before you get the money.
>
You are right, and that is what I will do. But for over 2 years I did
just the opposite, unless the buyer asked for COD, I would ship with
the agreement to send payment after receipt.. And it worked, I
enjoyed the honesty of the community and the buyer enjoyed the piece
of mind.
As far as the offending post, all I am trying to do is locate the
fellow who did not pay and at least get a reply. I lost his name and
e-mail address so am trying to locate him on the newsgroup. I in no
way want to blame all Swedish Atari users. Only relay my story to
everyone else who wants to listen and take my advice.-Dan F.

>Hallvard
>--
> -ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
> -Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
> -Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
> -Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>
>

# 6049. Running MINT C: drive files are all lower case

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Mike & Wanda Saeger <wanda@starnetinc.com>
Message-ID: <33403C3B.2C74@starnetinc.com>
Source record: 124777

I installed the PPP kit. For some reason all the files on my C:
drive went to lower case. The OS doesn't recognize that lower case
.PRG .TTP etc. files are programs.

Is there some MINT parameter that I need to set so that my C: drive
files become upper case again?

Mike Saeger
wanda@xnet.com

# 6050. Re: Computer Dungeon

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: fangdn@mindspring.com
Message-ID: <33404194.6829353@news.mindspring.com>
Source record: 124778

tom.derrick@acpu.com (Tom Derrick) wrote:

>fangdn@mindspring.com (Daniel Fangmann) asked:
>
>F > Anyone know the e-mail address for the 'Computer Dungeon? If
>F > so please e-mail it to me or post to the newsgroup. THANKS!
>
>Seems to me I saw an announcement several months ago that they had
>closed up shop. Further deponent sayeth not.
>
>"The Poor Deluded Soul" - tderrick@acpu.com
>... Speak your mind. You have nothing to lose!
>___ Mountain Reader II - #00000077
Recently I received an e-mail from the owner of the 'Dungeon' asking
about a MEGA STE I had for sale. Well its available again and he is
the next in line so want to ask him first before reposting for sale on
the newsgroup. -Dan F.

# 6051. Re: FS:Hewlett Packard HP200LX 2 meg

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: kfchan@imap1.asu.edu
Message-ID: <5hp2n0$h30@news.asu.edu>
Source record: 124779
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.handhelds,comp.sys.palmtops,van.forsale

What a stupid guy to buy a used 200LX for $400 US !

Robert Andrew Bell (rbell@uniserve.com) wrote:
: I didn't say it was Canadian,it's us dollars and for your infomation it's
: already sold for $400 us without the 4 meg card or 14.4 modem.

: kfchan@imap1.asu.edu wrote in article <5hmdo2$nl7@news.asu.edu>...
: > Where did you mention in your original post that's in Canadian dollar ?
: > How about 450 yen, ehh ?
: >
: >
: > Robert Andrew Bell (rbell@uniserve.com) wrote:
: > : Really,well now add tax to that $445, then the cost of a serial cable
: and
: > : ac adapter and the cost of ACT for palmtops,the cost of a 14.4 fax
: modem
: > : and a 4 meg flash ram card and the Simtel cd-rom of dos programs and
: your
: > : probably looking at nearer $600,so $450 is a fair price,but as I said
: I'm
: > : looking for offers.Lastly,have you actually confirmed the price at
: Office
: > : Max or are you just going on hearsay? Was that a 2meg or was it just a
: 1
: > : meg? Here in Canada I'm still seeing the 2meg HP selling for approx.
: $850
: > : cdn($640us approx.)
: >
: > : Rob.
: >
: > : kfchan@imap1.asu.edu wrote in article <5hhf47$jfu@news.asu.edu>...
: > : >
: > : >
: > : > You must be kidding ! Brand new HP200LX sells for $445 in Office Max
: > : > as reported by someone a few days ago. $300 seems fair !
: > : >
: > : > Robert Andrew Bell (rbell@uniserve.com) wrote:
: > : > : I have a 2 meg HP200lx dos palmtop computer for sale,only 6 months
: old
: > : with
: > : > : box and all manuals,serial cable and windows 95/win3.1 transfer
: > : > : software,cd-rom of dos programs.Built in programs include pocket
: > : > : quicken,lotus 123,telephone book,appointment
: > : book,database,wordprocessor,

: > : > : notepad and a few others.It has one pc-card
: > : > : slot,infra-red port,serial port,ac adapter and runs for weeks on
: two AA
: > : > : batteries and
: > : > : is in pristine condition.I will sell for the best offer I get or
: would
: > : > : trade for an Atari Falcon030 system.Any offers $450 and over and
: I'll
: > : throw
: > : > : in a 4 meg flash ram card
: > : >
: > : > : rob
: > : > : rbell@uniserve.com
: > : >
: > : >
: > : >
: >

# 6052. Re: Why does the Hades still cost so mu

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <859855158.25925@dejanews.com>
Source record: 124780

In article <5hhm5l$3nf@scanner.worldgate.com>,
Chris Krowchuk <chris@compdirect.com> wrote:
>
> <ps10600@cedarnet.org> wrote:
> >
> > Hi Guys...It's me, formely sinclap...
>
> Why does a Rolls Royce still cost much more than a Chevy Cavalier?

The market doesn't consider a Hades as a Rolls.. The PowerComputing
PowerTowerPro 20 is considered a Rolls but priced as a Cavalier..

> All the best,
> Chris @ Computer Direct

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 6053. Re: Why does the Hades still cost so mu

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: ps10600@cedarnet.org
Message-ID: <859855554.26256@dejanews.com>
Source record: 124781

>> He's has the prices AND performance wrong, as usual.

What is wrong about the prices and performance?

> The admins at DejaNews and Petey-boy's new ISP (which is a freenet, of
> sorts, BTW, cedarnet.org - cheap bastard apparently won't spend any
> money to come here to insult our intelligence) are already apprised of
> his past performance as revealed in a user profile form - of all places
> - the very DejaNews he was posting from.
>
> So, in spite of any idiot comments to the contrary, he has very little
> chance of lasting out the month of April, should he continue with his
> previous character traits.

What is wrong with a freenet? Doesn't cost me a dime as long as I
telnet in..

Remember I am not using cedarnet to access dejanews..

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

# 6054. Re: A few Questions and some REAL BIG NEEDS!!!!

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970331192200.4662B-100000@sparkie.gnofn.org>
Source record: 124782

On Sun, 30 Mar 1997, Destiny wrote:

->Questions:
->
->What Midi software can I use with the 1040STf with just a floppy.
->How can I transfer stuff from my PC to the Atari.

You can use just about any commercial or shareware sequencer program on a 1 meg ST without a hard drive. Cubase, Notator, Dr.T's, Edit Tracks all work fast and fine. You won't be able to do much with ditigal audio, though.

->What I REALLY Need:
->
->1040STf internal Floppy Disk
->WD1772 Chip for 1040STf
->4 Meg Expansion
->TOS update ?? ( don't know if it can use one )

You would be better off getting a STe or a Falcon than doing all that upgrade work.

Dave

_____
/ /
||||||||||||||||====]: dbg01@gnofn.org
____\

# 6055. Re: Why was Sinclap gone so long..?

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <859805228_OASIS_@pcc-uky.campus.mci.net>
Source record: 124783

In article <5hmfep$m1i$1@nic.ott.hookup.net>
martinr@hookup.net (Rick Martin) said:-

>On 28 Mar 1997 12:25:21, Mark Fassett wrote:
>
>Who really cares ? The last thing I want want to waste my time on is arguing
>about another line of computers !
> ---------------------------------------------------------------------
> ***************************************************************
> * martinr@hookup.net Falcon 030 85/IDE 1.6/GIG SCSI Powerup 2 *
> * Ottawa , Ontario Pioneer 4x Cd Roland D70 Synth *
> * Canada Apexmedia Imagecopy ... *
> ***************************************************************
>

I think the real question(s) is why wasn't he gone longer, and why is he back
now? (especially after getting intellectually "trashed" by the Atari Faithful
so many times!) :^)

--

_/_/_/

# 6056. Re: "Diamond Edge" upgrade patch?

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Dave Gostl <dbg01@gnofn.org>
Message-ID: <Pine.GSO.3.95.970331191449.4662A-100000@sparkie.gnofn.org>
Source record: 124784

On 27 Mar 1997, Ronny Gardh wrote:

->>Well, twice I had serious disk errors that it couldn't fix. Each time I had
->>a file that couldn't be deleted. As far as I could tell, the FAT was
->>corrupted. Actually Edge didn't even know there was a problem. The only

->sometimes behave like you says, but my cure is: copy all files and dir
->to a new fresh partition (if you have space), zero-ing the faulty partition
->and copy back all files and then run edge again. Almost all times it
->has worked for me without any loss of files.

I just discovered that the Kobold3 demo can delete a file that was
otherwise undeletable.

Dave

```
_____
/ /
|||||||||||||||====]: dbg01@gnofn.org
\____\
```

# 6057. Re: Computer Dungeon

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <859844542_OASIS_@pcc-uky.campus.mci.net>
Source record: 124785

In article <333f3257.1221930@news.mindspring.com>
fangdn@mindspring.com (Daniel Fangmann) said:-

>Anyone know the e-mail address for the 'Computer Dungeon? If so
>please e-mail it to me or post to the newsgroup. THANKS!
>
>Dan F.

I'm sorry to say that the Computer Dungeon is no more... Al Horton had to
shut down this most excellant Atari resource due to an illness in his family
that was apparently, very severe. I sure miss'em! :(

--

```
_/_/_/
```

# 6058. Re: Computer Dungeon

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <BvGZcSO.greg_evans@delphi.com>
Source record: 124786

About 6 months ago or so Al Horton had to move his family from Illinois to... I forget which southern state. he had a final sale and as far as I know, that was that. When did you get email from him?

Greg

# 6059. Re: WTB: Atari Mega ST4

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <JPHYsgN.greg_evans@delphi.com>
Source record: 124787

Richard,

Where are you located? I have a rather unorthodox Mega 4 you might
be interested in, but it's in a full size tower case and quite heavy.
It has a TOS 1.0/2.06 switcher and two internal floppy drives, as
well as a T-25 board, which unfortunately, only does 8 mhz these
days. Oh yeah, it has a Tweety board (stereo output) and a 4096
color board (for STE pallette) also. You will need a Mega ST, STE
or TT keyboard for it, as well as a cartridge extender (Wizztronics)

Greg

## 6060. How do I read disks on PC that are ATARI ST disks???

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Destiny <destiny@digital.net>
Message-ID: <33407C23.1FE8@digital.net>
Source record: 124788

I want to know if there are any programs that let me read an
atari st dd disk on my pc.

Also, is there a way to convert a pc drive to work at double density on
a atari

Thanks Rick

# 6061. MSTE for Sale (US)

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: grmeyer@ricochet.net
Message-ID: <grmeyer-3103972045090001@mg134-212.ricochet.net>
Source record: 124789

For Sale:

Mega STe 4/50 -- great condition, loved and taken care of!
Epyx joystick (1)
Atari SM124 mono monitor
Atari SC1224 color monitor
Migraph Hand Scanner with OCR
Scanning tray for above
Lots of misc software.

Must sell! If I don't get some offers, I'll be giving it away. (To friends or family, sorry.) Make me an offer, postage will be over and above whatever we agree on.

--Gordon

--
--------
Gordon R. Meyer <grmeyer@compuserve.com>
Web: <http://www.soci.niu.edu/~gmeyer>
Power Macintosh: If it were slower it would be a Pentium.

# 6062. Re: GSZRZ newest version?

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703311536.a12498@ka2.maus.de>
Source record: 124790

ESBJ>Anyone know where I can d/l the newest version of GSZRZ? I have 4.7
ESBJ>, but I hear it is up to 6.6.

I'am using 6.4 at the moment, 6.6 is the actual version.

Regards
Goetz

# 6063. Re: shutdown 1.5 for magic in english

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703312303.a13484@ka2.maus.de>
Source record: 124791

SA>But I'm curious as to what "AVSERVER.APP" does. It's also for MagiC 4
SA>but since my German is only slightly better than my Chinese, I can't
SA>really decipher the text enough to tell what it's for.
SA>
SA>Do you know?

AVSERVER expands the abilities of MagiCDesk (MagXDesk) of MagiC V.4.x. These old MagiCDesks have only limited AV functionality. The AV/VA protocol is useful when using StartMeUp, AppLine, MultiStrip and such tools. Just install it and forget it - other applications will proft.

Regards
Goetz

# 6064. Re: NOVA & GDOS

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Goetz_Hoffart@ka2.maus.de
Message-ID: <199703312300.a13483@ka2.maus.de>
Source record: 124792

BN>Knowing that I would no longer be able to use my copy of NVDI 4 I
BN>bought a used copy of SpeedoGDOS 5.

Not necessary, but too late. You can use NVDI 4 as GDOS (not as an accelerator)
with Nova VDI.

Regards
Goetz

# 6065. Re: Needed help with NEWSie/Gluestik

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hn9u3$92m$3@nadine.teleport.com>
Source record: 124824

On 30 Mar 1997 12:30:42, Martin Byttebier wrote:
>
>I just came to the conclusing that I have to fill-in in the e-mail
>mailpreference my logname instead of my e-mail address. A little
>strange isn't it? Very confusing indeed.

Must be something to do with your ISP's setup - mine is filled in with
the mostly-invalid address you see above, and it works fine.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

## 6066. Computer Dungeon

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: fangdn@mindspring.com
Message-ID: <333f3257.1221930@news.mindspring.com>
Source record: 124825

Anyone know the e-mail address for the 'Computer Dungeon? If so
please e-mail it to me or post to the newsgroup. THANKS!

Dan F.
fangdn@mindspring.com

## 6067. Swedish Ripp-Off

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: fangdn@mindspring.com
Message-ID: <333f32cc.1338667@news.mindspring.com>
Source record: 124826

Just a word of advice/warning to all in the US selling overseas.
Don't do it unless you know and or trust the other party!!
Case in point. Sent 2 ICD SCSI HOST Adapters to a fellow in Sweden as per his request. End result, never got paid! Never heard from him since. Unfortunately, I have been switching ISP's so much over the last 5 months that I lost his e-mail address.(ISP troubles, a story for another day) :^/
Although I can take the loss and blame myself for being 'so trusting', it still hurts being ripped-off. Think twice before selling to a guy in Sweden from the U.S.- BTW - If the fellow who stiffed me for the SCSI adapters wants to make good, just drop me a line, and a check, and I will tell everyone that you had a change of heart. Promise not to mention names. Dan Fangmann
fangdn@mindspring.com

# 6068. Re: Quick FAQ - Draft 0.3

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: oskancke@sn.no
Message-ID: <5hnhoj$9cu@news1.sol.no>
Source record: 124827

On 30 Mar 1997 21:36:21, Frank Lockwood wrote:
>On 30 Mar 1997, Odd Skancke wrote:
>
>> On 28 Mar 1997 16:34:30, Nicholas Bales, Toulouse, France wrote:
>> >TT030 32/030 2-10Mb S 3.06 1.44Mb E VKTC Various mem/HD configs
>> ^^
>> Shouldn't this be 2-20M ram? With the standard Atari memory cards, I think you
>> can have 4Mb of ST-RAM and 16Mb of TT-RAM, totally 20Mb.
>
>The confusion comes with having two banks of RAM. The "ST Ram" is
>configured for 24 bit addressing to make it backwards compatible for
>software made for the older STs and Megas, and used
>surface mounted DRAMs mounted on a board situated on the right hand side
>of the machine, just under the hard disk. Machines were issued with 4 or
>10 megs of Ram in this bank.

Yes, I know there is two megs of DRAM soldered directly to the motherboard, and
you can use a card to add ST-RAM situated just above this, under the HD, as you
state. My current ST-RAM figure is the 2 megs on the motherboard and a card with
additionally 2 megs. Then you tell me there exists cards with 10Mb of ST-ram.
Great! Do you know where I can obtain one? Does there exists third-party ST-RAM
cards for the TT? If so, who's got them?

>
>The "TT Ram" is configured for 32 bit addressing and requires the use of a
>daughter board situated on the left hand side of the machine, which
>accepts four 30 pin SIMMs, which can be any value up to 64 megs. Thus,
>the max amount of ram you can have in one of these machines is 266 megs -
>10 megs of "ST Ram" and 4x64=256 megs of "TT Ram".

Let me get this correct. I have the Atari made 6-jumper TT-RAM card. Can I use
4x64 SIMMs on this card? If so, could you please give me the correct type and
speed to get so that it'll work in Burs-Mode ?

My current 16 megs of TT-RAM is, as far as I know, 4x4Mb 8 non-parity 80Ns SIMMs
And apparently this will not run correctly in Burs-Mode. Can you help?

>The Thirty-two bit addressing coupled with the 32 bit internal processing
>bus rendered the name "TT" for Thirty-two/thirty-two, as opposed to the
>Sixteen/Thirty-two arrangement of the ST.
>

Yes, I know all that, but there's one thing I'm not quite sure of; The
motherboard and ST-RAM is running at 16Mhz, right?. So, the ST-RAM is accessed
over a 16Mhz but. But, is the TT-RAM accessed over a 32Mhz bus??? I would
appreciate a clarification on this, please.

BTW, It's a excellent FAQ you've created. Keep up the good work ;-)

Regards

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Odd Skancke # ## # Atari TT with 4MBST and 16MB TT ram
EMail # ## # 250MB Seagate, 2.1GB Quantum Fireball,
oskancke@sn.no # ## # SLM804, PTC1426 Monitor.
## ## ## Falcon030 4MB, 250MB Internal HD.
Snailmail ## ## ##
Sandesund Terrasse 7 ## ## ## Atari all the way, the whole way!!
1705 SARPSBORG ## ## ##
N Norway ## ## ##
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

# 6069. Re: Computer Dungeon

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: jdaddin9@airmail.net
Message-ID: <5hnjhi$qfc@library.airnews.net>
Source record: 124828

On 31 Mar 1997 03:43:00, Daniel Fangmann wrote:
>Anyone know the e-mail address for the 'Computer Dungeon? If so
>please e-mail it to me or post to the newsgroup. THANKS!
>
>Dan F.

If I'm not mistaken, which is very possible, Computer Dungeon closed a
while back.

-Jared

# 6070. NOVA & GDOS

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: dogmeat@fog.net
Message-ID: <5hnib6$jf0$1@news.wco.com>
Source record: 124829

Fellow Atarians!

I recently bought a 2nd hand NOVA graphics card. Knowing that
I would no longer be able to use my copy of NVDI 4 I bought
a used copy of SpeedoGDOS 5.

Well, the graphics card works great. And the installation
of SGDOS went much better than v4. BUT when I try to use the
fonts, they aren't there! (under the NOVA card - otherwise they
work great!)

ATARI Works reports "Cannot find graphics fonts on your system."
With some fooling around my current guess is that the SCREEN.SYS
drivers in ROM aren't good enough for the new VDI.

Is this right? If so, how can I convince the NOVA VDI to accept
GDOS? Or vice-versa?

Please Help!

--
Brett Nair - dogmeat@fog.net

"Holy the lone juggernaut! Holy the vast lamb of the middle-class!
Holy the crazy shepards of rebellion! Who digs Los Angeles *IS* Los Angeles!"
- Allan Ginsberg, "Introduction To Howl"

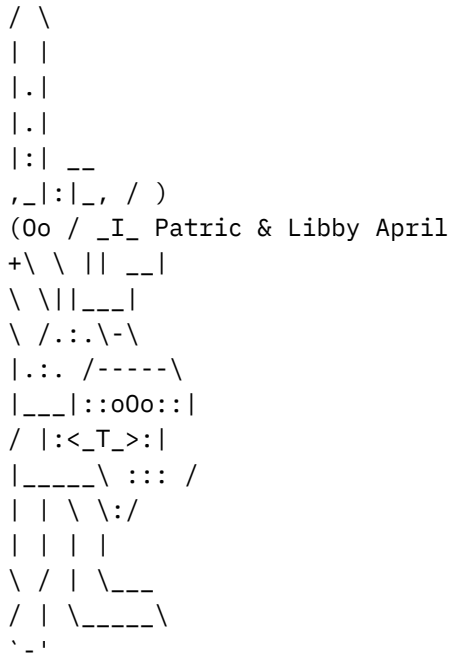
# 6071. WTB: Mega STE or STE

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: april@bulli.com
Message-ID: <5hnkjl$h3n@priv-sys04-le0.agt.net>
Source record: 124830

If you have a mega ste or a ste please email me at

april@bulli.com

Thanks



# 6072. Re: DOITF030 HTML via ftp

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HC6IAFBQUP@data.rhein-main.de>
Source record: 124831

In <HC5LCEAFUP@arkon.toppoint.de> Eick Wagner wrote:

H,

>The archiv DOITF03H.ZIP (DOITF030 HTML V 5.0) is also available via ftp:
>
> ftp.rhein-main.de/pub/incoming
> ftp.toad.net

Yep, thank you. But on ftp.toad.net is a very old release.
It's better to take them form rhein-main.de.
Watch out for the brand new 5.1

I have much trouble while upolading to ftp-toad.net.
It's very slow an mostly i don't have any access on that server.

regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

# 6073. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HC6IAFBTUP@data.rhein-main.de>
Source record: 124832

In <859716412_OASIS_@ping.be> Martin Byttebier wrote:

>Frames does work fine, but CAB 2.0 does some very strange things. On

Yep, that's realy fine :-)

>my TT I can't make it work under singletasking. I always get a runtime
>163 error message. However under a multitasking system (I've tried
>Geneva and N_AES) it works.

Hm, that looks like trouble with the memory dispatcher OR
problems with CAB-CACHE (Cachefolder)
You got that trouble offline?

>Furthermore CAB 2.0 displays e.g. columms of buttoms on one row
>(fortunately not with every page)
>Where are the colors in the source display? Viewing the source one
>can't use the back buttom (with CAB 1.5 this was possible).
>Using CAB 2.0 on a monochrome screen is quite disasterous (at least on
>my TT) It does display the background where CAB 1.5 was so friendly to
>not display the background. Can you imagine how it looks like if one
>have download a page with a black background.
>These are a few thing I've found.

Ahrg, that's a question for alexander!
I can't check it with a monochrome display..

regards, Robert

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

# 6074. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HC6IAFBNUP@data.rhein-main.de>
Source record: 124833

In <5hm79s$30k@news1.Belgium.EU.net> Martin Byttebier wrote:

>Just did. No help at all.

Hm..

Few days ago i got the late finish release CAB 2.0 form ASH.
Sure, CAB have some smal problems with font sizing ect.pp, i will forget that..

I can't found some other big problems.

Machine: F030 10MB FX, 4MB ST-RAM, NVDI4.11,MagiC5.10, SceenBlaster, MetaDOS

regards, Robert --- Happy Eastern ---

--
### robscha@data.rhein-main.de -= Home of DOITF030 =-
### _____
# # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
# # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/homepage.htm

# 6075. Re: H.E.R.O. was BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: claytone@aa.net
Message-ID: <5hnohl$n72@Holly.aa.net>
Source record: 124834

I spent many hours trying to get HERO to work on my Falcon using
several different ST emulators only to find out later that it DOESN'T
work on the Falcon! It LOOKS like the kind of game I enjoy playing,
and I would welcome an opportunity to try it out. Thanks for offering
to convert it.

Clayton Murray

> I could do the HERO convert while awaiting artwork and things like
>that for other projects, it shouldnt take that long, BUT because its
>not that simple then i aint doing all that for 2 or 3 people, if
>theres enough interest in a enhanced 2 meg version of hero for the
>Falcon and Tt and other fancy ataris then i will do it within the next
>couple of weeks, its as simple as that,
>
> so put your name forward, enough names and it will get done, if you
>respond to this thread then everyone can count how many respond and i
>cant be accused of weaseling out :))
>
> so lets see a show of hands...or lets not bother ?? sign below :))
>
>Cheers !ynoT ( ATARI Programmer )
>
>stosser@airtime.co.uk ( Tony Greenwood )
>STOSSER Software http://www.airtime.co.uk/users/stosser
>ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
>PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464
>
>.

# 6076. Re: Swedish Ripp-Off

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <5hnviv$r19@mn5.swip.net>
Source record: 124835

In article <333f32cc.1338667@news.mindspring.com>,
fangdn@mindspring.com says...

>it still hurts being ripped-off. Think twice before selling to a guy
>in Sweden from the U.S.-

HEY! You make it sound like all Swedes are criminals!
I am not for sure! I have done several orders from overseas,
and i always pay. Why didnt you take his VISA number ??

If you can E-mail me his name i will try to fix the money
for you. I know alot of Atarians here in Sweden. Maybe
its one of them.

--
\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari
ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se -
kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353

# 6077. Re: NOVA & GDOS

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: chris@compdirect.com
Message-ID: <AF64D181966817FC19@isdn-pool2-10.worldgate.com>
Source record: 124836

In article <5hnib6$jf0$1@news.wco.com>,
dogmeat@fog.net (Brett Nair) wrote:

> Fellow Atarians!
>
> I recently bought a 2nd hand NOVA graphics card. Knowing that
> I would no longer be able to use my copy of NVDI 4 I bought
> a used copy of SpeedoGDOS 5.

Hi Brett,

If you have NVDI 4, you most certainly can use it with the Nova Card. Just run the install program while you have Nova up and running, it should automatically disable the NVDI screen driver sys files.

All the best,
Chris @ Computer Direct

http://compdirect.com

# 6078. Re: NOVA & GDOS

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Keith Brooks <newhoriz@cadvision.com>
Message-ID: <333F5605.211C@cadvision.com>
Source record: 124837

Brett Nair wrote:
>
> Fellow Atarians!
>
> I recently bought a 2nd hand NOVA graphics card. Knowing that
> I would no longer be able to use my copy of NVDI 4 I bought
> a used copy of SpeedoGDOS 5.

Brett.... there is no reason at all why NVDI 4 and the Nova card would be incompatible. I'm running the same setup on my TT. Do you have the proper drivers for the card? (i.e. EMULATOR.PRG, MENU.PRG and STAVDI.PRG). The Nova drivers take over the video display and NVDI recognizes that, still allowing you full Speedo/TrueType fonts for all your applications.

Check your disks, you should have this installed properly and would have no need to use Speedo at all.

Keith

# 6079. Re: Swedish Ripp-Off

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: pmonstad@sn.no
Message-ID: <333fa8e6704ab0@sn.no>
Source record: 124838

Hmmm..

I agree, the Swede who bought SCSI adaptors from you should have payd for them. On the other hand, why did you send them before you got payment? I run a small company myself, and I never send goods before I have got their VISA card No., and if they don't have any card, I send C.O.D.

I dont't think it's fear to warn companies about Sweds particularly, there are thieves all around the world...

Paal, Norway

--
P�l Monstad, S�nden�lia 27 N-4200 Sauda. Tel/fax +47 52783413.
System: Atari TT030 12-1000 19" CD Big Tower.

# 6080. Test

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <333fc19b.4017763@nntpserver.swip.net>
Source record: 124839

```
Just a test. Please ignore..
```

# 6081. FS: Atari TT fastram board with 4mb nibblemode ram

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Christopher Larson <clarson@csd.sgi.com>
Message-ID: <333FB876.ABD@csd.sgi.com>
Source record: 124840
Cross-posted to: ba.market.computers,comp.sys.atari.st

I have an Atari TT fastram board with 4mb nibblemode ram I would like to find a home for. Asking $125 obo.

Christopher

# 6082. Re: Will PC SIMMs fit in an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Simon <myself@hotmail.com>
Message-ID: <3340497A.36B@hotmail.com>
Source record: 124841

Paul Womar wrote:
>
> <deangra@rosemount.com> wrote:
> >
> > Does this hold true for a 520 ST fm also?
>
> Nope. For an FM you should get one of the Marpet Xtra Ram boards.
>
> --
> To reply to this message there is no need to remove anything
> from my email address, clever that!

Hey, I put 4 Mo in my STe (4 1Mo SIMMs), and most of the programs
crashed. I remove 2 of them, and now everything's OK. Do you know why?
This SIMMs were running OK on my old PC...

Simon.

# 6083. Re: H.E.R.O. was BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: !ynoT
Message-ID: <3340aafb.4075887@news.airtime.co.uk>
Source record: 124842

On 31 Mar 1997 07:19:17 GMT, claytone@aa.net (Clayton Murray) wrote:

>I spent many hours trying to get HERO to work on my Falcon using
>several different ST emulators only to find out later that it DOESN'T
>work on the Falcon! It LOOKS like the kind of game I enjoy playing,
>and I would welcome an opportunity to try it out. Thanks for offering
>to convert it.

Yes sorry about that, its never been falcon compat, but work has
started, if you can check the web page out you will find a demo and
lots of info of whats happening,
Limited success at the moment, but hopefully have a working level by
mid to end of week,

My artist has agreed to add new graphics and the guy designing the
levels for BillyBoy has expressed an interest in doing new ones for
HERO, so it all look like a goer

Minimum 2meg STe...then upwards to TT and Falcon etc :)

Cheers !ynoT ( ATARI Programmer )

stosser@airtime.co.uk ( Tony Greenwood )
STOSSER Software http://www.airtime.co.uk/users/stosser
ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464

# 6084. Falcon For Sale

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Barry Keel <track1@sc.tds.net>
Message-ID: <333FCD5F.503C@sc.tds.net>
Source record: 124843

As much as I hate to do this I am putting my Falcon system up for sale
I habe 2 Macs in my studio now and I am using my Falcon less and less.
This system works great and everything in it works.
It is set up for music but I have lots of software, including DTP
software and others. I do not want to seperate this system, but with
what all comes with it I think it is a good buy. If anyone is interested
and wants to email me please use my email address.
Here goes the list:

Atari Falcon w/14 megs ram, math coprocessor, 84 meg IDE internal drive,
256 color, 520 meg Fujitsu external SCSI drive, 1 gig Seagate external
SCSI drive, 88 meg Syquest w/3 blank cartridges, cartmaster lite
cartridge expander, joystick, extra mice and cable, Magnavox 13" RGB
Multisync monitor, JL Cooper PPS-1 SMPTE Box, JL Cooper MSB+ 8 in 8 out
programmable midi patchbay, Compo digital interface and a SoundPool FDI
digital interface.

Software:

AudioMaster by SoundPool 2 track audio mastering sofware V1.73
Wavemaster by SoundPool 2 track waveform editor V1.11
Dynamite by SoundPool Stand alone compressor program and
Audiomaster plug-in
CD Recorder Pro by SoundPool records both audio and data cd's V2.12
Cubase 2.06 multitrack audio program with midi sequencer w/ Studio
Module, Style Trax
Trax track sheet program
Studio Manager studio invoice program
MSB+ accessory to control MSB+ midi patchbay
Cardfile
Steno
Straight Fax
Geneva
Multitos
Neodesk 4
Codehead Utility Disk
Multidesk Deluxe
Stalker
Diamond Back II
Diamond Edge
Ultimate Virus Killer
Harlekin II
NVDI 4
Blow Up Hard I resolution expander
Atari Works

Imagecopy 4 CD
Gemview
Pallette Master
Pagestream 2.2
Truepaint
Studio Photo
Composcript
Flight of the Intruder
Sim City
GT Look II scanning software for Epson flatbed scanners
DA's Vektor Pro
DA's Picture
4T/FX w/ D2D audio editing software
Kobold
Ease
Multiprint
Musicom hard disk editor
Dr T's KCS midi sequencer
DR T's X-oR editor librarian software
Calamus Sl DTP software latest version w/ lots of modules including
Bridge, Mask, Blend, Toolbox, Color Sep, Line Art,
plus lots more with several CFN fonts
Literally tons of shareware like 525, Thing, Zcontrol, Cab, Ghostscript,
etc.
Probably a few other I haven't remembered.

The Price: $2400 US takes the entire package, plus shipping.
send email to track1@sc.tds.net
or call Barrry Keel @ 803-266-3410

Regards,
Barry

# 6085. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: pettert@notam.uio.no
Message-ID: <5hokn8$t64$1@ratatosk.uio.no>
Source record: 124844

On 30 Mar 1997 04:24:34, Charles Silver wrote:

>All in all, I really like the new CAB and with the Modules you can add, it's
>becoming more complete. BTW, in the doc's Alex mentions he doesn't have a
>modem to test CAB online. If this is still true will someone get the man a
>good Modem so he can test his excellent work...

Yep, it's getting better. The biggest weakness is still image
unpacking IMHO - the Webspace demo is 2-4 times faster! I hope
mr. Clauss will put some assembler routines for this into the code,
or get someone else to write them...
Another peculiarity is that Cab2 still loads and shows pictures even
after I've turned imageloading off - happens after browsing through
a few pages.

- Petter -

# 6086. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Martin.Byttebier@ping.be
Message-ID: <859821784_OASIS_@ping.be>
Source record: 124845

In article <HC6IAFBTUP@data.rhein-main.de>
robscha@data.rhein-main.de (Robert Schaffner) said:-

>In <859716412_OASIS_@ping.be> Martin Byttebier wrote:

>>my TT I can't make it work under singletasking. I always get a runtime
>>163 error message. However under a multitasking system (I've tried
>>Geneva and N_AES) it works.
>
>Hm, that looks like trouble with the memory dispatcher OR
>problems with CAB-CACHE (Cachefolder)
>You got that trouble offline?

Yep offline. Online I always working with N.AES.
I've changed the bild-memory cache from 4096 to 12288. Also I've tried
CAB 2 with different flag setting (Fastload, load TT-RAM, allocated
TT-RAM). No use. I still get that dreadful runtime 163 error.

--

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
****************************

# 6087. Re: Want Warez? How much is it worth to you?

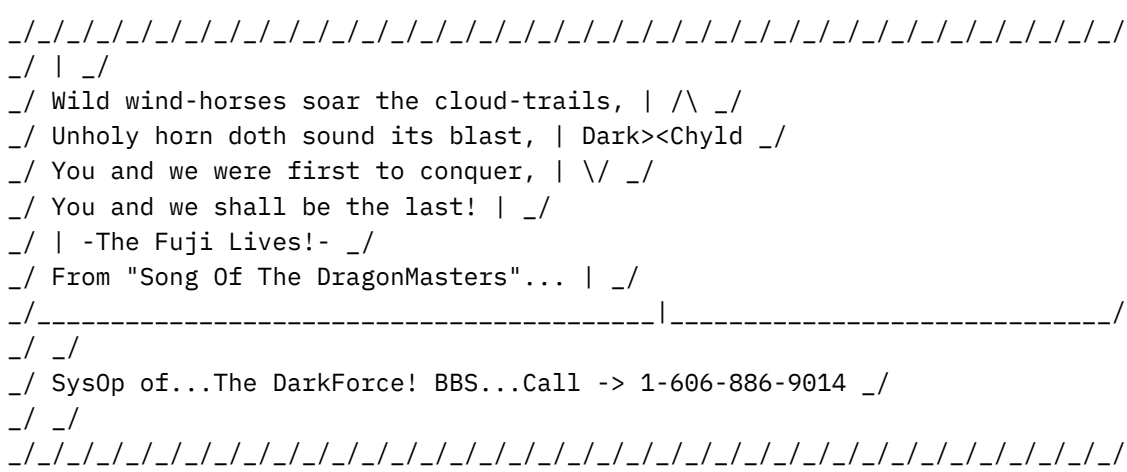
Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <859804858_OASIS_@pcc-uky.campus.mci.net>
Source record: 124846

In article <5hm8ju$b9t$1@news.ptd.net>
bendokus@postoffice.ptd.net (Greg Bendokus) said:-

>Seriously folks, I realize you all love your computers - I was one of
>the first people to own an ST in the summer of '85 and I still enjoy
>it very much. But, get a freaking grip and realize that the software
>market for this machine is DEAD, DEAD, DEAD! It has been for for
>several years. That's no excuse for piracy, but don't think for a
>second that any Federal agency gives a rats ass about pirated ST
>stuff.

Define "dead"... I define dead as absolutely nothing, hardware or software wise is being released for it any longer... Hardware and software (new and public domain/shareware) are still being released for the Atari line. In fact, while the quantity is less, the quality is much, much greater. So if we use that definition, you are wrong. In fact, you could say you are "dead" wrong...! <grin>

--



# 6088. Re: Calappt 1.22

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: dwilga@mtholyoke.edu
Message-ID: <dwilga-3103971157500001@dwilga.comm.mtholyoke.edu>
Source record: 124847

In article <859406672_OASIS_@nordnet.fr>, bkozlowski@nordnet.fr (Bruno Kozlowski) wrote:

>Hello all!
>
> Someone knows if Calappt 1.22 as sold with Falcons has been updated?
>Is it the last version?
>
> BTW, there is a funny bug, the calendar thinks that there is no
>Tuesday 29 February 2000... Not possible to enter a rendez-vous for that
>day. But happily it's usable after, the week day calculation is good, the
>1 March 2000 is a Wendsday like it should be.

Actually, there *is* no Tuesday 29 February 2000, last I knew. Leap years normally happen every four years, but not when the year is evenly divisible by 100.

Dan Wilga dwilga@mtholyoke.edu

# 6089. Re: FS:Hewlett Packard HP200LX 2 meg

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Robert Andrew Bell <rbell@uniserve.com>
Message-ID: <01bc3dae$01c4a680$LocalHost@satan>
Source record: 124848
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.handhelds,comp.sys.palmtops,van.forsale

I didn't say it was Canadian,it's us dollars and for your infomation it's already sold for $400 us without the 4 meg card or 14.4 modem.

kfchan@imap1.asu.edu wrote in article <5hmdo2$nl7@news.asu.edu>...
> Where did you mention in your original post that's in Canadian dollar ?
> How about 450 yen, ehh ?
>
>
> Robert Andrew Bell (rbell@uniserve.com) wrote:
> : Really,well now add tax to that $445, then the cost of a serial cable and
> : ac adapter and the cost of ACT for palmtops,the cost of a 14.4 fax modem
> : and a 4 meg flash ram card and the Simtel cd-rom of dos programs and your
> : probably looking at nearer $600,so $450 is a fair price,but as I said I'm
> : looking for offers.Lastly,have you actually confirmed the price at Office
> : Max or are you just going on hearsay? Was that a 2meg or was it just a 1
> : meg? Here in Canada I'm still seeing the 2meg HP selling for approx. $850
> : cdn($640us approx.)
>
> : Rob.
>
> : kfchan@imap1.asu.edu wrote in article <5hhf47$jfu@news.asu.edu>...
> : >
> : >
> : > You must be kidding ! Brand new HP200LX sells for $445 in Office Max
> : > as reported by someone a few days ago. $300 seems fair !
> : >
> : > Robert Andrew Bell (rbell@uniserve.com) wrote:
> : > : I have a 2 meg HP200lx dos palmtop computer for sale,only 6 months old
> : > : with
> : > : box and all manuals,serial cable and windows 95/win3.1 transfer
> : > : software,cd-rom of dos programs.Built in programs include pocket
> : > : quicken,lotus 123,telephone book,appointment
> : > : book,database,wordprocessor,
> : > : notepad and a few others.It has one pc-card
> : > : slot,infra-red port,serial port,ac adapter and runs for weeks on

two AA
> : > : batteries and
> : > : is in pristine condition.I will sell for the best offer I get or
would
> : > : trade for an Atari Falcon030 system.Any offers $450 and over and
I'll
> : throw
> : > : in a 4 meg flash ram card
> : >
> : > : rob
> : > : rbell@uniserve.com
> : >
> : >
> : >
>

# 6090. WTB: Canadian STE / Mega STE

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: april@bulli.com
Message-ID: <5hoqf4$81d@priv-sys04-le0.agt.net>
Source record: 124849

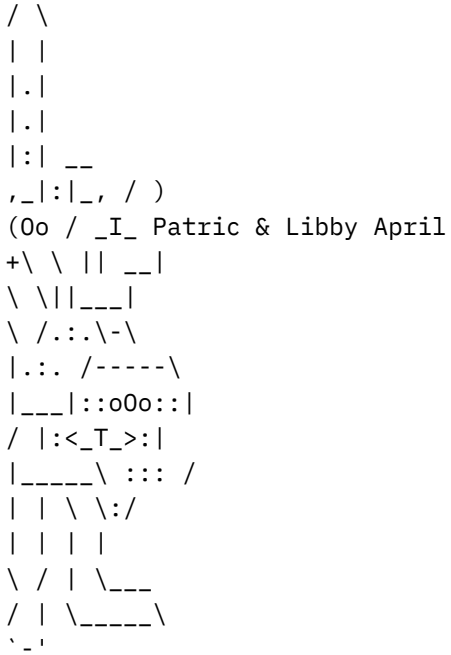
I am looking for an ste or mega ste to buy.

If you live in Canada please email me with the stats of your computer.

I will apply right away.

Thanks

Patric



# 6091. Re: where to get STonX?

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <334001a880bb10@sn.no>
Source record: 124850

On Thu 27-03-97 14:18, Roger Lee (rlee@harmony.hursley.ibm.com) wrote:

>I'm trying to find where to get STonX for use on Linux.
>It seems the usual URL (zork...something, from the official site)
>isn't working and the unofficial site no longer even had binaries.
>Is there ANYWHERE I can get this? (Personal use).

This is the URL I have, is it the same one which doesn't work?

http://www.complang.tuwien.ac.at/nino/stemu.html

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 6092. ** Atari ST FTP site list **

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <334001ac80fda1@sn.no>
Source record: 124851
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Changes since last time:

ftp.uni-regensburg.de /pub/freeware/software/atari/ (New path)
ftp.hrz.uni-kassel.de /pub4/atari/ (New path)
ftp.rz.tu-harburg.de /pub/software/systems/atari/ (New path)
ftp.uni-frankfurt.de /pub/arch/atari/ (New path)

---------- File start ----------
Distribution date: 31-March-1997
Frequency : Monthly (end of each month)
Distributed to : comp.sys.atari.st & comp.sys.atari.st.tech
File location : <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
WWW location : <http://home.sn.no/~hallvart/pages/atari.html>
WWW version with
direct site-links: <http://home.sn.no/~hallvart/pages/atari_ftp.html>
Author/maintainer: Hallvard Tangeraas, Oslo, Norway (hallvart@sn.no)

Re-distribution allowed as long as nothing is altered or omitted.
Copyright (C) 1994-1997 Hallvard Tangeraas (hallvart@sn.no)

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/ _/
_/ The ____/ __ __/ ____/ _/
_/ Atari / / / _/ _/
_/ ST __/ / ____/ _/
_/ FTP / / / _/
_/ list _/ _/ _/ _/
_/ _/
_/ (C)1994-1997 H. Tangeraas _/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

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* = specialized or small site
- - - - - - - - - - - - - - - - -

FTP site Directory IP address
---
Belgium
---
193.190.205.13 * /archive/atari/ (193.190.205.13)

Czech republic
---
ftp.dcs.muni.cz /pub/archives/atari/ (147.251.48.3)

Finland
-------
ftp.funet.fi /pub/atari/ (128.214.248.6)

France
------
ftp.cnam.fr /pub/Atari/ (163.173.128.15)

Germany
-------
ftp.leo.org /pub/comp/platforms/atari/ (131.159.0.252)
(131.159.0.198)
ftp.regent.e-technik.tu-muenchen.de
/pub/comp/platforms/atari/ (129.187.231.131)
ftp.uni-trier.de /pub/atari/ (136.199.8.81)
alice.fmi.uni-passau.de * /pub/atari/ (132.231.1.180)
ftp.uni-kl.de /pub/atari/ (131.246.94.94)
ftp.uni-erlangen.de /pub/atari/
* /pub/Linux/LOCAL/680x0/ (131.188.3.2)
(131.188.71.2)
ftp.tu-clausthal.de /pub/atari/ (139.174.2.10)
ftp.uni-muenster.de /pub/atari/ (128.176.121.55)
ftp.uni-paderborn.de /atari/ (131.234.22.34)
vax.ph-cip.uni-koeln.de /pub/atari/ (134.95.64.1)
pascal.math.fu-berlin.de * /atari/ (160.45.40.50)
ftp.cs.tu-berlin.de /pub/atari/ (130.149.17.12)
(130.149.144.4)
ftp.fu-berlin.de * /pub/atari/ (160.45.10.6)
ftp.uni-regensburg.de /pub/freeware/software/atari/ (132.199.1.203)
ftp.germany.eu.net /pub/comp/atari-st/ (192.76.144.75)
ftp.uni-bremen.de * /pub/atari_st/ (134.102.228.2)
ftp.hrz.uni-kassel.de * /pub4/atari/ (141.51.12.12)
ftp.rz.tu-bs.de * /pub/atari/ (134.169.9.44)
ftp.coli.uni-sb.de /pub/comp/atari/ (134.96.68.11)
ftp.phil.uni-sb.de * /pub/atari/ (134.96.80.220)
(134.96.82.13)
ftp.inf.tu-dresden.de /pub/atari/ (141.76.1.11)
ftp.uni-giessen.de * /pub/atari/ (134.176.2.11)
ftp.rz.tu-harburg.de * /pub/software/systems/atari/ (134.28.240.5)
ftp.uni-oldenburg.de /pub/atari/ (134.106.38.5)
ftp.uni-frankfurt.de * /pub/arch/atari/ (141.2.1.2)
ftp.on-luebeck.de * /pub/systems/atari/ (193.29.188.9)
ftp.informatik.rwth-aachen.de * /pub/comp/Atari/ (137.226.225.3)
ma2s2.mathematik.uni-karlsruhe.de * /pub/atari/ (129.13.115.2)
ftp.uni-duisburg.de * /pub/atari/ (134.91.3.16)

The Netherlands
---------------
nikhefh.nikhef.nl /pub/atari/ (192.16.199.1)
ftp.twi.tudelft.nl * /pub/atari/ (130.161.156.11)
ftp.icce.rug.nl * /pub/erikjan/Atari/ (129.125.14.129)

Norway
------
ftp.sn.no * /user/hallvart/atari/ (194.143.8.25)

Switzerland
-----------
ftp.isbiel.ch /atari/ (147.87.2.27)
ezinfo.ethz.ch /st/ (129.132.2.72)

United Kingdom
--------------
micros.hensa.ac.uk /micros/atari/ (194.80.32.51)
ftp.demon.co.uk /pub/atari/ (158.152.1.44)

United States
-------------
atari.archive.umich.edu /atari/ (141.211.120.11)
f.ms.uky.edu /pub2/atari/ (128.163.132.108)
ftp.netbsd.org * /pub/NetBSD/ (206.86.8.12)
ftp.teleport.com * /pub/users/atari/ (192.108.254.15)

MIRROR SITES
------------
FTP mirrors are alternative sites to certain popular ones which are
usually under a high load most of the time (many people accessing them
at the same time).
Mirror sites contain the exact same directories and files, but have
different entry points. Try to use the one closest to you geographically
and not during business hours (in that geographic area).

Mirrors for 'atari.archive.umich.edu'
-------------------------------------
United States
-------------
ftp.toad.net /pub/umich/ (205.197.182.100)
barnone.citi.umich.edu /atari/ (141.211.128.19)

Europe
------
src.doc.ic.ac.uk /packages/atari/umich/ (146.169.16.11)
(146.169.17.5)
(146.169.32.5)
(146.169.33.5)
(155.198.1.40)
(146.169.43.1)
(155.198.191.4)
(193.63.255.1)
(146.169.2.10)
ftp.switch.ch ^^^ /mirror/atari/ (130.59.1.40)
(130.59.10.40)

^^^ ftp.switch.ch is restricted to educational/research institutions only!
-------------------------------------------

```
Mirror for 'ftp.uni-paderborn.de'
---------------------------------
src.doc.ic.ac.uk /packages/atari/uni-paderborn/ (146.169.16.11)
(146.169.17.5)
(146.169.32.5)
(146.169.33.5)
(155.198.1.40)
(146.169.43.1)
(155.198.191.4)
(193.63.255.1)
(146.169.2.10)

Other mirrors
-------------
ftp.phil.uni-sb.de * /pub/atari/mint/umich.mirror/ (134.96.80.220)
(mirror for atari.archive.umich.edu- 'mint' section) (134.96.82.13)

ftp.phil.uni-sb.de * /pub/linux-m68k/mirror.erlangen/ (134.96.80.220)
(mirror for ftp.uni-erlangen.de- 'linux' section) (134.96.82.13)

tsx-11.mit.edu * /pub/linux/680x0/ (18.86.0.44)
(mirror for ftp.uni-erlangen.de- 'linux' section)

ftp.gui.uva.es /pub/atari/ (157.88.36.190)
(mirror for ftp.cnam.fr)

- - - - - - - - - - - - - - - -
* = specialized or small site
- - - - - - - - - - - - - - - -

MAIL SERVERS
------------
Mail servers can be used to get hold of the same software as through FTP,
but instead of using a lot of download time online, files can be 'ordered'
via email.
In order to get information about how to do this, send an email to the
various addresses below with the word: help
in the mail itself. If possible, do not include any 'signature' in the mail,
as the automated system which replies to these mails tries to interpret any
message (and with a certain amount of errors no response to your requests
will be given at all).

Email server email address Equivelant to FTP site
-------------------------------------------------------------------------
atari@atari.archive.umich.edu atari.archive.umich.edu
mail-server@ftp.tu-clausthal.de ftp.tu-clausthal.de
mail-server@cs.tu-berlin.de ftp.cs.tu-berlin.de
archive-server@Germany.eu.net ftp.germany.eu.net
ftpmail@ftp.uni-stuttgart.de ftp.uni-stuttgart.de
ftp-mailer@ftp.informatik.tu-muenchen.de ftp.informatik.tu-muenchen.de
archive-server@micros.hensa.ac.uk micros.hensa.ac.uk
mailserver@leo.org ftp.leo.org

---------------------------- End of file ------------------------------
```

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-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 6093. ATARI RETAILER GONE OUT OF BUSINESS. CLEARING OUT SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: modemkid@gate.net
Message-ID: <333feecc.2947406@news.gate.net>
Source record: 124852

Atari retailer gone out of business. Clearing out all software.
1000's of ST software(mostly games). I have NO LIST. Email me your
wants at modemkid@gate.net or call me at 561-464-0019. My hours are
1pm-9pm EST. Ask for Gary. Please, minimum order of $50. Each order
free software thrown in. Thank you.

# 6094. Re: Will PC SIMMs fit in an ST?

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: News@pwomar.demon.co.uk
Message-ID: <19970331191401200009@pwomar.demon.co.uk>
Source record: 124853

Simon <myself@hotmail.com> wrote:

> Paul Womar wrote:
> >
> > <deangra@rosemount.com> wrote:
> > >
> > > Does this hold true for a 520 ST fm also?
> >
> > Nope. For an FM you should get one of the Marpet Xtra Ram boards.
> >
> > --
> > To reply to this message there is no need to remove anything
> > from my email address, clever that!
>
> Hey, I put 4 Mo in my STe (4 1Mo SIMMs), and most of the programs
> crashed. I remove 2 of them, and now everything's OK. Do you know why?
> This SIMMs were running OK on my old PC...

I don't know why they don't work but for best results you should:
Use 8/9 chip simms,
Use chips with the same speed rating (should be >90ns IIRC)

Do only 2 specific chips work or is it any 2 chips?

--
To reply to this message there is no need to remove anything
from my email address, clever that!
Paul Womar - News@pwomar.demon.co.uk

# 6095. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: april@bulli.com
Message-ID: <5hoqrc$81d@priv-sys04-le0.agt.net>
Source record: 124854

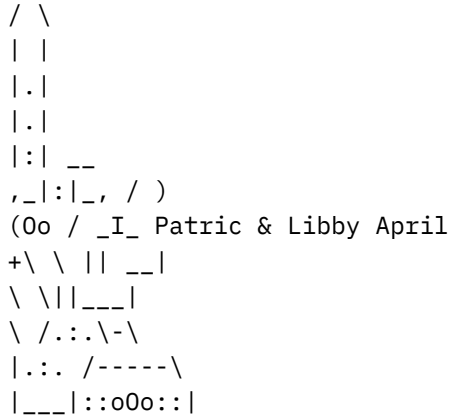
What site is cab 2 availble at? is it an ftp site?

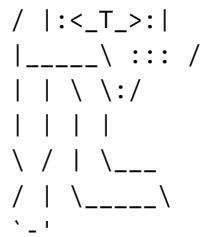
Please email me at

april@bulli.com or post here

thanks a bunch ;-)

On 31 Mar 1997 09:04:48, Robert Schaffner wrote:
*In <5hm79s$30k@news1.Belgium.EU.net> Martin Byttebier wrote:
*
*
*>Just did. No help at all.
*
*Hm..
*
*Few days ago i got the late finish release CAB 2.0 form ASH.
*Sure, CAB have some smal problems with font sizing ect.pp, i will forget that..
*
*I can't found some other big problems.
*
*Machine: F030 10MB FX, 4MB ST-RAM, NVDI4.11,MagiC5.10, SceenBlaster, MetaDOS
*
*regards, Robert --- Happy Eastern ---
*
*
*--
* ### robscha@data.rhein-main.de -= Home of DOITF030 =-
* ### ____________________________________________________
* # # # Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
* # # # Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
* http://www.rhein-main.de/people/robert/homepage.htm
*.





# 6096. User Group Links Wanted

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: rgoring@REMOVE_TO_REPLYzetnet.co.uk
Message-ID: <5hopvd$4vb@irk.zetnet.co.uk>
Source record: 124855

Hi All,

Next part of the WAG pages is due for update :-)

This time I would like links to Atari User Groups around the world :-)

I am still after other Atari links as well :-)

Please email me -

1. the URL

2. A logo, UUEd in the mail

3. A short paragraph description of your site

If you want to visit the site, please register so that you will be told
when it has been updated :-)

Please also mail me with comment about the site, I am thinking of adding a
guestbook that will display the comments :-) Good or Bad :-)

Yours Roy

**********
Wessex Atari Group Home Page - http://www.users.zetnet.co.uk/rgoring/wag/
**********
Falcon 14Mb - 4.04 - Geneva/Neodesk - STiK - Newsie - CAB - AtariIRC Roy_
**********

## 6097. Computer Dungeon

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <859819359@acpu.com>
Source record: 124856

fangdn@mindspring.com (Daniel Fangmann) asked:

F > Anyone know the e-mail address for the 'Computer Dungeon? If
F > so please e-mail it to me or post to the newsgroup. THANKS!

Seems to me I saw an announcement several months ago that they had
closed up shop. Further deponent sayeth not.

"The Poor Deluded Soul" - tderrick@acpu.com

... Speak your mind. You have nothing to lose!
___ Mountain Reader II - #00000077

# 6098. FS: Atari Mega System

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: phiscock@ee.ryerson.ca
Message-ID: <5hopm1$irv@ns2.ryerson.ca>
Source record: 124857

Fellow Atarians -

I have to make room in my workshop for a new project, so the Atari stuff, still useful to someone I'm sure, has to go. I used the system to run TeX (disks included) and for general word processing.

The last time I sold some Atari stuff, I was told that the stuff was underpriced, and it went very fast! It's all in working condition.

- Atari Mega 4 Computer, with keyboard and mouse, of course.
- Atari SM124 Monochrome Monitor, very crisp display
- Atari SH205 Hard Drive, matches Mega 4
- Atari SLM804 Laser Printer, toner replaced recently
- 80 Meg external hard drive in home-brew case with ICD SCSI adaptor and internal power supply. Plugs into Mega 4 SCSI port directly.
- Cyber Studio CAD3D software
- Cyber Paint sofware
- GFA Basic with compiler
- Manuals and cables for all hardware
- 177 disks of PD and Commercial sofware
- Extra mouse, with flakey button (Omron part, I believe).

I'd like to sell this as a package, total $250, plus packaging and shipping costs if outside Toronto. The last package of Atari hardware cost about $80 to ship from Toronto to Oklahoma.

You can contact me by email or at my home phone, 416-465-3007.

Cheers - Peter

--
Peter Hiscocks Phone: (416) 979-5000 Ext 6109
Department of Electrical Engineering Fax: (416) 979-5280
Ryerson Polytechnic University, Toronto, Canada

**********
* UNIX: the only operating system that requires a 15 page manual *
* to describe how to make the delete key work. *
**********

# 6099. Re: Swedish Ripp-Off

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Joakim Nordlander <jonord@pinky2.itv.se>
Message-ID: <333FF5A3.45D32C9D@pinky2.itv.se>
Source record: 124858

Daniel Fangmann wrote:
> Think twice before selling to a guy
> in Sweden from the U.S.-

Yeah, and because of this all swedes must be crooks... I once copied a tape for a guy in Germany, but I never heard from him again. Does that make all germans crooks?

/J

See you on the dark side of the moon...
/|\ Joakim Nordlander Haernoesand, Aangermanland, Sweden.
jonord@pinky2.itv.se - http://www.itv.se/~jonord

## 6100. Re: Why does the Hades still cost so much?

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: quinlan@sfu.ca
Message-ID: <5hp4pm$1mc@morgoth.sfu.ca>
Source record: 124859
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st

News@pwomar.demon.co.uk (Paul Womar) writes:

>It was the MP130, it's OK but it is not even close to a replacement for
>my Psion.

[Just killing time and keeping this group alive]

Did you notice the accuracy going up or did it never recognize your writting
at all?

--

Brian Quinlan "Never ask what sort of computer a guy drives. If he's a Mac
quinlan@sfu.ca user, he'll tell you. If not, why embarrass him?" - Tom Clancy

## 6101. Konvertierung Signum

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: guenterl@augsburg.baynet.de
Message-ID: <333fe9b7.5473787@news.augsburg.baynet.de>
Source record: 124860

Hallo,

does anybody know a program which converts Signum2 documents into MS
Word format?

Guenter

# 6102. Canon BJ-10ex printer for Atari/PC! Beauty!

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Jah Rey <JamesBRey@aol.com>
Message-ID: <33401257.581C@aol.com>
Source record: 124861

FOR SALE:

Canon BJ-10ex PC compatible black and white printer. Also compatible with Atari.

This is a notebook printer with Bubble-Jet style printing. Excellent output for all kinds of uses. I had used it with Atari Notator for printing out music scores.

Many features including different font styles, envelope printing, etc.

Comes with power supply, all manuals, etc.

Very small footprint and excellent printing make this a good choice for anyone that needs portability in a printer.

Low, low hours.

$250.

Email JamesBrey@aol.com.

# 6103. Re: Calappt 1.22

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: szhays@rocky.ucdavis.edu
Message-ID: <5hp78r$hg1$1@mark.ucdavis.edu>
Source record: 124862

Dan Wilga (dwilga@mtholyoke.edu) wrote:
:
: Actually, there *is* no Tuesday 29 February 2000, last I knew. Leap years
: normally happen every four years, but not when the year is evenly
: divisible by 100.
:
: Dan Wilga dwilga@mtholyoke.edu

Its even more complicated than that. There usually is no leap year on a
year ending 00 _except_ for the millenium. So there was no leap year in
1800 or 1900, but there will be one in 2000.

.....
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-----------------------------------------------------+

# 6104. Atari Laser Printer $100

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: progster@erols.com
Message-ID: <progster-3103971541280001@news.erols.com>
Source record: 124863
Cross-posted to: dc.forsale.computers,balt.forsale,comp.sys.atari.st

For Sale: Atari Laser Printer, perfect condition. Also includes extra
toner cartridge. Works with all Atari ST computers (but not Falcons).
Works great with the Atari sequencer and score printing programs! $100,
cash and carry (preferred).
$200, in advance, if you want it shipped. (A major hassle, but can be done.)

Call 301-927-0912

# 6105. WTB: 1040STE

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <5hna7c$9rd@ns1.thpl.lib.fl.us>
Source record: 124864

Looking for a reasonably priced 1040STE with at least a meg. Do not need a mouse or monitor, just a reasonably priced machine. thanks e-mail replies please. Jim sfpu@scfn.thpl.lib.us.

# 6106. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: szhays@dale.ucdavis.edu
Message-ID: <5hp5nk$frs$1@mark.ucdavis.edu>
Source record: 124865

Mille Babic (mille@mail5.tripnet.se) wrote:
:
: I�ve removed the CAB v2.0 Demo from my homepage after a few hours.
: I thought... it was o.k. Maybe it is? Can someone tell me if it�s o.k to
: implement this version at my homepage?

OK, as I was following your lead in putting in up, I will follow your lead
in removing it as well. Certainyl the last thing we all need is for ASH o
angry with us.

However, if ASH was distributing this freely at the Show, it should be OK
to continue freely distributing it. On the other hand, I notice there are
some probably easily solved bugs that they will want to solve before
distribution get too wide, so I will give them some time to release a new
version of CAB 2.0 demo (hopefully with an English .RSC file)

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- UC Davis (USA) :
: @ @ Internship & Career Center. http://icc.ucdavis.edu :
+-oOO-(_)-OOo-----------------------------------------------------+

# 6107. Re: Swedish Ripp-Off

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: hallvart@sn.no
Message-ID: <334036021259a90@sn.no>
Source record: 124866

On Mon 31-03-97 19:34, Joakim Nordlander (jonord@pinky2.itv.se) wrote:

>Daniel Fangmann wrote:
>> Think twice before selling to a guy
>> in Sweden from the U.S.-
>
> Yeah, and because of this all swedes must be crooks... I once copied a
>tape for a guy in Germany, but I never heard from him again. Does that
>make all germans crooks?

And I sent money for a record to a guy in the U.S. but never got the
record! I guess that makes all Americans criminals doesn't it?

Next time, don't send the merchandise before you get the money.

Hallvard
--
-ST FTP site list: <ftp://ftp.sn.no/user/hallvart/atari/info/ftplist.txt>
-Atari ST FTP access : <http://home.sn.no/~hallvart/pages/atari_ftp.html>
-Atari ST WWW section : <http://home.sn.no/~hallvart/pages/atari.html>
-Atari ST essentials : <ftp://ftp.sn.no/user/hallvart/atari/>

# 6108. Re: H.E.R.O. was BILLY BOY

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Katherine L Ellis <kellis@primenet.com>
Message-ID: <Pine.BSI.3.95.970331145139.8510A-100000@usr05.primenet.com>
Source record: 124867

did you try STE_x or FALCON_X?

On 31 Mar 1997, Clayton Murray wrote:

>
>I spent many hours trying to get HERO to work on my Falcon using
>several different ST emulators only to find out later that it DOESN'T
>work on the Falcon! It LOOKS like the kind of game I enjoy playing,
>and I would welcome an opportunity to try it out. Thanks for offering
>to convert it.
>
>
>Clayton Murray
>
>
>
>
>
>
>> I could do the HERO convert while awaiting artwork and things like
>>that for other projects, it shouldnt take that long, BUT because its
>>not that simple then i aint doing all that for 2 or 3 people, if
>>theres enough interest in a enhanced 2 meg version of hero for the
>>Falcon and Tt and other fancy ataris then i will do it within the next
>>couple of weeks, its as simple as that,
>>
>> so put your name forward, enough names and it will get done, if you
>>respond to this thread then everyone can count how many respond and i
>>cant be accused of weaseling out :))
>>
>> so lets see a show of hands...or lets not bother ?? sign below :))
>>
>>Cheers !ynoT ( ATARI Programmer )
>>
>>stosser@airtime.co.uk ( Tony Greenwood )
>>STOSSER Software http://www.airtime.co.uk/users/stosser
>>ST+ Diskmagazine http://www.geocities.com/TimesSquare/Alley/7454
>>PAXTON Software* http://www.geocities.com/TimesSquare/Alley/7464
>>
>>.
>
>

---
Email:Kellis@primenet.com

Web http://www.primenet.com/~kellis/

---

# 6109. Re: FS:Hewlett Packard HP200LX 2 meg

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: slfunk@smartt.com
Message-ID: <5hp4hm$1gd$1@news.smartt.com>
Source record: 124868
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.handhelds,comp.sys.palmtops,van.forsale

who gives a sh*t!

:>What a stupid guy to buy a used 200LX for $400 US !

:>: I didn't say it was Canadian,it's us dollars and for your infomation it's
:>: already sold for $400 us without the 4 meg card or 14.4 modem.

# 6110. Re: Swedish Ripp-Off

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: fangdn@mindspring.com
Message-ID: <33403485.3486326@news.mindspring.com>
Source record: 124869

kock@kockens.pp.se (J Kock) wrote:

>In article <333f32cc.1338667@news.mindspring.com>,
>fangdn@mindspring.com says...
>
>>it still hurts being ripped-off. Think twice before selling to a guy
>>in Sweden from the U.S.-
>
>HEY! You make it sound like all Swedes are criminals!
>I am not for sure! I have done several orders from overseas,
>and i always pay. Why didnt you take his VISA number ??
*** That was not my intention*** The point is know who you are
dealing with or get paid 'up-front'. The reason this bugs me so much
is that its the first time it has ever happened. And I have been
selling Atari stuff on-line for over 2 years!!
I know, its my own fault for not asking to be paid first. But I have
grown comfortable dealing with Atari users and never been 'stiffed'
before. This was bound to happen and it did.
>If you can E-mail me his name i will try to fix the money
>for you. I know alot of Atarians here in Sweden. Maybe
>its one of them.
Thank you for your kind offer. Please know that I do not blame all
Atari users from Sweden. I did, however, lose the fellows name and
e-mail address, and have no recourse but to post a message here and
hope the offending party see's it and responds. I do not wish to
slander anyone and will keep his name private.-Dan F.
>-->\\ Grtz J.Kock - SysOp on Kockens BBS +4646250256 - Atari

# 6111. Re: Swedish Ripp-Off

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: fangdn@mindspring.com
Message-ID: <334036b2.4043360@news.mindspring.com>
Source record: 124870

pmonstad@sn.no (Paal Monstad) wrote:

>Hmmm..
>
>I agree, the Swede who bought SCSI adaptors from you should have payd for
>them. On the other hand, why did you send them before you got payment? I
>run a small company myself, and I never send goods before I have got their
>VISA card No., and if they don't have any card, I send C.O.D.
>
First off, I am not a 'dealer'. Just a private Atari user who got
into selling stuff on-line as a 'hobby'. I have been using Atari's
since 1985 and like the kindship shared by fellow users.
That said, my dealings with Atari users has always been on a
'trusting' basis. For over 2 years i have shipped stuff and asked for
payment latter, and it worked. This was most rewarding to around
fellow Atari users who were so honest to deal with. A few times I
received comments from people who really enjoyed my policy and related
similar stories about the Atari communitys 'felling of family'.
>I dont't think it's fear to warn companies about Sweds particularly, there
>are thieves all around the world...
I agree and am sorry to all that took it that way. I just felt it was
time to tell my story and hope the offending party would 'make good'
on the deal.
>Paal, Norway
>
>--
>P�l Monstad, S�nden�lia 27 N-4200 Sauda. Tel/fax +47 52783413.
>System: Atari TT030 12-1000 19" CD Big Tower.

# 6112. Re: Swedish Ripp-Off

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: fangdn@mindspring.com
Message-ID: <334038e8.4609507@news.mindspring.com>
Source record: 124871

Joakim Nordlander <jonord@pinky2.itv.se> wrote:

>Daniel Fangmann wrote:
>> Think twice before selling to a guy
>> in Sweden from the U.S.-
>
> Yeah, and because of this all swedes must be crooks... I once copied a
>tape for a guy in Germany, but I never heard from him again. Does that
>make all germans crooks?
No and NO!! Look, I lost the guys e-mail address and name. My intent
was to get this fellows attention and maybe get a reply as to why he
never paid. Then again I felt obligated to warn all who sell stuff
on-line of the dangers. I know, it was my own fault for being so
trusting and was asking to be 'burned' sooner or later. But it was
enjoyable over the past 2 years dealing with Atari users in such an
open and honest way, asking for payment after they had a chance to
receive the stuff. Some insisted on COD and I shipped COD, but felt,
at the time, that COD was a waste of money.
Anyway, sorry I offended you and your fellow Swedish Atari Users. -Dan
F.
> /J
>
>
>See you on the dark side of the moon...
>/|\ Joakim Nordlander Haernoesand, Aangermanland, Sweden.
> jonord@pinky2.itv.se - http://www.itv.se/~jonord

# 6113. Re: MiNTNet/GlueSTiK/CAB v1.50

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: Mike & Wanda Saeger <wanda@starnetinc.com>
Message-ID: <33403624.BBF@starnetinc.com>
Source record: 124872

I tried installing the PPP kit on my Falcon030. I am close but have
an interesting problem. On my Drive C:\ all the file names are now
lower case. The operating system doesn't recognize that lowercase
programs are executable. Is there some MINT parameter that will
make my C: drive (internal IDE 30Meg) have uppercase files?

My CD-Rom drive has uppercase file.

Thanks for any help.
Mike Saeger
MRSAEGER@TTXCO.COM

## 6114. Quick FAQ - Draft 0.3

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <71d_9703311148@conchbbs.com>
Source record: 124873

```
l > The Thirty-two bit addressing coupled with the 32 bit internal
l > processing bus rendered the name "TT" for
l > Thirty-two/thirty-two, as opposed to the Sixteen/Thirty-two
l > arrangement of the ST.

Except that the ST RAM on a TT uses a 64 bit bus.
(ST = Sixty-four/Thirty-two ;-).

The 10 Meg limit is so that it won't conflict with the Mega VME bus
area. Since it holds exactly 4 times as much ST RAM as an ST, you
could load 16 Meg, but wouldn't be able to access all of it.

___ Mountain Reader II - #00000053
--
|Fidonet: John Kormylo 1:106/7861
|Internet: John.Kormylo@7861.conchbbs.com
|
| Standard disclaimer: The views of this user are strictly his own.
```

# 6115. Re: New CAB v2.0 Demo available!

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: ping1030
Message-ID: <5hmvpq$9t3@news1.Belgium.EU.net>
Source record: 124921

On 30 Mar 1997 18:49:18, Rich Tietjens wrote:
>
>On 30 Mar 97 10:06:52 G, Martin Byttebier wrote:
>> In article <5hksft$onl$1@nadine.teleport.com>
>> atari@teleport.NO.SPAM.com (Rich Tietjens) said:-

>>It CERTAINLY works with Gluestik (v0.02b4)

I confirm this again. I've use cab 2 for almost 2 hours today
Cab works much better with gluestik. Now I'm able to download numeric
address. Also the homepage of ASH is accesible now.
With the cab-for-mintnet overlay that was something I couldn't do.
>
>
>My setup:
>
>
>Falcon030/14 meg
>FreeMiNT 1.12.(2?)
>GlueSTiK 0.02b2
>
>
>No flickering lights on the modem when using CABdemo 2.0, unable to find
>the page. Exact same page with CAB 1.5, no problems at all. And sicne
>I'm currently writing this article in Newsie and using that set up to
>post it, the conclusion is left as an exercise for the reader.

Have you a copy of cab.ovl on the modules dir?
>
>
>Note that I am not using GlueSTiK o.02b4 because it /causes/ the problems
>that were reported to be caused by 0.02b2 - but which do not happen here
>with the older version.

What kind of trouble are you talking about.

TTFN
Martin

**************************************
* On the seventh day He created Atari *
***** Martin.Byttebier@ping.be ********
***************************

# 6116. Re: Looking for Falcon MK II or X in trade

Newsgroup: comp.sys.atari.st
Date: 1997-03-31 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5hn9qb$92m$2@nadine.teleport.com>
Source record: 124922

On 29 Mar 1997 14:22:58, Destiny wrote:
>I am looking for a Falcon MK II or MK X ( I think ) for doing midi
>sequencing on.
>
>Must have internal or external hard drive, at least one floppy,
>a monitor, 4 meg of RAM and a mouse. Having Cubase any version
>is a big plus along with other midi software. Will be using for
>sequencing.

All Falcons have at least one floppy, so that should be no problem.
Mouse is pretty much standard (they come with one that's about equal to
a brick <G>). Monitor - what type are you looking for, or do you know?
The Falcon can deal with the SC/SM series ST monitors, and VGA/SVGA
(depending on which monitor block you get).

>Email me for more details and/or questions. Thanks very much. Also, if
>this isn't the correct location for this type of posting, please tell me
>where to post this.

This place is fine - and you'll get feedback (mostly polite) on almost
any posting.

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